SOUL HARVEST

Welcome to the first Age of Sigmar 2.0 event hosted by the Hampshire Hammerers! Over the past two years, our intention has been to host a wargaming club enjoying Games Workshop's fantastic tabletop games in a friendly & relaxed environment. The attitude & enjoyment of our members is the most important part of the club's existence, & now having got to know (and fought!) each other we really wanted to provide a day of matched play gaming to celebrate the new edition of Age of Sigmar.

The Guardians of Souls

The officials for the event are James Allen & Martin Clarke. They will be making sure things run smoothly on the day. If anyone has any questions regarding the event they can both be contacted at hampshirehammerers@gmail.com They will also be the deciderto resolve any rules related questions that can't be resolved with a simple 'dice-off'.

The Hammerers

As mentioned above, the most important rule is that everyone has a great day of gaming, & all the players involved are expected to conduct themselves appropriately throughout the event. That includes playing the game in the right spirit, making sure they have everything they need to play, & in general contributing to a friendly environment where everyone can enjoy both their games and the time spent in between rounds. Above all, don't be a dick.

The Battleground

Newburgh House
Newburgh Street
Winchester
SO23 8UY

The venue is situated next to Winchester Train Station. There is parking available at the venue, please contact us prior to the event if you will be driving down to the venue. We want our events to be accessible to everyone so we will attempt to organise lifts & car shares to support transport where needed. Anyone who can help out with getting Hammerers to/home is hugely appreciated. If you need your army storing on the night of the event, speak to James.

Provisions

A hot Lunch will be provided on the day, the cost of which is included in your ticket. There will be a bar to buy drinks from too.

(Grave) Sands of Time

Please make every effort to arrive on time so we can get the games underway at the following times:

Arrival: 09:15
Registration & Announcements: 09:15 - 09:30
Game One: 09:30 - 12:00
Lunch: 12:00 - 13:00 – Please display your army for Best Army selection
Game Two: 13:00 - 15:30
Game Three: 15:50 - 18:20
Results Presentation: 18:30 - 18:45

Prior to registration, all players will be informed of who they are playing, what table, what mission & what realm to make registration nice & quick.

Each round will last for two & a half hours which should be plenty of time for the games to be played out. We will need results in before the end of the round to keep the event on track. In the event players are still not finished at the end of a round then they will be asked to stop & work out results.

Under cover of Darkness

It would be fantastic if you could join us for food & drink to talk about the event (and your performance!) afterwards. If you need accommodation - see James for local recommendations/discounted rates.

We kindly ask players to stay for the presentation if they can even if they think they have not won anything, to celebrate those that have won prizes.

Warlords Without Equal

Army Lists are to be selected to a maximum of 2,000 points.
You can select units with up to date matched play profiles from the General's Handbook 2018, Battletomes, Forgeworld as well as Endless Spells from Malign Sorcery/Battletomes. Every player will be expected to use the most recent version of any warscroll in the case of duplicates. As well as selecting artefacts from your Battletome (or Grand Alliance), you can also state your army is from one of the Realms as per page 79 of Malign Sorcery. This will allow you to select Artefacts of the Realms for your army as described there.Lists are to by midnight on Sunday 2nd September.

Allegiance, Realm, General, Command Traits, Artefacts, Battletome specific spells etc are all to be picked on your army list & should not change over the course of the event. You must record what spells your specific wizards are taking on your army list.

FAQS
All current GW FAQs will be in use - https://www.warhammer-community.com/faqs/

The Realms at War

The Realm of Battle rules are an exciting addition to games of Age of Sigmar, & we feel it is important to include them at our events. To make things a little easier (& reduce on reading for the players) as well as keeping it fair so everyone plays the same rules, we will list the potential Realms we will play in over the course of the event and the Realmscape Features that will be in effect. We will announce before each round which will be used along with the Battleplan (see below). Each will be played once. We will list two page numbers for each Realm, the first is for the Core Book, where you can find Magic, Commands & Realmscape features (remember we are listing a specific one for everyone to use, no rolling). The second is for Malign Sorcery, where you will be able to find the Spells of the Realms that you can use. Rules for how the spells work with your army are found on pg72 of Malign Sorcery. Please try to take the time before the event to familiarise yourself with these rules.

Copies of these will be available for players on the day just in case.

- Shyish, The Realm of Death (Core Book pg254, Malign Sorcery pg76) – Realmscape Feature: Life Leeching
- Aqshy, The Realm of Fire (Core Book pg255, Malign Sorcery pg75) – Realmscape Feature: Clouds of Smoke
- Chamon, The Realm of Metal (Core Book pg256, Malign Sorcery pg74) – Realmscape Feature: Irresistible Force
- Ghyran, The Realm of Life (Core Book pg258, Malign Sorcery pg72) – Realmscape Feature: Seeds of Hope
- Ulgu, The Realm of Shadow (Core Book pg260, Malign Sorcery pg77) – Realmscape Feature: Shadowed Realm
- Hysh, The Realm of Light (Core Book pg259, Malign Sorcery pg78) – Realmscape Feature: Speed of Light

The games will be played using Battleplans from both the Core Book & the General's Handbook 2018 (as per the tables on pg49 of the General's Handbook 2018). You should therefore try to make yourself familiar with the 18 Matched Play Battleplans as you could be playing any of them – old or new! At the start of each round we will announce which Battleplan will be used and in which Realm the battle will take place.

Terrain will be pre-arranged on the tables beforehand & should not be moved by the players. If you believe terrain has been moved, please call us over & we will rearrange before sides are determined. You should roll on the scenery table for each piece of terrain.

(What else you will need to bring!)

- A fully painted army!
- Dice & tape measure (combat gauges are encouraged!)
- Wound markers & buff counters (optional but highly recommended!)
- Core rulebook, general's handbook 2018 & malign sorcery
- A copy of all warscroll's being used or access to the Warhammer app (these are all free from GW so no excuse! – we recommend printing them for quick reference during a game)
- Glue for any last minute repairs!

The Dark Harvest

There are 60,000 Souls available at SOUL HARVEST, with a potential painting penalty to count against this total if your army is not painted (see below) Each game has 20,000 Souls up for grabs and will be awarded in the following manner;

Major Victory – 10,000 Souls
Minor Victory – 8,000 Souls
Draw– 5,000 Souls
Minor Loss – 2,000 Souls
Major Loss – 1,000 Souls
Favourite Game Vote - 5,000 Souls per Game
Coolest Army - 5,000 Souls per Game

Who Will Be Victorious?

- 1st, 2nd and 3rd Place (Scored on Souls - first tiebreak is Kill Points, second is Favourite Game Votes)
- Best in Alliance (Order, Chaos, Death, Destruction - decided by highest number of Kill Points. Overall placing will be a tiebreak if required)
- Best Sports (by highest number of Favourite game votes, first tiebreak is number of Coolest Army votes, second is Kill Points)
- Judges Choice Best Army
- Coolest Army - Players Choice

There will also be a range of spot prizes on the day for achieving certain conditions....

The Art of War

Each player needs to have a fully painted & based army using suitable models to represent their units on appropriate round or oval bases as per the GW basing guide (please contact us beforehand if you are unsure). Any models which do not meet this minimum standard listed will be removed from the table. The player will also incur a 10,000 Soul penalty. We really don't want to have to do this, so please make sure you check prior to the event. Please note that What You See Is What You Get is still a thing!!

Painting - Cohesive
There will be a 5,000 Souls penalty for armies that are not cohesive. Cohesive means that all models are clearly from the same army & follow a distinguishable scheme, be it through colour, theme or basing.
Basically, this rule is to stop people borrowing random units from their mates etc, it has nothing to do with the quality of your painting. 5,000 Souls is a big penalty, so to avoid disappointment please contact us if you are at all unsure.

Painting - Endless Spells
A quick note on these; if you choose to base your Endless Spells with sand or other basing materials, this does not need to be done to match your army, but must still be fully painted & based.

"Fully painted and based"
We will not use the term "3 colour minimum" as it is open for abuse. If you are unsure whether your models are painted, please get in contact with us.

The Souls of the Fallen

As is tradition with a Hammerers' event, there will be an additional 'twist' throughout the event to further challenge your generalship.
Beware what you whisper to the dark.....