
BLOODSHED IN THE SHIRES

09/12/2018

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Welcome to Bloodshed in the shires, a 20 player 2000 point General's Handbook 2018 match play event proudly brought to you by the Bucks wargames collective. Bloodshed in the shires will be 3 game 1 day event using battleplans, realmscape features and realm magic selected from the core rule book, generals handbook 2018 and malign sorcery.

VENUE & LOCATION

Bourne End Community centre
2A Wakeman Rd,
Wooburn Green,
Bourne End
SL8 5SX



- By Car via M40 Junction 4 towards Maidenhead and Slough. First exit towards Bourne End/Marlow. Follow road until you enter Bourne end village, continue until you reach the parade of shops just past a shell garage. Turn left at the BP garage, past a CO-OP into community centre car park. Centre will be in front of you. Parking is free on the day.
- By train is from Paddington, normally trains heading towards Reading or Oxford. Change at Maidenhead to Platform 5 for trains to Bourne end and Marlow. From Bourne end station exit to main road and head left until you see a small roundabout continue walking until you see the BP garage and turn right up that road. You should see community centre in front of you.

HOW TO ENTER

If interested 2 ticket options are available below

- Standalone event ticket will be £12.
- Event Ticket + lunch £20 - lunch option will be authentic italian pizza (GF bases available), choice of toppings will be communicated at a later date.

Preferred payment accepted through PayPal, friends and family to

Dan@eatmyhat.co.uk

If a different payment method required please feel free to get in touch at

Danielgeorge@live.com

If you have any dietary requirements and have opted for an event ticket with lunch please get in contact at

Danielgeorge@live.com

ARMY SELECTION & WHAT TO BRING

This will be a singles matched play 2000 points event and will follow all the restrictions from the core rule book and General's Handbook 2018 Matched play sections. Only Warscrolls and battalions with a points profile from The Generals Handbook 2018, current Battletomes up to and Inc 09/12/2018. Units with a Forgeworld points value as of 09/12/2018 are valid.

Firestorm supplement rules and abilities can be used, providing you have them to hand should any rules queries arise.

Please have your army list printed for the event and take a few moments before each game to run through your list. You don't need to explain how everything works just briefly summarise any abilities or battalions if required to do so.

The only painting restrictions we ask that everything be at least 3 colours minimum and based to a tabletop standard.

Dice, tape measures, glue, any required tokens and pen & paper etc. along with your rulebook, battle tomb and any FAQ associated to your army.

If we're called upon to make a ruling on something the more information you have to give us will help us reach the correct ruling quicker. FAQ's can be found on the Warhammer Community Website here: <https://www.warhammer-community.com/faqs/>

Can all lists be submitted prior to the event to danielgeorge@live.com

SCHEDULE

09:00 - 09:30 - Registration

9:30 - 12:00 - Game One

12:00 - 13:00 - **LUNCH**

13:00 - 15:30 - Game Two

16:00 - 18:30 - Game Three

18:45 - results

Please arrive by 09:00 so we can promptly start the days gaming, Each round will be 2 ½ hours with a small amount of flex at the end of each round if games are down to the wire.

BATTLEPLANS

We will be playing each round in one of three Realms of Battle and using the Realm Magic, Realm Commands and Realmscape Features for that realm found in the Core rule Book and Malign Sorcery.

The 3 realms being used over the course of the day are below with one of three possible realmscape features which will be decided for each round on the day.

- Chamon
 - Metallic hinterland - No realmscape feature
 - Rust Plague - Hero phase 6+, choose enemy unit not in cover and worsen their save by 1
 - Iron Trees - worsen the rend of weapons by 1 (-1 becomes 0 etc) targeting Units wholly within woods, citadel woods or sylvaneth wyldwoods
- Hysh
 - Gleaming vista - No realmscape feature
 - Dazzling glow - Units in cover are -1 to hit rolls
 - Speed of light - Start of movement phase, 6+ select one friendly unit, set this unit up anywhere else on the board at least 9" from enemy models. This unit CANNOT move afterwards.
- Aqshy
 - Scorched landscape - no realmscape feature
 - Every step a league - If a run roll is 6+, or charge roll 10+, suffer D3 mortal wounds if you choose to complete the run or charge otherwise the unit does not move or charge.
 - Burning skies - If an enemy unit has **fly** and moves more than 6" roll a dice. On 4+ the unit suffers 1 mortal wound. On a 6+ the unit suffers D3 mortal wounds

The battleplan being used in each round will be from a possible two, final selection will be announced before each round.

- Round 1 - Escalation (CRB pg. 313) OR Total commitment (GHB18 pg. 56)
 - Round 2 - Border war (CRB pg. 314) OR Total conquest (GHB18 pg. 51)
 - Round 3 - Relocation Orb (GHB18 pg. 61) OR Places of arcane power (GHB18 pg. 60)
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SCORING

Up to 90 points will be available from gaming. At the end of each game you will receive one of the following:

- Major Win - 30
- Minor Win - 25
- Draw - 15
- Minor Loss - 5
- Loss - 0

We will record the number of Victory Points scored by each player along with the total number of kill points / army points destroyed.

This will include points payed for a battalion if all units from the battalion have been destroyed.

Kill points payed for endless spells are only scored if all enemy wizards have been destroyed.

VP's and kill points will be used to determine game matchups following the first round.

Tiebreakers will be determined by any total secondaries scored from preceding games.

SECONDARIES

We will be using a number of secondaries designed by The Angel Wargamers and used at angelcore 2018.

These will be used throughout the day which will be used as a tiebreaker after each and all rounds to determine final positioning.

There will then be 20 points available in each game for secondary objectives.

The available secondary objects are as follows:

1. 1pt per Battleline unit alive at the end of game **MAX 3**
 2. 1pt per Wizard or Hero with artefacts alive at the end of game **MAX 2**
 3. 1pt per Table section (2'x2' square) with unit (majority models) in **MAX 6**
 4. 1pt per whole 450 pts of enemy army killed **MAX 4**
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5. 1pt per enemy (non-general) heroes killed **MAX 2**
 6. 1pt for killing enemy general **MAX 1**
 7. 1pt per spare command point at the end of the game **MAX 2**

Total 20 For all secondary objectives, ignoring units which have been summoned. If a game ends because one army has no models left, then the remaining player does get the chance to play out the remaining turns to attempt to complete secondary missions. However, they do not automatically get 20 points for the secondary missions.

HOUSE RULES & ETIQUETTE

- Distances will be measured from base to base.
- Wholly within is the whole base, of every model in the unit.
- Only round or oval bases will be allowed. Players should use bases supplied or by referring to the base chart provided in AOS designers commentary. Any player found using an incorrect base will be docked TP's and will have to use a correct base if possible.
- "Proxies" will not be allowed. If unsure please email danielgeorge@live.com with pictures prior to the event.
- All objectives will be measured from the centre, ignoring the size of the objective marker.
- We suggest Dice rolls should be flat on the game mat, not cocked, nor on terrain to avoid disputes.

Please mindful of the timing of each game with particular attention paid to getting through the turns equally with your opponent.

We look forward to seeing you at our event.

If you have any questions feel free to email us at danielgeorge@live.com

Special Thanks to Angel Wargamers for providing the secondaries being used.

