



FORMAT

The event will take place over 1 day, on Saturday 9th February 2019. Bad Moon Cafe will open from 08.00 till 23.00 on the day and the tournament will take place from 09.00 till 19.00. There will be 3 games played over the day.

Armies should be created using the Generals Handbook 2018 Matched Play rules consisting of up to 2000pts. Players should bring 3 printed copies of their list-1 for themselves, one for the opponent and one for the event staff.

Triumph bonuses will be used as per the Core Rules.

Endless spells will be allowed as per Malign Sorcery Rules.

Realm Artefacts will be allowed and Realm Spells will be allowed.

Realm of Battle Realmsphere Magic and **Realm Commands** will be used. Realmscape Features will not be used. Monstrous Beasts rule in Ghur will not be used.

Forge World models are allowed.

Objectives used do not have height or size for rules purposes.

Proxies, conversions and 3rd party models will be allowed but must clearly represent the warscroll.

Firestorm allegiance and abilities will be be used.

Bases for miniatures should follow Games Workshop's base size guide in the Designer's Commentary PDF (https://whc-cdn.games-workshop.com/wp-content/uploads/2018/07/Core-Rules-and-Bases-Sizes-EN.pdf). You may play square bases or other base sizes, but must discuss with your opponent before beginning a game about how to approach range measurement, pile in and combats with those models with base sizes and shapes different than those listed in the official base size guide.



Each game is pre-decided to allow players to build a list that works in all battleplans. These are the battleplans for the event:

Game 1: Starstrike, in Ghur (Realm of Beasts)

Game 2: Total Conquest, in Ulgu (Realm of Shadow)

Game 3: Places of Arcane Power, in Ghyran (Realm of Life)

Each game will have 2hrs 30 minutes to finish. There will then be a 30 minute break between each game to move models to the next table, have lunch etc.

All games last for 5 battle rounds or when the end of the round is called by the Tournament Organiser (TO).

If both players agree a round in a game cannot be completed before the end of round is called by the TO, do not begin a new round!

If no models are left in play for one player before the 5th battle round has eneded, play continues as normal-the remaining player may move units around to score objectives according to the warscrolls for units and the usual rules.

SCORING

The Tournament will be run using Tabletop.To software using Swiss Tournament Rules with strength of schedule. We will be following the UK Community Scoring points system rulesets:

Major Win 30pts
Minor Win 15pts
Draw 10pts
Minor Loss 5pts
Major Loss opts

Players will be able to score secondary objectives, called "Hidden Agendas" in each of their games. Scored Hidden Agendas will be worth 3 points each.

After both armies have been set up, but before the battle begins, you must secretly pick 1 of them to apply to your army for that battle. You must record this, either by writing it down on a piece of paper or by placing a card with the name of the Hidden Agenda face-down on the table. When you complete the Hidden Agenda, reveal the piece of paper/card/dice to show that the Hidden Agenda has been completed.

You may attempt to score a Hidden Agenda no more than once. Even if a Hidden Agenda was failed, it cannot be selected again. Each of the three games must have a different Hidden Agenda selected.

Ladder sorting:

Points -> Strength of Schedule -> Extended Strength of Schedule -> Kill Points

There are no sportsmanship or painting scores.

HIDDEN AGENDAS

All Hidden Agendas are from Games Workshop's own Hidden Agendas addendum. We have limited the selection to the following cads:

Terrify: You immediately complete this Hidden Agenda if an enemy unit is destroyed as a result of failing a battleshock test.

Defend: You complete this Hidden Agenda if there are no enemy units wholly within your territory at the end of the battle.

Slay: You complete this Hidden Agenda if the Hero with the highest points value from your opponent's starting army has been slain at the end of the battle. If 2 or more Heroes are eligible, slay any of them.

Conserve: You complete this Hidden Agenda if at least one third of the units from your starting army (rounding up) have not been destroyed and are on the battlef eld at the end of the battle.

Attrition: You complete this Hidden Agenda if at least two thirds of the units from your opponent's starting army (rounding up) have been destroyed and/or are not on the battlef eld at the end of the battle.

Linebreaker: You complete this Hidden Agenda if all of the Battleline units from your opponent's starting army have been destroyed at the end of the battle, and at least 1 friendly Battleline unit is on the battlefield at the end of the battle.

Sacrifice: You complete this Hidden Agenda immediately if the Hero with the highest points value from your starting army and that is not your general is slain by an attack made by an enemy Hero or Monster.

