



War in the Mortal Realms IV

Hysh, Realm of Light

Tournament Pack



Welcome to Hysh, Realm of Light

Hysh has the power to elevate you to planes of higher thought.

But it can also blind you to the insidious influence of the Chaos Gods. A land of shattered dreams, elysian planes brought low by the foul taint of darkness. The influence of Tyrion and Teclis has almost been washed away, barely surviving the age of Chaos. Now in the Age of Sigmar, a renewed hope appears in the hearts of it's inhabitants.

War in the Mortal Realms is a 1 day Age of Sigmar tournament, taking place at Bad Moon Cafe on Saturday 13th April 2019. Our primary goal is create a fun and relaxed event in our fantastic venue.

Note for attendees: Players are expected to show respect to Bad Moon Cafe staff and the tournament organiser. If disputes occur, players are encouraged to settle it at the table. If a decision cannot be made, the Tournament Organiser will make a decision or decide it by die roll. Players will be expected to abide by that decision.

Format

The event will take place over 1 day, on Saturday 13th April 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. All games will take place in Hysh, Realm of Light.

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 be used but are pre-determined for the three games. See the battleplans page for each game's battleplan and realmscape feature.

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 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.



Schedule

Please arrive on time to ensure we can stick to the following time line:

9.00 - Registration

9.30 - Game 1

12.00 - Lunch

12.30 - Game 2

15.00 - Break

15.30 - Game 3

18.30 - Awards

Prizes

First place - £25 in store credit

Second place - £15 in store credit

Third place - £10 in store credit

Battleplans and Games

Each game is pre-decided to allow players to build a list that works in all battleplans. All games take place in Hysh, Realm of Light. Each of the three games will have a single Realmscape feature in effect, listed below. The details for these features can be found on page 259 of the core book. These are the battleplans for the event:

Game 1 : Gift from the Heavens (Core Book p316), with the *Aetheric Beams of Light* realmscape feature

Game 2 : Blood and Glory (Core Book p312), with the *Speed of Light* realmscape feature

Game 3 : Border War (Core Book p314), with the *Aetheric Beams of Light* realmscape feature

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 ended, 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	0pts

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:

Tournament Points -> Strength of Schedule -> Extended Strength of Schedule

There are no sportsmanship or painting scores and you may bring unpainted or half painted armies.

Hidden Agendas

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

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 battlefield 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 battlefield 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.



Cancellations

Bad Moon Cafe will issue refunds for any players unable to attend, but we will be unable to do so 48 hours before the event start (09.00 on the 'Thursday before'). We want all players to have 3 great games and no-shows risk players missing out on games. Please always let us know if you cannot attend, no matter how late you realise you will be unable to make it so we can make every effort to find another player to attend.

Feedback

Feedback and suggestions are always welcome!
Please email hugh@badmooncafe.co.uk and we'll get back to you as soon as possible.

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