



# War in the Mortal Realms VIII

## Rules Pack



BAD M O O N  
C A F E



Changelog (read this if it isn't your first rodeo, these are the changes from the previous rules pack)

*Change in prize amount with reduced player count from 24 to 18, page 4.*

*Clarification on food and drink, page 4.*

*New battleplans, page 5.*

*Expanded text for fair play guidelines and time allocation per player, page 5*

# Welcome to War in the Mortal Realms VIII

War in the Mortal Realms is a 1 day Age of Sigmar tournament, taking place at Bad Moon Cafe on Saturday 28th September 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 28th September 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 2019 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 Triumph table (p56) in General's Handbook 2019.

**Endless spells** will be allowed as per Malign Sorcery Rules.

**Realm Artefacts** will be allowed.

Realmscape Features 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 used.

Forbidden Power allegiances 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

# Food and Drink

A free hot drink or can of soft drink is included with each ticket. A range of food and drink is available to purchase in store. Please note we do not allow food or drink purchased from outside the premises to be consumed on the premises.

# Prizes

First place - £20 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. These are the battleplans for the event:

**Game 1 :** Scorched Earth, *GH19 p 63*

**Game 2 :** Places of Arcane Power, *GH19 p 68*

**Game 3 :** Focal Points, *GH19 p65*

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.

Games that do not finish all 5 rounds before the end of the allotted time must be theorised to the end of turn 5. The TO will remind players of remaining time at 1hr, 1.5hrs and 2hrs into each game. Players must generally have an equal amount of time to play their turns, whether they play the full 5 rounds or not. We do not use chess clocks but in the spirit of fair play, players are encouraged to keep to the spirit of using half of the game time for their turn.

We always try to have a backup player, but on rare occasions we may be short 1 player. In this instance, the TO will offer maximum points for that game to a player without a matchup. If possible, the TO will offer to stand in as a backup player if time permits so all players can have 3 games but this may not always be possible.



# 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 **1 point each. In addition, players will score 1pt if their opponent did not score their Hidden Agenda.**

After both armies have been set up, but before the battle begins, you must pick 1 of them to apply to your army for that battle. You must place the Hidden Agenda card faceup on the table where both players can see it.

A set of Hidden Agenda cards will be provided for each player. *Please return all cards to the Tournament Organiser by the end of the event as these cards are the property of Bad Moon Cafe.* 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

Each player will be supplied with a set of hidden agenda cards. At the end of each game, players must give back the card for the agenda they chose for their game to the TO in order for their score to be recorded.

All Hidden Agendas are from General's Handbook 2019. 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.

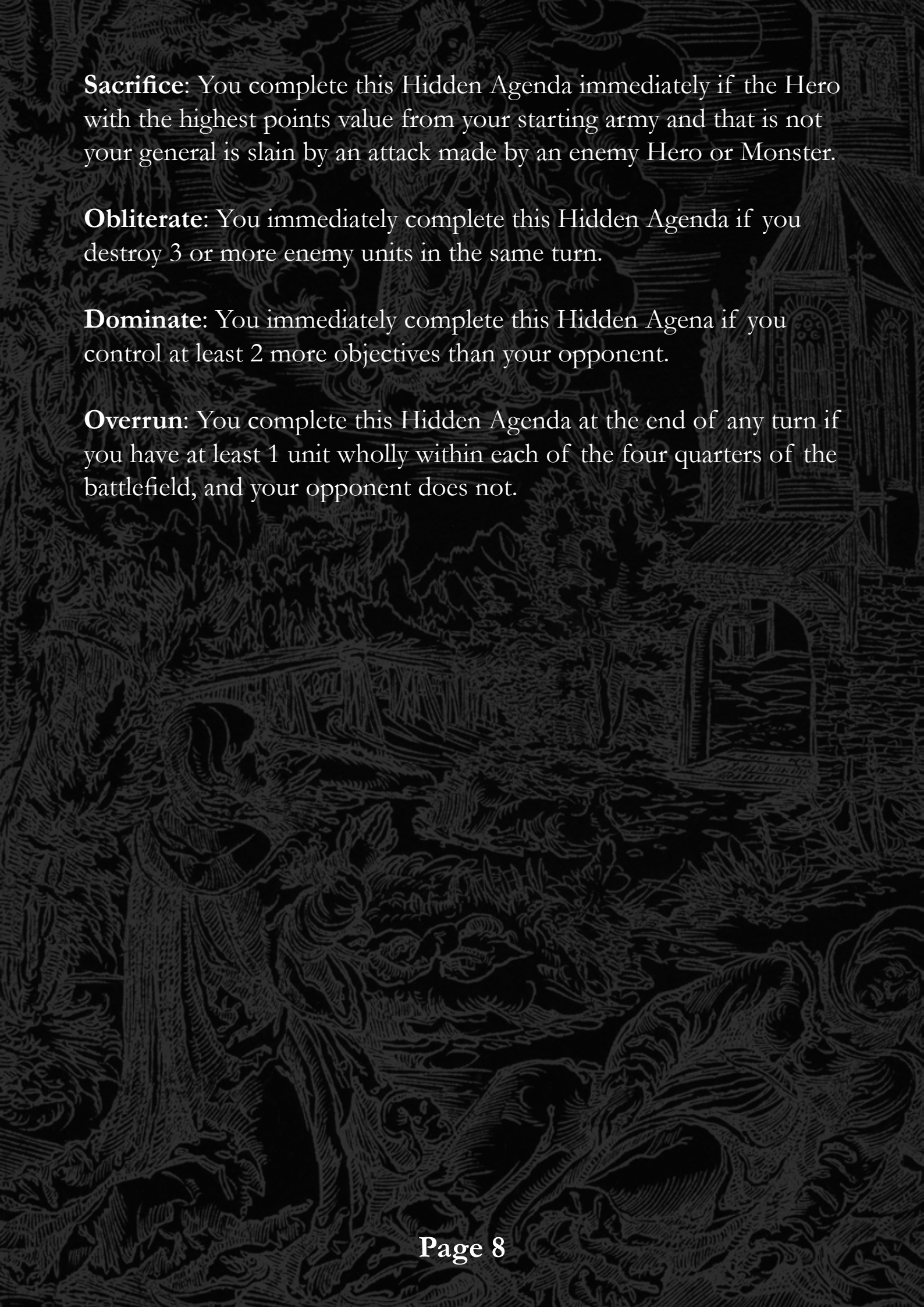
**Slay:** You complete this Hidden Agenda if the Hero with the highest points value from your opponent's starting army has been slain at the end of the battle. If 2 or more Heroes are eligible, slay any of them.

**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.

**Obliterate:** You immediately complete this Hidden Agenda if you destroy 3 or more enemy units in the same turn.

**Dominate:** You immediately complete this Hidden Agenda if you control at least 2 more objectives than your opponent.

**Overrun:** You complete this Hidden Agenda at the end of any turn if you have at least 1 unit wholly within each of the four quarters of the battlefield, and your opponent does not.





# 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 force a staff member to participate to even out numbers. 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](mailto:hugh@badmooncafe.co.uk) and we'll get back to you as soon as possible.

*Last Updated 8th August 2019*