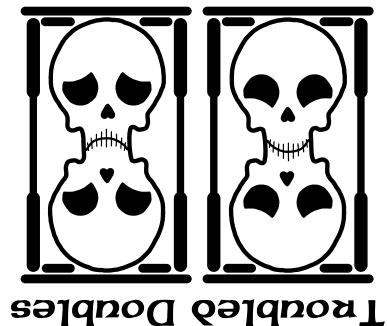


Troubled Doubles



Bristol Age Of Sigmar

presents

Troubled Doubles Darker Days '19

Tournament Pack



Event Overview

Dates & Times: 09th November 2019 from 9:00am - 8:00pm

Venue: Bristol Independent Gaming, 16 Clothier Road, BS4 5PS.

Number of Games: 3 in a single day of gaming.

Players Places Available: 20 (Maximum)

Battleplans Used: Generals Handbook 2019

Army Size: 1,000pt Vanguard (2 battleline required, 4 heros max, 200pts max of allies, etc...)

Board Size: 4' x 6' table

Publications in Use: All current publications as of 26th October 2019, including Battletomes, Warscroll Compendiums and Handbooks.

The latest FAQs and Erratas will also be in play.

The most up-to-date version of each warscroll must be used.

Purchasing Tickets

Spaces for the event will be limited to 20 players maximum.

You can secure your place by paying your entry fee of £15.00 via Paypal to:- duncan.screenprinter@gmail.com

(stating your name and the event you are paying for, 'TDDD-AoS')

Unfortunately we are unable to issue refunds for tickets if refund requests are made within one month of the event taking place, however you are more than welcome to let someone else take your ticket should life get in the way.

Everyone who takes part will get a free event t-shirt. When you make your payment via PayPal, as well as putting the event reference code, please also state what size t-shirt you would prefer to have, so for example: TDDD-AoS - Large or TDDD-AoS - X-Small.

Sizes of t-shirt available range from X-Small up to 5XL.

We are also aiming to get some dice produced for the event to give away as well. We may even have some available to buy in packs.

Running Order

Registration:	9:00am - 9:15am
Game 1:	9:15am - 12:00pm
Lunch:	12:00pm - 1:00pm
Game 2:	1:15pm - 4:00pm
Game 3:	4:15pm - 7:00pm
Presentations:	7:15pm

(Timings may change depending on number of players attending)

We aim to make sure that all of the rounds start on time but we do require the co-operation of players to make sure that this happens.

We are giving 15mins before the official start of each game, this is for players to introduce themselves and explain about their armies, without this essential part of the game cutting into the actual allocated game time.

When the TO calls for dice down, all players must put their dice down. If players need a little bit more time in order to finish off a sequence within the game, then they must ask the TO if this is OK to do.

If players feel that there isn't going to be enough time left to for all sides to complete another full turn, then please inform the TO, as they will ultimately have the final say on how to best proceed with determining a winner for games that do not finish within the allocated time given.

Army Requirements

All army lists must be built using the latest rules, warscrolls and FAQs, that are available to be used.

The cut off for any new material is 26th October 2019. Any releases after this time will not be allowed to be used in the tournament.

Armies must be no more than 1000pts and will use the pitched battles Vanguard configuration rules, so will require a minimum of 2 battleline.

There is no painting requirement, though to be considered for a chance to win 'Best Army' you must have a fully painted army which has also been based. Concept armies are allowed to be entered into 'Best Army'.

You must bring along at least one copy of your army list for the TO to look over and also for showing to your opponent before the game begins. You may include realm artefacts within your army selection.

Player Conduct (aka. D.B.A.D)

While Age of Sigmar is the most important thing in life, it's also worth noting that nobody likes to have a negative play experience.

So make sure that you are friendly with your opponent. There will be an active judge for this event, who will be on hand to make any final decisions should players be unable to come to an agreement amongst themselves, so please feel free to call upon the TO at any time that you feel you require their help or assistance.

In the spirit of the game we advise all players to be open and honest when explaining about your army to your opponent, and to make sure that this happens before the deployment stage of when a game is due to begin.

While it is not compulsory, if it looks as if your opponent is going to make a fundamental error during the deployment stage that will lead to an auto-lose type situation, we advise that you inform them of the potential error as soon as possible, so that both players can have a fair game.

And while it's important to make sure that you D.B.A.D. whenever possible, please don't refrain from doing victory dances, general whooping and cheering or other forms of expression should you and your dice manage to pull off an amazing feat of awesomeness that warrants a celebration.

Game Rounds & Game Structure

Each round will last 2.5hrs, with an additional 15mins at the start to allow for players to introduce themselves, explain their armies, to familiarise themselves with the 'themed' boards and for players to deploy their armies.

If players finish setting up before the initial 15mins are finished, they are more than welcome to begin their games.

Random terrain rules, as found in GHB19, will be encourage to be used, but they are not compulsory for this tournament.

There are 12 options and players can either roll a d12 to decide or use a d6 to pick which table and then another d6 to determine the effect.

If players do decide to use the random terrain rules, then each piece of terrain on the table will need to be rolled for.

Scenery for the tables will be placed beforehand by the TO. All faction terrain will need to follow the new rules as outlined by the FAQ from the GHB19.

Battleplans will come from the GHB19 only and will be announced on the day, before the start of each round by the TO.

Realm rules will be not be in effect in the traditional sense, unless some of the rules have been put into play on the 'themed' boards.

There will be a set of 6 secondary objectives, as well as a set of tertiary objectives that can be scored alongside the standard battleplan missions.

These will be provided to players on the day, as well as being presented

here at the end of the event pack for players to familiarise themselves with.

The secondary objectives will vary in points depending on the difficulty of the task that they present.

The points from the secondary objectives will count towards the overall tournament scoring and placings.

The tertiary objectives will only be worth a single point.

These will also count towards each player's overall tournament scoring and placings.

Points Scoring

Although this is a doubles tournament, players will be scored individually. Not only will players be scored on the results of the battleplans, but also on the results of the secondary and tertiary objectives.

Scoring will be as follows:

Major Win: 10 Points

Minor Win: 7 Points

Draw: 5 Points

Minor Loss: 3 Points

Major Loss: 1 Point

Secondary Objectives will have differing points recorded on each of them.

Tertiary Objectives will only be worth 1 point for each one successfully completed. Some may allow teams to score twice in a game.

Kill Points will also be recorded by each player, being used for a tie-break.

Random Pairings

Pairings for this event will be randomised for the first game. These will be done by the TO prior to the event.

After the first game, players will be paired off the player who is their direct counterpart in terms of overall performance.

So if you win your first game, then your next doubles partner will be with someone who lost their first game.

The pairings will be worked out in this manner, starting with the highest and lowest scoring players being paired off first, and working the way through all of the players until everyone has been paired off together.

You may get paired off with someone who you have already been paired off with, for example your Game 1 doubles partner maybe also be your Game 3 doubles partner.

The TO will aim to make sure that this happens as infrequently as possible, please feel free to request a change of partner should you wish to do so.

Themed Boards

While realm rules won't be in effect in the tournament, each board will be given a set theme. There are a potential of 8 boards, each with it's own theme, these include:

Time Control Board:

Whoever loses the priority roll, may choose to either speed up or slow down time. If time is sped up, add +2" to the move and charge of all units. If time is slowed down, then -2" to all units move and charge.

This can only be changed by whichever team has lost the priority roll.

Endless Spell Board:

A permanent Purple Sun endless spell will be on the board. It starts off in the very centre of the board and is controlled by whichever team lost the priority roll.

If other endless spells are also in effect, then the losers of the priority roll may choose to move not only the Purple Sun, but also another endless spell, in the same manner as endless spells are normally controlled. Should the Purple Sun be dispelled, then it will automatically appear again in the middle of the board. If there are models in the way that prevent the Purple Sun from being placed in the very centre of the board, then it must be placed as close to the centre as possible.

Royal Rumble Board:

Instead of the standard 2 vs 2 double match, any players on this board will be involved in a 4-way triumph and treachery style game. All of the normal scoring parameters will be in place, it's just that it's now a four player royal rumble instead of a team match.

Bonegrinder Board:

For this board, a Bonegrinder Gargant will start in the centre of the board. Whichever team loses the priority roll may choose to activate the gargant as if it was one of their own models from their own army.

It will go through all of it's actions, so move, shoot, charge and fight in the same manner as endless spells are controlled, so inbetween the game rounds, before players begin their turns.

The Bonegrinder has a 6" pile in ability and due to being a 'wild giant', if there is any models in range during either teams fight phases (whether they are from the team who controlled the gargant during the endless spell phase or if they are from the other team), the Bonegrinder will automatically attack. It doesn't distinguish between the opposing armies, all it seems is potential targets.

If the gargant should be killed, then it will be removed from play and no additional gargants will appear in it's place.

Spouting Lava Board:

A set of 8 lava geyser tokens are placed on the board. At the start of each team's hero phase roll a dice for each geyser. On a 6+ they explode and then cause the following damage to all units within 3" of the geysers. 1-3 = 1 mortal wound, 4-5 = d3 mortal wounds, 6 = d6 mortal wounds. The lava geyser tokens are placed on the board by the TO and can not be moved. They do not count as scenery pieces, so can not be rolled for additional scenery rules, and will not impact the placement of faction specific terrain during deployment.

Rain of Pain Board:

At the start of each battle round, but after priority has been rolled for and declared by the players, the teams roll to see if they are hit by metal rain. If a unit is not fully in cover, then roll for each model in the unit. On a 6+ they suffer a wound. A saving throw is allowed to be made. If a unit does not normally get a saving throw, then they get a 6+ save for the purposes of the wound caused.

Bridge of Death Board:

A permanent Soul Scream Bridge is set up in the centre of the board. This bridge is set up by the TO and can not be moved. The bridge does count as a piece of scenery and will impact where faction terrain can be placed, but do not roll to see if it generates additional random terrain rules. As it counts as a piece of scenery, it can not be dispelled in the normal manner of endless spells.

Penumbral Engine Board:

A permanent Penumbral Engine will be set up in the centre of the board. This is set up by the TO and is not to be moved for any purposes, even if it means that it prevents models being able to get onto an objective, if one is to be placed in the centre of the board. It will not generate additional random terrain rules, but will act as normal terrain in terms of rules for the placement of faction specific terrain. Which ever team loses the priority roll, will the team that rolls to determine what the effects of the Penumbral Engine are at the start of the game, with the losing team of each priority roll being the ones to roll to see if the effects of the engine change in between each battle round.

There is currently only going to be 5 tables used for the event, but there are rules for 8 tables in total. This is because the tables which will be used will be decided by the TO the day before the event.

The themed tables will not be announced ahead of time, but each themed table will have sets of cheat sheets for both teams to be able to reference during their games.

There is a possibility of the total players being increased from 20 max, to 32 max. So it maybe that all 8 tables get used for the event.

Secondary & Tertiary Objectives

Secondary Objectives can only be used once throughout the tournament and if players are success in scoring them, they will add to the overall points and placings for the tournament. Unlike Tertiary Objectives, these are scored individual by players. Teams may chose to both go for the same Secondary Objective if they are able to do so.

All of the Secondary Objectives are secret and until they are scored or partly scored, they should not be declared.

They must be chosen ahead of the first priority roll to determine which team is going first.

Secondary Objectives

S.S.S.H. Mission – 5 Tournament Points

During your movement phase, if you have a friendly **HERO** in your opponent's deployment zone and within 6" of a board edge, you can choose to remove that **HERO** from play.

They are considered to have completed a super secret special hero mission and are no longer able to be used for the remainder of the battle.

If successful you will score 5 tournament points.

Breaking Through – Up to 5 Tournament Points

If you have a **BATTLELINE** unit inside your opponent's deployment zone at the end of the battle, then you will score this secret secondary objective and you score 3 Tournament Point.

If you have a **BATTLELINE** unit within 8" of the far back edge of your opponent's deployment zone at the end of the battle, then instead of 3 Tournament Point, you will score 5 Tournament Points.

Luck of the Gods – Up to 5 Tournament Point

In order to complete this secondary objective you have to complete an unmodified roll of 11+ on 2d6 for either charging, casting, unbinding or dispelling at some point throughout the battle.

You will score 1 Tournament Point for each successful 11+ unmodified roll on 2d6 achieved in each battle round, to a maximum of 5 tournament points.

(Once the first point has been scored and declared, this no longer becomes a secret secondary.)

Tertiary Objectives can be scored by players in each game. There is the possibility of teams scoring the same objective multiple times.

Players can also deny these objectives being scored by their opponents if the circumstances allow it, such as their General being killed by their own team from a backfired mortal wound attack.

Tertiary Objectives

Kill The General – Up to 2 Tournament Point

Kill you opponent's General. As there are 2 Generals in a team, either player can kill both of the Generals and the points are awarded to the players as a team.

Survived Another Day – 1 Tournament Point

Have a **BATTLELINE** unit survive until the end of the game.

First Slaughter – 1 Tournament Point

In the first battle round, you must kill an entire unit. Partially destroyed units do not count.

Awards and Other Information

There will be prizes for 1st, 2nd & 3rd place. The overall placings will be determined by overall points scored in the tournament, so that includes Battleplan Mission points, Secondary and Tertiary points scored.

There will also be prizes for Best Army, which requires your army to be fully painted and based should you wish to enter. Best Army is player nominated award for the best looking army.

As well as a prize for Wooden Spoon, there is also the Noble Effort, which is awarded to the player that placed lowest with a fully painted army. It's possible for a player to walk away with both the Wooden Spoon and the Noble Effort awards.

There is also going to be a Favourite Opponent and Best Buddy award, these are player nominated and go to who you liked playing against best and who you liked teaming up with most.

The award ceremony will take place after all of the results from the last game has been tallied by the TO.

Every player taking part will get a free t-shirt and hopefully some dice if the budget will stretch to it.

During the event itself, all of the players will be given cheat sheets that will have all of the Secondary and Tertiary Objectives on them for ease of reference.

The TO will be doing active judging, going around the tables and checking in on all of the games. If there is any issues regarding rules or circumstances that arise in the games themselves, then please call over the TO to help address and resolve the situation.

And as already mentioned, if a game looks as if it won't go to the full 5 rounds before time for the round ends, and players want to continue for another round, all players involved must be able to finish their turn. If this isn't possible, then call over the TO and get their judgement whether or not you can start the next round.

Any questions please email the TO at: duncan.screenprinter@gmail.com