

# bloodshed

in the shires

a competitive age of sigmar event

26th - 27th October 2019  
Wycombe Abbey, Bucks

## **Introduction**

Welcome to Bloodshed in the shires, a 2000pt, 5 game match play event proudly brought to you by the Bucks wargames collective.

Bloodshed in the shires will be using battleplans, realm command abilities and selected spells from the core rules, the Generals Handbook 2019 and Malign Sorcery.

## **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 2019 Matched play sections.

Only Warscrolls and battalions with a points profile in or released after The Generals Handbook 2019, current Battletomes up to and Inc 19/10/19. Units with a Forgeworld points values as of 19/10/19 are valid. Be aware we will be using realm command abilities, preselected realm spells and mercenaries will be in play.

Please have enough copies of your army list printed for the event and take a few moments before each game to run through your list with your opponent. You don't need to explain how everything works just briefly summarize any abilities or battalions your opponent is not familiar with.

Dice, tape measures, glue, any required tokens and pen & paper etc. along with your rulebook, battletome and any FAQ associated with 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 and designers' notes can be found on the Warhammer Community Website here:  
<https://www.warhammer-community.com/faqs/>

## **List Submission**

Each player is required to submit a 2000pts army list, using the guide and submission form via the link below. Your list must include spells, artifacts, equipment choices, realm and choice of Hidden Agendas.

List must be submitted before 19/10/19 as there will be a 10TP Penalty for incorrectly or non-submitted lists.

[www.buckswargamecollective.co.uk/listssubmission](http://www.buckswargamecollective.co.uk/listssubmission)

## **Painting Requirements**

The only painting restrictions are that all models from the army are cohesive with at least 3 colours minimum and based to a tabletop standard. If unsure whether your models meet these requirements, please get in contact before the event via [Contact@possessedgaming.com](mailto:Contact@possessedgaming.com).

## Venue

Address

Wycombe Abbey School

Abbey Way

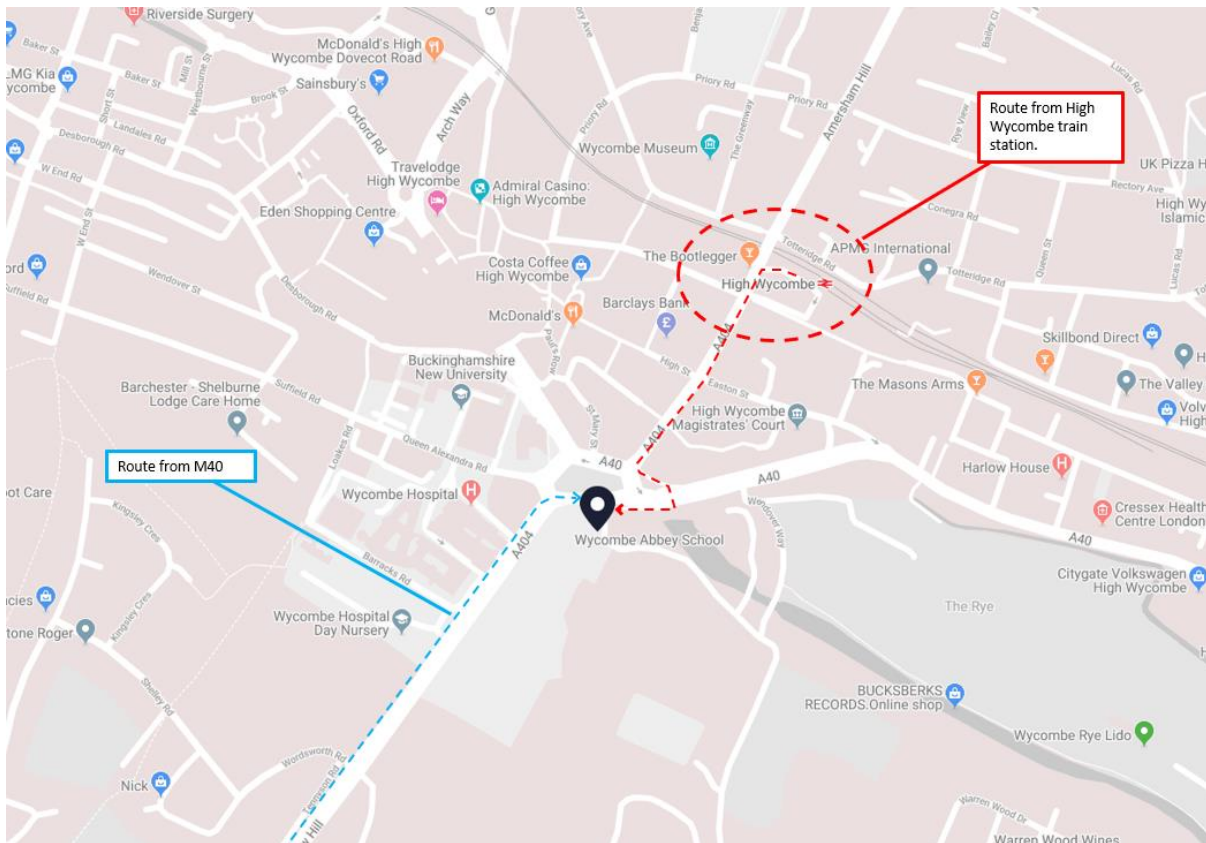
High Wycombe

HP11 1PE

We have managed to arrange for our tournament to be played in Wycombe Abbey school. We are incredible proud of the venue we have been able to hire, and know everyone will love it. It's going to be incredible to play age of sigmar in and we are sure everyone will be excited to return.



## Finding Us



## Main Venue Entrance

Players should enter the venue through the main entrance which is indicated on the map above.

## By Road

If using a Sat-Nav the venue postcode may not take you to the main venue entrance. Instead, please search for "Abbey Way, HP11". Free parking is available at the venue site.

When travelling from the M40, follow the A404 to the bottom of Marlow Hill and turn right at the first roundabout. You will then see the main entrance on your right. To avoid crossing the traffic, continue past the venue to the next roundabout and take the third exit.

## By Rail

There is a regular rail service from London Marylebone. High Wycombe railway station is five minutes' walk from the School. Alternatively, taxis are available outside the station.

## Friday / Saturday Night

Sadly due to the nature of our venue it won't be open in the evenings, but in High Wycombe town center (5 minute walk) there are a large amount of restaurants, pubs, bars and we have a hobby store (Tabletop Republic) that will be open till 10pm on both evenings with tables for gaming who will also be selling beer and snacks. See the last pages of the pack for details.

### Schedule

#### Day One

08:45 – 09:15 - Registration

9:15 - 12:00 - Game One

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

13:00 - 15:45 - Game Two

16:00 - 18:45 - Game Three

#### Day Two

09:15 – 12:00 – Game Four

12:00 – 13:00 – **LUNCH**

13:00 – 15:45 – Game Five

16:15 – Results Presentation

## **Judging and Tournament Approach**

We have decided to take an active approach to judging during our event. Tournament Organisers (TOs) will be walking between tables during the day and will be available for rules judging, queries and decisions.

There is very much a relaxed and fun attitude in our club and the same will be encouraged in our events. Anyone found to be exhibiting non sporting conduct will be pulled aside and spoken to (hopefully this never happens).

We very much encourage games to go the full 5 turns if not decided before that. Any games that are not finished will be assessed and a TO will make a call on the game as if it went the full 5 turns. We will also have the option on the score sheet for you to highlight if you felt your game didn't come to a satisfactory conclusion, and if people are repeatedly not reaching conclusions to their games, they will be spoken to and TP penalties may be put into effect.

## **Terrain and Mats**

The Bucks wargame collective will be providing neoprene mats and fully custom terrain for every table, which has been provided for the event by Go To Ground Wargaming.

Terrain will be pre placed using the rules for terrain in matched play in the General's Handbook. Please move the terrain if required and confirm with your opponent you are happy with the terrain placement prior to the game, if there are any issues contact a TO. We are aware that sometimes terrain can get moved around, and it needs to be specific distances away from the edge, other terrain and objectives so potentially can alter game experiences.

During the event, please roll on the scenery table for each piece of terrain as per the chart in the GHB2019.

Faction terrain will be using the faction terrain placement rules as per the General's Handbook and up to date FAQ. "Summoned" terrain will also follow the same rules.



## **Battleplans / Realms**

We will be playing each round in one of five Realms of Battle and using pre-selected Realm Magic and Realm Command abilities. We will not be using Realmscape Features for the realms.

All rules can be found in the Core rule Book and Malign Sorcery. (Print outs will be Provided at registration)

The 5 realms, spells and command abilities being used over the course of the day are below and will be announced before each round.

### **Battleplans**

- Scorched Earth
- Battle for the Pass
- Places of Arcane Power
- Total Conquest
- Total Commitment

### **Realms / Spells**

- **Ghyran**
  - Spell: Mirror Pool
  - Spell: Flesh to Stone
  - Command Ability: None
- **Aqshy**
  - Spell: Stoke Rage
  - Spell: Incandescent Form
  - Command Ability: Fire Starter
- **Shyish**
  - Spell: Night Touch
  - Spell: Eternal Guide
  - Command Ability: Soul-Force Sacrifice
- **Hysh**
  - Spell: Exorcising Beam
  - Spell: Banishment
  - Command Ability: Strike Quickly
- **Ghur**
  - Spell: Primal Hunter
  - Spell: Flock of Doom
  - Command Ability: None

## **Scoring**

We will be using Tabletop.to to track and run the event. Up to 150 points will be available from gaming. At the end of each game you will receive one of the following:

- Major Win - 30
- Minor Win - 15
- Draw - 10
- Minor Loss - 5
- Loss - 0

## **Ladder Sort Order**

TP > Strength of Schedule > Extended Strength of Schedule > Kill Points > Random

## **Secondaries**

We will be using the Hidden Agendas that can be found in the Generals handbook 2019 on pages 20 & 21. You will select 6 hidden agendas to be added to your army list during submission. Each round you will pick one hidden agenda to use during that game. Make a note of this then at the start of the game both you and your opponent should reveal these together.

You will score bonus TPs in the following way –

- 1 TP for completing your hidden agenda
- 1 TP if you can deny your opponent completing their agenda

## **Point Docking**

As TOs we may use point docking to deal with certain issues across the event, we will try and avoid this and only do this where necessary, apart from if your list is submitted late or not submitted you will be docked 10TP.

### **Favourite Opponent Votes**

At the end of the tournament we will ask you to vote for your favorite game on your score sheet, please fill these in as they will determine who wins the favorite player awards.

### **Favourite Army Vote**

Across Lunch on the Sunday we will ask for everyone to vote for their favorite army, which we will display at the front of the hall. Please vote for these as they will determine who get the prize for best army.



## Awards / Prizes

We have a large amount of awards available on the day and incredible custom trophies being provided by Dark Fantastic Mills to go with them. The Awards / Prizes available are.

- 1<sup>st</sup> Place
- 2<sup>nd</sup> Place
- 3<sup>rd</sup> Place
- Favorite Player
- Best Painted
- Lord of Death
- Da Best Destruction
- Saviour of Order
- Champion of Chaos



## Lunch

Lunch is provided on the day by Pazza Pizza, who will be providing a large amount of pizzas in a buffet style. Due to the nature of the event we want to avoid queues as much as possible, so would advise getting food ASAP after you've finished your first game. There will also be bottle of water and snacks available with lunch. See below for pictures and details of the menu.

There will be Vegan, Vegetarian and Gluten free options on site, please inform us where possible that you will require these by emailing [contact@possessedgaming.com](mailto:contact@possessedgaming.com)

A cash bar serving alcohol and drinks are being provided by our clubs local venue that will be on site; please ensure you drink responsibly as any unwanted behavior won't be tolerated.

## House Rules & Etiquette

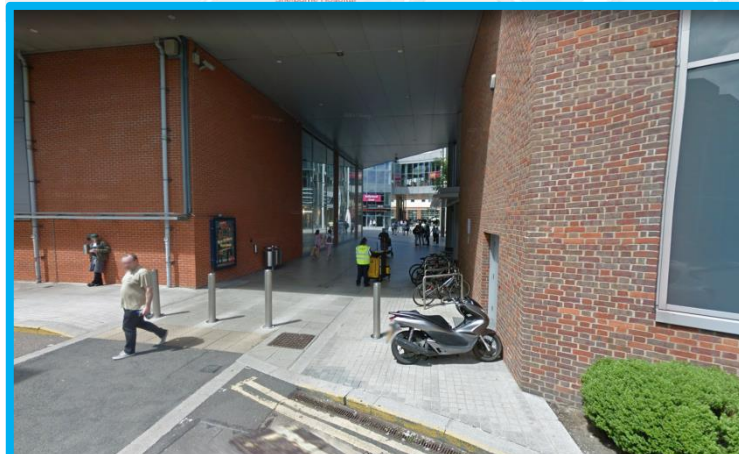
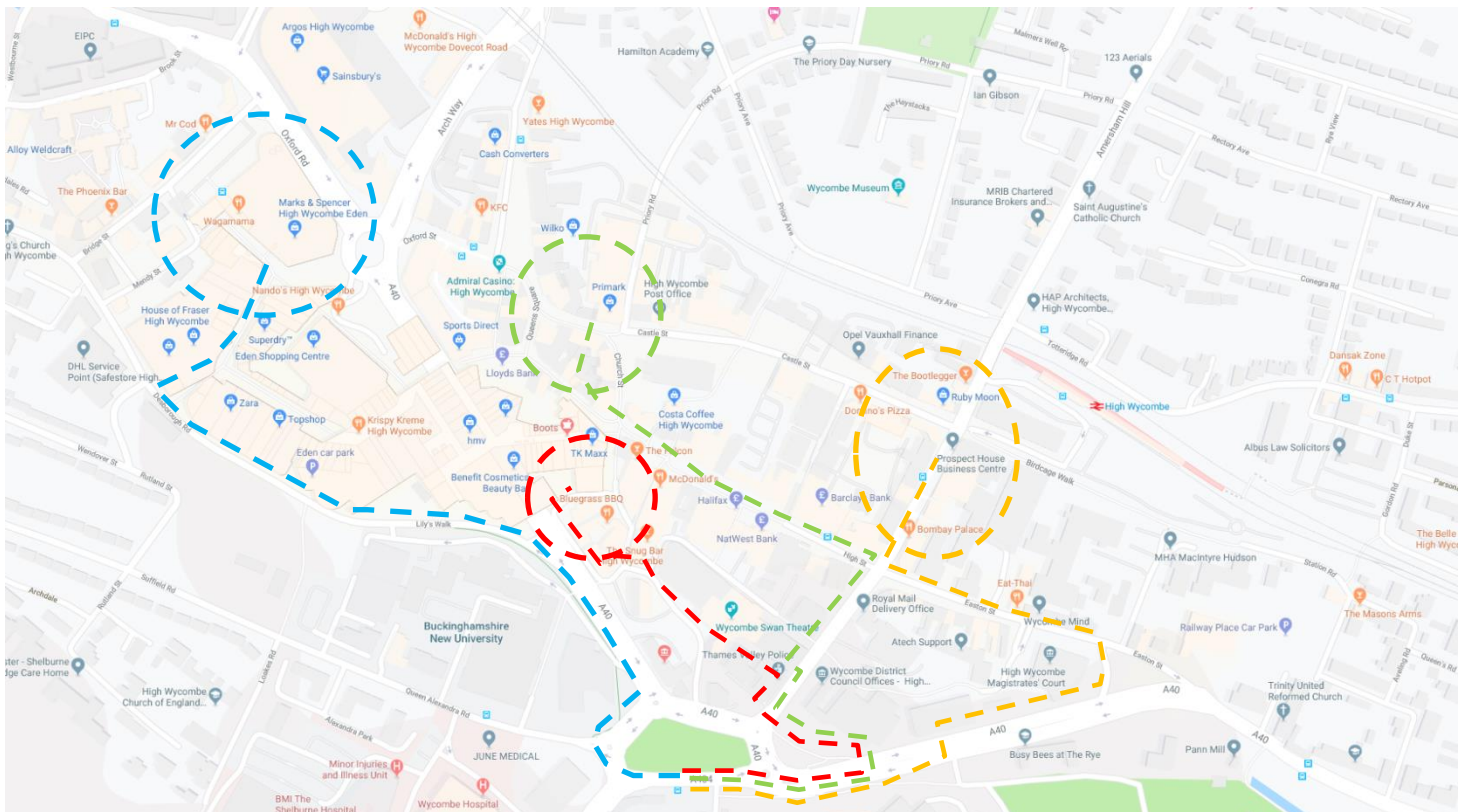
- Distances will be measured from base to base.
- Phase activations will follow the GW specified guidelines.
- Wholly within is the whole base, of every model in the unit.
- Only round or oval bases will be allowed. Model base sizes should correlate with the GW designer's commentary. Any player found using an incorrect base will be docked TPs and will have to use a correct base if possible.
- "Proxies" will not be allowed. If unsure please email [contact@possessedgaming.com](mailto:contact@possessedgaming.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 be 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

[contact@possessedgaming.com](mailto:contact@possessedgaming.com)



In the Eden Centre you can find various chain restaurants including Yo sushi, Bills, Wagamamas, Zizzis and Nandos.



Right by the venue we have various restaurants and bars, including BBQ, Noodles and various pubs /bars.



On Crendon Street / Easton Street is where you will find the majority of curry houses, if curry and spicy food is your flavour this is the place to go.



Around the old high street, you will find Tabletop Republic where there will be drinks and late night gaming, or the Red Squirrel brewery for beer / pizza.



**From your wildest dreams...**



**... to alien worlds...**



**... and your darkest nightmares.**



**GO TO GROUND  
WARGAMING**



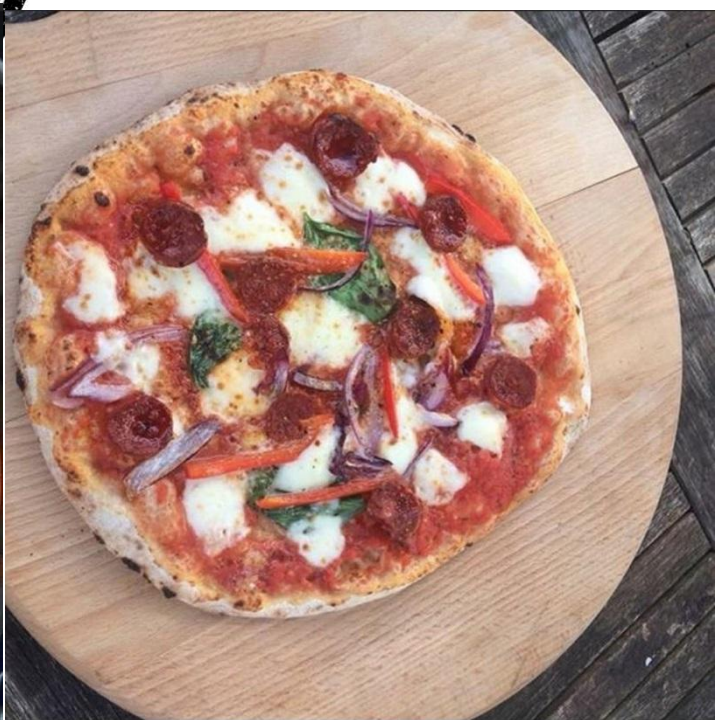
# MENU

**BANGING BBQ CHICKEN**

**SAUCY SALAMI**

**VERY VEGGIE**

**CLASSIC MARGARITA**





High Wycombe's Friendly Local Gaming Store  
Chilterns Shopping Centre, High Wycombe, Buckinghamshire, HP13 5ES



Open 12midday - 10pm weekdays  
10am - 8pm Saturdays (Open until 10pm Saturday 26<sup>th</sup> October)  
11am - 4pm Sundays

*A temporary event notice including alcohol will be in place Friday 25<sup>th</sup> and Saturday 26<sup>th</sup>*