

START COLLECTING!

THE BATTLE OF GHUR



Sunday 23rd October 2016

A free event for new collections

**WARHAMMER
WORLD**



START COLLECTING!

THE BATTLE OF GHUR

The mighty war hosts of Sigmar's greatest warriors, the Stormcast Eternals have at long last entered the fray, and a new age of bloodshed and conquest has descended upon the mortal realms.

Rumours of derelict Dragonfate dais, Realm Gates and Arcane ruins, long since abandoned or crippled by war beyond use begin to once again thrum with power.

As word of these phenomena spread, the eyes of Generals, Barbarian chieftains and Sorcerous lords alike turn towards these mythic locations, ripe with envy. Small parties of their finest warriors are sent deeper into the monstrous habitats of Ghur in search of these priceless relics.

Guttural howls echo and lightning splits the skies.... Ghur, the Realm of Beasts has awoken, and it hungers for war....

Welcome!

Hello General, and welcome to the Start Collecting event pack for Warhammer World.

This event will provide a great chance for your new force to see battle on the tabletop, and meet lots of like minded hobbyists who also wanted to a challenge over the summer to try something new with their collections.

Read the pack carefully, any questions you have can be answered by either the Warhammer World Events Team or Store Staff. Don't forget everyone is going to be taking part to have some fun and show off their miniatures, whether you're new to the hobby or a grizzled veteran of many campaigns. So please bare this in mind by playing your games in the right spirit so that both parties enjoy themselves.



Event Essentials

System: Warhammer Age of Sigmar

Army Size: Consists entirely of the miniatures from your Start Collecting boxed set. You may not include additional miniatures.

Number of games: 5

Scenarios in use: See later in this event pack!

Publications in use: All Warhammer Age of Sigmar publications from Games Workshop, including Black Library, White Dwarf and Warscrolls from your Start Collecting boxed set.

Note: *The Allegiance Abilities from the General's Handbook can be used if you wish to.*

**WARHAMMER
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**WARHAMMER
AGE OF SIGMAR**

THE SCHEDULE

10:00am Warhammer World main doors open & Registration begins

10:55am Welcome and event briefing

11:10am–11:50am Game 1

11:50am– 12:00pm Break

12:00pm– 12:40pm Game 2

12:40pm–1:40pm Lunch

1:40pm–2:20pm Game 3

2:20pm–3:00pm Break and Company of Legend painting Competition

3:00pm–3:40pm Game 4

3:40pm– 3:50pm Break

4:00pm– 4:40pm Game 5

4:40pm Award Ceremony

6:00pm Warhammer World closes

Registering at Warhammer World

When you arrive at the event, you'll need to register with the Events Team .

You'll need the ticket you were given when you bought your Start Collecting box set. We will give you a score sheet and a name badge, and then you're in!

We will let you know where you need to go for your first game—simply go there and wait for the briefing to begin.

Your Army

Your army is the total contents of any of the *Warhammer Age of Sigmar* Start Collecting! box sets. You may not add any other models, but feel free to build them in any way you like, so long as they adhere to the correct warscroll.

Each unit must be what the models represent. So no using Chaos Warriors as Chosen, for example!

Games

Over the course of the day you will participate in a total of 5 games, each of which will last up to 40 minutes. Before each game, the Events Team will randomly generate your next opponent and let you know which table you are fighting your next battle on.

Use the Set-up section from the *Warhammer Age of Sigmar* rules sheet to deploy your models. Games are played on a 4'x4' board.

You'll be competing to earn points called Laurels of Victory during your games, which will help us work out who the winner is. Ignore the victory conditions on the rules sheet; instead, the player who scores more Laurels of Victory than their opponent scores a **major victory**.

Before each game, we will roll a D6; all players will be trying to complete the same mission. You can choose to introduce additional objectives from the main rules sheet if you wish, to make your games even more challenging. However, only the Laurels of Victory scored from the mission below will count for the sake of the event.



1.

Treasures Long Forgotten

Before set-up, take it in turns to place a total of 6 coins or suitable markers on the tabletop. These must be at least 8" away from each other. These represent ancient treasures, magic items and chunks of realmstone.

These may be picked up by a unit by moving into base contact with them in the movement phase. In each of your following hero phases, you will score 1 Laurel of Victory for each counter in your possession.

If a unit is slain, or if it voluntarily leaves a combat, it loses all counters it was carrying. Place them in the space the unit occupied.

If you fail a battleshock test you will lose 1 counter for every point you fail by. These may be placed anywhere within 4" of the combat.

2.

Lands Claimed in Anger

Score 1 Laurel of Victory for each model that is in enemy territory at the end of each battle round.

Additionally, If a player completes a battle round wherein no enemy models are in their own territory, gain 2 Laurels of Victory.

4.

Crumbled Beyond Recognition

At the start of each player's hero phase, that player rolls a D6 for each friendly unit on or within 2" of a terrain piece that isn't a forest.

On a 2+ that player scores 1 Laurel of Victory. On the roll of a 1, that unit suffers D3 Mortal Wounds.



3

Kill for the Living

Score 1 Laurel of Victory at the end of the battle for each enemy unit wiped out, including heroes.



5.

Numbers Slain Beyond the Count of Grief

At the end of each battle round, count how many models were slain by each player in that battle round.

Whichever player killed the most models in that turn gains 2 Laurels of Victory. If at least one of those models were a unit leader or a hero, score 3 Laurels of Victory instead.

6.

Big Game Hunter

If a player slays a model with the Monster or Chariot keyword, they score 3 Laurels of Victory. In addition if the enemy general is Slain, that player will score 2 Laurels of Victory. If the General also has the monster keyword, you gain a total of 5 Laurels of Victory.

Favourite Game Votes

Favourite Game Votes are simple - just pick the game you enjoyed the most at the event. It's a great way to acknowledge a really fun game, an opponent with whom you had a great rapport, or maybe it was just that their army looked fantastic. Votes are taken at the end of the day with the results of your final game, so please show your appreciation of your favourite opponent.

Winning The Battle of Ghur

At the Award Ceremony at the end of the day, the player who scored the highest number of Favourite Game votes will be declared the winner and awarded the title of **The Beast of Ghur**. If there is a tie on this, it will go to the player who scored the most Laurels of Victory as a second sorter.

LEGENDS PAINTING COMPETITION

• COMPANY OF LEGEND •

The Company of Legends competition is a chance for those taking part to showcase all the hard work that went into creating and painting their Start Collecting boxed sets. During 2:20pm to 3pm break, those who wish to may lay their models out on their table and request an entry number. All the players will then be able to vote on their favourites with the winner being named the **Artisan of Legend** at the Award Ceremony.

The Award Ceremony

At the end of the day, it's time to find out who are the victors and have them lift their prizes. We will be awarding:

The Beast of Ghur for the player who scored the highest number of Favourite Game Votes.

The Artisan of Legend for the player who wins the Company of Legend Competition.

THE BATTLE OF GHUR ON

facebook

Keep up to date on all the latest news on The Battle of Ghur, chat with the other players and show off your models by joining the event page on the Warhammer World Facebook page.

Games Workshop: Warhammer World



Contact Us

If you want to ask us questions, discuss the models you wish to bring, rules you want to use, or want to find out more about our events, please feel free to get in touch with us:

Phone: 0115 900 4994


Email: whworldevents@gwplc.com

Post: Warhammer World Events Team Games Workshop, Willow Road, Lenton Nottingham, England, NG7 2WS

Find out all the latest Warhammer World news by signing up to our newsletter at:
warhammerworld.games-workshop.com/newsletter

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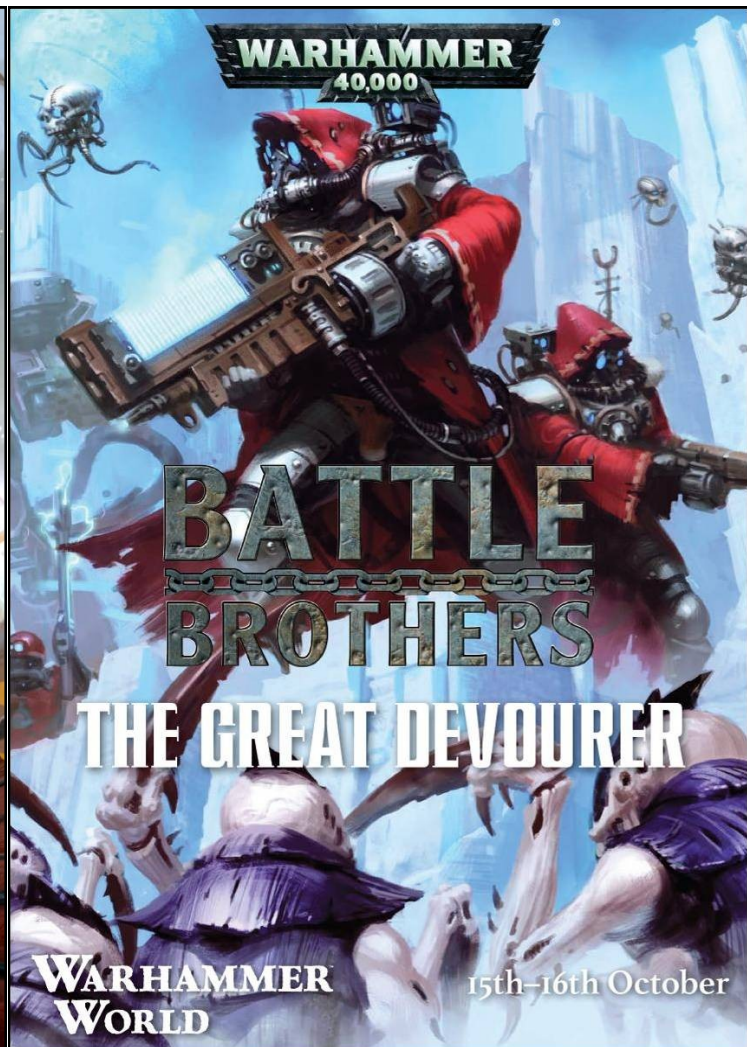
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AGE OF SIGMAR

THRONE OF SKULLS

IMMORTAL HARVEST

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22nd-23rd October



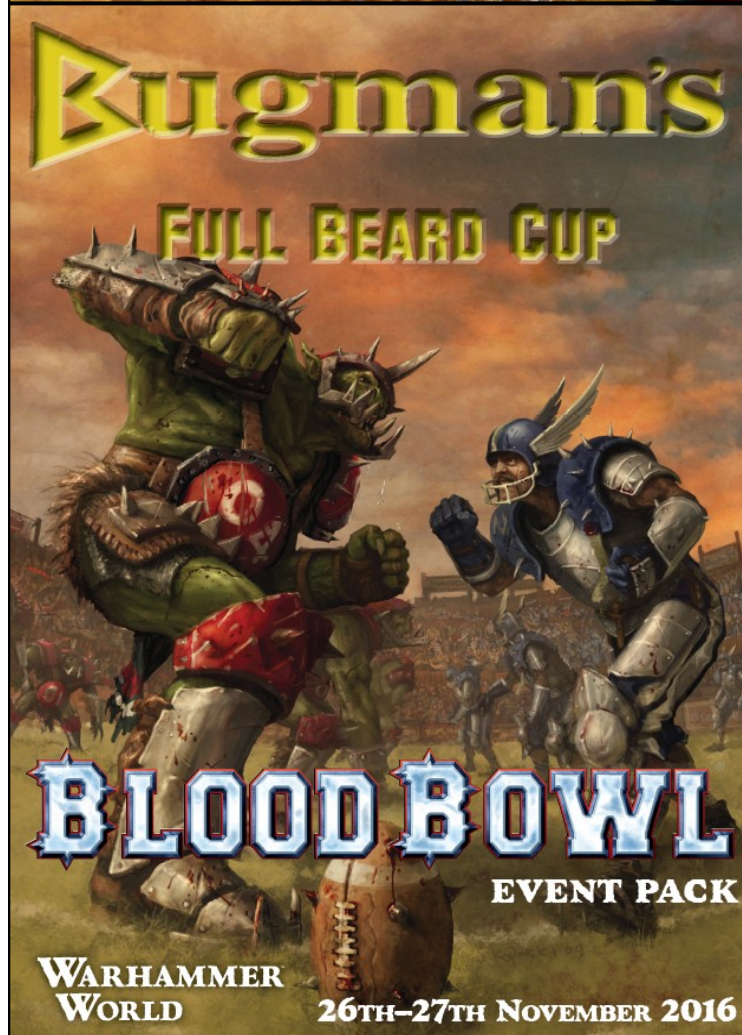
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BATTLE BROTHERS

THE GREAT DEVOURER

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WORLD

15th-16th October



Bugman's

FULL BEARD CUP

BLOOD BOWL

EVENT PACK

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26TH-27TH NOVEMBER 2016



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A Warhammer Age of Sigmar Matched Play event

WARHAMMER WORLD

More details coming soon... Follow us on Facebook

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