

The Pompey Pillage

Warriors from across the Realms are descending onto sites of vast riches. Magical places have been uncovered throughout the Realms where the possessor can discover whatever treasure their heart desires.

Duardin seek precious stones, Ur and Eather Gold. Aelves and Bloodbound alike covet blood infused skulls for their sacrifices. The Stormcast Eternals hunt relics of power to aid them in their everlasting struggle against Chaos and Death. Nagash's minions discover souls to capture for their master, with the Deepkin desiring the same for different reasons. Skaven want cunning contraptions and mechanical monstrosities whilst the forces of Nurgle flourish amongst new and virulent poxes. Tzeenchians dance amongst glorious time-warping change orbs.

What of the forces of Destruction? They find a drug-like substance which infuses them the power of the Waaagh! Or if they are Beastclaw the blessed ability to stave off the Everwinter, for a while. Perhaps, for others of a different persuasion, some of the best mushrooms ever consumed.

All desire. All will fight to possess.

An Age of Sigmar, General's Handbook, 2000 point event

Army Selection: You will need an Age of Sigmar army. Select your forces with a maximum value of 2000 Points using rules and restrictions provided in the Pitched Battle section from the latest General's Handbook.

Only Warscrolls and Warscroll Battalions with Pitched Battle Profiles and points may be used at the event.

New battltomes released on the day of the event will not be in play.

The Venue

Horndean Technology College,
Barton Cross,
Horndean,
PO8 9PQ

There is free parking on site, a fully licensed bar and a canteen to keep everyone fed and watered. **Please note that the bar is cash only!**

Saturday

- Registration: 08:15 – 08:45
- Announcements: 08:45 – 09:00
- Game 1: 09:00 – 11.45
- Lunch: 11:45 – 12:45 (provided)
- Game 2: 12:45 – 15:30
- Game 3: 15:45 – 18:30

Sunday

- Game 4: 09:30 – 12.15
- Lunch: 12:15 – 13:00 (provided)
- Game 5: 13:00 – 15:45
- Awards: 16:00

Army Lists

Bring a copy of your army list to show your opponent before each game. Ensure that all additional spells, battalions, command abilities and artefacts are clearly marked. You will also need a spare copy of your list to hand to the Pillage team.

Note that Allegiance Abilities can and should be used. Please identify on your army list which abilities you have selected for your characters for the event.

Terrain

Terrain will be provided and should not be moved unless both players agree. Terrain rules will be pre-generated using the rules from the GHB (eg mystical, deadly, commanding etc). You do not need to roll on the table and they will stay the same throughout the tournament.

Terrain warscrolls will not be in play (note: Citadel Woods do not block line of sight automatically) unless they are part of a player's army (eg Wildwoods, Feculent Gnarlmau, Gloomtide Shipwreck).

Realms

Realms will not be in play for this event. We want it to be as accessible and simple as possible. This also means that you cannot use realm specific artefacts, these must come from your faction battle tome.

Pillage House Rules

If you have a dispute over a rule you can agree it amicably between yourselves or call over Ugluk, His judgement is final regardless of whether it is correct or not. Be warned, he tends to err on the side of rules as intended.

There is no chain summoning allowed at the event. If a hero is summoned then that hero cannot then summon themselves.

Army Painting

All models used should be fully painted miniatures of the appropriate type for the troops they represent.

Models must be based on appropriate round/oval bases.

Models not painted or based will not be removed as casualties but will incur a **-60 plunder point penalty**. You can still play but you will not win. Ugluk reserves the right to use a smaller penalty if your effort is clearly derisory.

All unit options and command models must be shown on the models, Weapon options shown on a model must be used.

Armies should be left out for judging on Saturday lunchtime. Those nominated for best army need to be laid out on Sunday lunchtime. Nominations will be decided by Ugluk. Prizes will be player voted.

Registration

At the beginning of the weekend you will need to register. You will need to bring a copy of your army list and in return you will be given an events sheet to record your game scores, best painted army nomination and best opponent.

Battle Plans

Before each game, Ugluk will announce a battle plan to use for that game. 5 battle plans will be selected from all the match play options. There will be one which includes a hero mission.

Secondary Objectives

It is not all about the main prize. There are other things than plunder that can make the heart race. For each secondary objective achieved you gain 1 plunder point. These make a big difference to the final standings, make sure you play to the end even if you are not winning.

1. Kill the enemy general.
2. Keep your general alive until the end of the battle.
3. Destroy all of the enemy battleline units.
4. Keep all of your battleline units from being completely destroyed.
5. Kill all enemy heroes that start the battle on the board. If no enemy heroes start on the board then you automatically score this point.
6. Keep all your heroes alive for the duration of the battle, even if they start off the board or are summoned.

Plunder points

The following scoring system will be used throughout the event.

Major win: 30

Minor win: 20

Draw: 15

Minor Loss: 10

Major Loss: 0

For each secondary objective achieved you gain 1 plunder point.

Kill points will not be used in the event and do not need to be calculated. Players should keep a record of their objective points in each game. If these are within a certain amount of your opponent's objective points then the result is a minor win or minor loss (this will vary according to which mission is being played). If the objective points are the same then it is always a draw.

Example

In Battle for the Pass the Kharadron player has managed to score 13 points. His opponent, the Ironjawz player, scored early and hung on to finish on 17. Because the scores were within 5 points of each other the Kharadron player achieves a minor loss and the Ironjawz player a minor win.

Score sheet

At the end of each of your games, you will complete your event sheet for that particular game and hand the event sheet in. Your scores will be recorded, and your event sheet will be handed back to you either before or during your next game.

Ties

In the event of a tie on plunder points at the end of the event strength of schedule will be the tiebreaker.

Most Sporting Nomination

At the end of your fifth game you must decide which of your games was the best one. Fill in the section on the event sheet and hand this in with your fifth game results. This will go towards the Most Sporting Award only and has no effect on the outcome of the Pillage Plunderer Award.

Awards

The Pillage Plunderer: The player who scores the most plunder points will win the gaming event. In the event of a tie strength of schedule will decide the victor.

2nd place finisher. In the event of a tie strength of schedule will decide the victor.

3rd place finisher. In the event of a tie strength of schedule will decide the victor.

If there are enough participants, there will be best in faction awards.

Most Sporting Opponent: This will be awarded to the person who has the most sports votes. In the event of a tie there will be a roll off.

Best Army 1st, 2nd and 3rd: Armies will be nominated by the Ugluk. The selected armies will be set up at lunch time on Sunday for players to judge the overall winner.

Fair play and slow play

This is a friendly event and it is essential that players conduct themselves in the right spirit. They must also be able to play their army within the time constraints of the game for five full turns. Ugluk reserves the right to dock points at his discretion for slow play or unbecoming nonsense.