

AUCKLAND CITY GUARD PRESENTS



# Battle for Skull Keep

## The Hunt for Dread Orruk-Ogor



Orruktober 29th - Parnælf, Orrukland



# TOURNAMENT INFORMATION

This will be the Auckland City Guard's first stand-alone *Warhammer: Age of Sigmar* tournament, encouraging new players and those of a variety of systems to give the game a go, and for those more experienced players to get their models on the table, have a great time and throw some dice.

Date/Time:	9:00 am, Saturday October 29th, 2016
Venue:	Rose Park Hotel, 92-102 Gladstone Road, Parnell, Auckland 1010
Entry:	\$15 each (\$10 each for ACG members)
Organisers:	Tim Lind (Umpire) - <a href="mailto:TronhammerNZ@gmail.com">TronhammerNZ@gmail.com</a> - 021952974 Phil Wu (Event Organiser) - <a href="mailto:Wouster7@hotmail.com">Wouster7@hotmail.com</a>
Due Dates:	Lists and payment due by OCTOBER 22ND

## REGISTRATION DETAILS

To register, please arrange payment to the following bank account, and email [Wouster7@hotmail.com](mailto:Wouster7@hotmail.com) to confirm your spot.

Send all lists and rules queries to [TronhammerNZ@gmail.com](mailto:TronhammerNZ@gmail.com).

Account Name:	ACG Inc.
Account Number:	03-1500-015638-000
Reference:	Your Name / AOS

## EVENT OUTLINE

### AGE OF SIGMAR: VANGUARD

Schedule:	Four rounds, 105 minutes each, from 9:00 am														
Game Size:	Warhost (1,000 points)														
Table Size:	4 ft x 4 ft														
Battlefield Roles:	Leaders (1-4) - Battleline (2+) - Artillery (0-2) - Behemoths (0-2) - Other Units (Any)														
Rules:	All Pitched Battle rules from the General's Handbook														
House Rules:	<ol style="list-style-type: none"><li>1. Measure from base-to-base unless otherwise agreed. Square bases allowed.</li><li>2. If there are multiple versions of a warscroll available, you must use the most recent, unless your opponent agrees otherwise.</li></ol>														
Schedule:	<table><tr><td>Doors Open:</td><td>9:00 am</td></tr><tr><td>Round 1:</td><td>9:15 am to 11:00 am (<i>Take and Hold</i>)</td></tr><tr><td>Round 2:</td><td>11:15 am to 1:00 pm (<i>Blood and Glory</i>)</td></tr><tr><td>Round 3:</td><td>1:30 pm to 3:15 pm (<i>Three Places of Power</i>)</td></tr><tr><td>Round 4:</td><td>3:30 pm to 5:15 pm (<i>Gifts from the Heavens</i>)</td></tr><tr><td>Prizegiving:</td><td>5:30 pm</td></tr><tr><td>Doors Close:</td><td>6:00 pm</td></tr></table>	Doors Open:	9:00 am	Round 1:	9:15 am to 11:00 am ( <i>Take and Hold</i> )	Round 2:	11:15 am to 1:00 pm ( <i>Blood and Glory</i> )	Round 3:	1:30 pm to 3:15 pm ( <i>Three Places of Power</i> )	Round 4:	3:30 pm to 5:15 pm ( <i>Gifts from the Heavens</i> )	Prizegiving:	5:30 pm	Doors Close:	6:00 pm
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### ATTENTION NEW PLAYERS!

CONTACT TIM (DETAILS ABOVE) FOR ALL THE RULES REQUIRED FOR THE EVENT IF YOU DO NOT HAVE ACCESS TO THEM (INCLUDING POINTS, UNIT RULES, SCENARIOS ETC).

YOU WILL BE MATCHED WITH A FRIENDLY, EXPERIENCED PLAYER FOR ROUND ONE.

# WHAT TO BRING

- Copy of this Player's Pack
- AOS Rules sheet, Warscrolls, and/or personal device with the Age of Sigmar app
- 4 copies of your list for your opponents
- Pen/Pencil
- Models, Dice, Rangefinder, Tokens
- Objective Markers (2-4)

# PAINTING STANDARD

It is expected that armies will be fielded fully-painted, with models that adequately reflect the unit they represent (What-You-See-Is-What-You-Get). While some flexibility is allowed, especially for new players or those trying out the game, it is particularly important that when fielding special characters or summoned units the correct models are used. Contact the organiser if you are unsure.

# TERRAIN

Please feel free to bring your own terrain to supplement those on offer. Terrain will remain on the same table for the whole event. If your opponent agrees, you may reconfigure terrain setup in a mutually agreed manner at the start of the game, before deciding deployment zones.

Roll on The Scenery Table for each piece as per the main rules.

# TOURNAMENT SCORING

The tournament will be decided based on the following scoring:

- |                   |   |   |
|-------------------|---|---|
| • Major Victory   | = | 3 points  |
| • Minor Victory   | = | 2 points  |
| • Minor Loss      | = | 1 point   |
| • Major Loss      | = | 0 points  |
| • 1st Tie-breaker | = | Most full enemy <i>warscrolls</i> killed (points value) |
| • 2nd Tie-breaker | = | Most 'Best Sportsman' votes                             |

# NATIONAL RANKINGS

Results for this event will contribute towards the national rankings scoring system for New Zealand.

# PRIZES

Up for grabs as a SPOT PRIZE is the massive *Chaos Dreadhold: Skull Keep* box. This can be used in all fantasy/sci-fi games systems, so it is well worth participating for the day to be in to win. Bring your friends along for more chances of scoring this kit for your gaming group!

There will be other spot prizes available on the day as well. Podium, paint and sportsmanship prizes will be available based on the numbers attending.

# FAQ

**Q:** How do I play this game?

*A: Most of the rules are free (see the website or the Warhammer: Age of Sigmar app), however the official tournament rules are published in the GENERAL'S HANDBOOK, available from GW. If you do not want to buy this book or do not have access to it, contact Tim.*

**Q:** How does [insert rule here] work?

*A: Contact Tim with any and all rules queries!*

**Q:** How do I format my Army List?

*A: Any format is accepted, but I recommend you use the free website [www.ScrollBuilder.com](http://www.ScrollBuilder.com).*

**Q:** Can I take duplicate Allegiance Artefacts in the same army?

*A: No.*

**Q:** If a unit has a special ability that triggers when it is slain, and the unit uses the Ring of Immortality artefact, how does the ability trigger?

*A: The ability triggers the first time it is slain, not the second (based on the GW FAQ).*

**Q:** How do Sylvaneth Wyldwood's work?

*A: These will not be set up as part of the table's terrain, but can be brought on to the table as per the Sylvaneth rules. You may use the Terrain Warscroll and any rules associated with them.*

**Q:** Can I move trees to make way for my units?

*A: While not technically allowed by the rules, for the sake of simplicity and ease of gameplay, this will be allowed at this event. You may move trees to allow ease of movement, but the footprint of the original place of the tree must remain impassable (unless you take the movement to move over the tree).*

**Q:** How do I pick my allegiance?

*A: All warscrolls in your army must have the same keyword as the allegiance you are choosing. For example, ORDER, SYLVANETH, FLESH-EATER COURTS. You can always take the Grand Alliance allegiance abilities, even if you have a more specific allegiance (e.g. armies with the SYLVANETH allegiance can always opt to take the ORDER allegiance abilities instead).*

**Q:** When do I choose allegiance abilities and artifacts?

*A: These are chosen before each game, and do not need to be listed on your army list.*

**Q:** Can I summon a Balewind Vortex during the game?

*A: Not for this event.*

- [Official Rules FAQ](#)
- [Official Forgeworld Points](#)
- [Army List Template](#)
- [Age of Sigmar New Zealand community](#)

WE LOOK FORWARD TO SEEING YOU THERE!