



# Age of Sigmar

## Round 1

Table \_\_\_\_\_

**Scenario: Knife to the Heart** Follow all of the rules in the scenario in GH 2017 (page 80). You will play until time or 5 turns, but a player can achieve *Victory* earlier. Remaining turns allow for gaining specific bonus battle points for both players. If more than one Wizard/Priest is present the bonus point is for the least expensive - randomize pregame if multiple of the same cost. If your opponent has no priests/wizards this bonus point is automatically achieved.

<i>Victory</i> Achieved	Round 3	Round 4	Round 5	Draw
Winner/Loser	15/0	14/3	13/6	10/10

Bonus Objectives	Value	Your points	Opponent
<b>Enemy Troops Killed</b> per 500 points (max 1500)	1/2/3		
<b>Kill Opponent's General</b>	1		
<b>Kill Opponent's Wizards/Priest</b>	1		

	Player Name	Battle Points	Bonus Points	Total
Me				
Opponent				

### Sportsmanship

My opponent met this event's standards of conduct. (See player's packet. If you have major concerns about behavior talk to a TO)

Yes	No
-----	----



## Age of Sigmar Round 2

Table \_\_\_\_\_

**Scenario: Total Conquest** Follow the rules in GH 2017 (page 81) with the following modifications: place *Objectives* 12 inches away from the long table edge and 18 inches in from the right and left table edge. Mark deployment zone edges as follows 27 inches up on each players' right side of the board. 3 inches in on the leftmost. Draw a diagonal line between these points. Deploy behind the line. Use dice or a tape measure to mark the deployment zones, it will help! Victory Points (VP's) should be tracked during the game. If a player controls all 4 zones at the end of the game they score a 15/0. If more than one unit meets criteria as a bonus battle point target, randomize pre game.

<i>VP differential</i>	5	4	3	2	1	Draw
Winner/Loser	15/0	14/2	13/4	12/6	11/8	10/10

Bonus Objectives	Value	Your points	Opponent
<b>Enemy Troops Killed</b> per 500 points (max 1500)	1/2/3		
<b>Kill cheapest Hero</b>	1		
<b>Kill least expensive Battleline unit</b>	1		

	Player Name	Battle Points	Bonus Points	Total
Me				
Opponent				

### Sportsmanship

My opponent met this event's standards of conduct. (See player's packet. If you have major concerns about behavior talk to a TO)

Yes	No
-----	----



# Age of Sigmar

## Round 3

Table \_\_\_\_\_

**Scenario: Duality of Death** Follow the rules in GH 2017 (page 82). In addition, *Mark* an opposing unit for *Death* pregame. They will be worth a bonus battle point if killed as below. In addition, you may reroll one failed wound roll against them per turn. If more than one unit meets criteria as a bonus battle point target, randomize pre game.

<i>VP differential</i>	>16	13-16	9-12	5-8	1-4	Draw
Winner/Loser	15/0	14/2	13/4	12/6	11/8	10/10

Bonus Objectives	Value	Your points	Opponent
<b>Enemy Troops Killed</b> per 500 points (max 1500)	1/2/3		
<b>Kill Unit <i>Marked for Death</i></b>	1		
<b>Kill most expensive Battleline unit</b>	1		

	Player Name	Battle Points	Bonus Points	Total
Me				
Opponent				

### Sportsmanship

My opponent met this event's standards of conduct. (See player's packet. If you have major concerns about behavior talk to a TO)

Yes	No
-----	----



# Age of Sigmar

## Round 4

Table \_\_\_\_\_

**Scenario: Starstrike** Follow the rules in GH 2017 (page 84). Use objective markers to mark position of *Starstrikes* as they occur during the game. If more than one unit meets criteria as a bonus battle point target, randomize pre game.

<i>VP differential</i>	>18	13-18	13-18	7-12	1-6	Draw
Winner/Loser	15/0	14/2	13/4	12/6	11/8	10/10

Bonus Objectives	Value	Your points	Opponent
<b>Enemy Troops Killed</b> per 500 points (max 1500)	1/2/3		
<b>Opponent never controlled a Starstrike in your territory</b>	1		
<b>Kill most expensive NON Battleline unit</b>	1		

	Player Name	Battle Points	Bonus Points	Total
Me				
Opponent				

### Sportsmanship

My opponent met this event's standards of conduct. (See player's packet. If you have major concerns about behavior talk to a TO)

Yes	No
-----	----

**REMEMBER** to hand in your *Players Choice/Favorite Table/Favorite Opponent votes* at the end of round 4/lunch



**Age of Sigmar Round 5 Table \_\_\_\_\_**

**Scenario: Scorched Earth** Follow the rules in GH 2017 (page 85). Objectives are 12 inches in from the right and left edges and 12 inches from the long edge of the board. The middle objective is 36 inches from the sides and 12 inches in.

Remember terrain including purchased/summoned pieces can NOT be set up within 9 inches of an objective. If a player controls all remaining objectives at the end of the last turn they score a 15/0.

<i>VP differential</i>	5	4	3	2	1	Draw
Winner/Loser	15/0	14/2	13/4	12/6	11/8	10/10

Bonus Objectives	Value	Your points	Opponent
<b>Enemy Troops Killed</b> per 500 points (max 1500)	1/2/3		
<b>Kill Opponent's General</b>	1		
<b>Raze an Objective in Enemy Territory</b>	1		

	Player Name	Battle Points	Bonus Points	Total
Me				
Opponent				

**Sportsmanship**

My opponent met this event's standards of conduct. (See player's packet. If you have major concerns about behavior talk to a TO)

Yes	No
-----	----

***At the end of this round please help with cleaning up terrain on your table. Please see additional instructions if provided.***