



**A Gathering of Might XXI**

26<sup>th</sup> & 27<sup>th</sup> May 2017

## Introduction

Hello and welcome to our Rules Pack for 'A GATHERING OF MIGHT XXI' held at the Shakespeare Centre - Kendal. If you have any questions about the event or this Rules pack please check our website at <http://www.agom.co.uk> for updates, and if that doesn't help (we hope it does) then please don't hesitate to contact us via

email: [agatheringofmight@gmail.com](mailto:agatheringofmight@gmail.com)

Twitter: @WORGORE /

Facebook: Adam Turner (A Gathering of Might)

Mobile: 07990618700

## Schedule

SATURDAY		SUNDAY	
Time	Event	Time	Event
0900	Doors open and Registration		
0930	Tournament Briefing & Brotherhood selection	0930	Doors open
1000	Game 1*	1000	Game 4
1230	Lunch	1230	Lunch***
1330	Game 2	1330	Game 5
1600	Break**	1600	Break
1700	Game 3	1700	Award Ceremony
1930	Merriment and Mirth		

\* Please leave your army out so that the judges can assess painting and Best Army nominees

\*\* Best Army voting

\*\*\* Best Warscroll Voting





### **What you need to bring**

- The painted miniatures for your army
- The Age of Sigmar rules and the latest Warscrolls for your miniatures
- Two word processed copies of your army roster
- A tape measure, dice & any other markers you may need for your army.
- Paper and pen
- Super-glue & poly cement (for emergency repairs)
- Spending money for the Bar and entertainment
- 6 Objective markers (which should be mounted on a base with a diameter no larger than 40mm and no smaller than 25mm)

## The Army

On arrival at AGOM, you will be required to submit a copy of your army roster to the tournament referees, who will assign you an entry number and direct you to the relevant table for your first game.

## Army Selection

Your army must consist of a 2000 point 'Battlehost' chosen from a single Grand Alliance using the 'Match Play System', which can be found in the 'Generals Handbook 2017'. Spells should be indicated next to the relevant entries and any army abilities that are chosen before you select your command trait should also be noted on your list. e.g. Delusion for a Flesh Eater Court.

Any warscroll from companion publications may be taken as long as points have been provided for them. e.g. Monstrous arcanum



## Painting

All models in your army must be painted and based to an acceptable standard. A "painted" model must be painted in at least 3 colours in an appropriate scheme (not just block colours), and have its base textured and painted in an appropriate fashion. If you are unsure whether models from your army will be considered "painted" please contact us as soon as possible before the tournament. Unpainted models detract from the visual spectacle that we are aiming for. Any models not painted to the correct standard are liable to be removed at the discretion of the tournament referees.

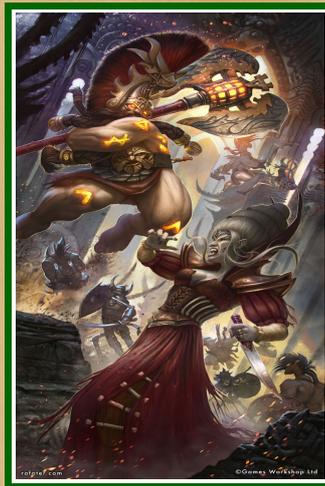
## Tournament Rules

The tournament will be fought using the rules found on the 'Warhammer: Age of Sigmar Rule Sheet', The 'Matched Play' rules in the 'Generals Handbook 2017' and the official Games Workshop FAQs published on their website (social media threads will not be used) with the following exceptions:

### Terrain

The mysterious terrain rules from the Warhammer: Age of Sigmar Rules Sheet will be used, with the following clarifications:

- Mysterious terrain should be rolled for at the beginning of the game & before the roll for determining sides and who deploys first.
- The ensorcelling or befuddling effects of mystical terrain must be rolled for at the start of the hero phase, before any spells are cast
- All walls, fences and hedges will use the Warscroll rules for Walls and Fences
- Hills will be treated as open ground but can block line of sight



### Measuring

Over the course of the weekend to determine distances between models and to avoid any damage players should measure between bases and not to the closest point on the model, this includes objective markers

## **The Tournament**

The tournament will consist of 5 rounds, not exceeding 2 ½ hours each. Players will be randomly paired for the first round, and the Swiss Ranking System will be used in subsequent rounds in order to ensure that players face an opponent of similar standing. Pairings and table numbers will be displayed at key points in the hall before each round.

Notice will be given when there are 20 minutes remaining in a round. Players should only begin another battle round if they are sure that both players will be able to complete their turn during the remaining time.

Each game will be played on a 6'x4' table. The terrain will have been laid out by the referees before the tournament begins and should not be moved. The Battleplan for each round will be randomly determined at the start of each round and announced by the referees. No Battleplan will be played twice.

	<b>Battleplan</b>
1	Knife to the Heart
2	Total Conquest
3	Duality of Death
4	Battle for the Pass
5	Starstrike
6	Scorched Earth

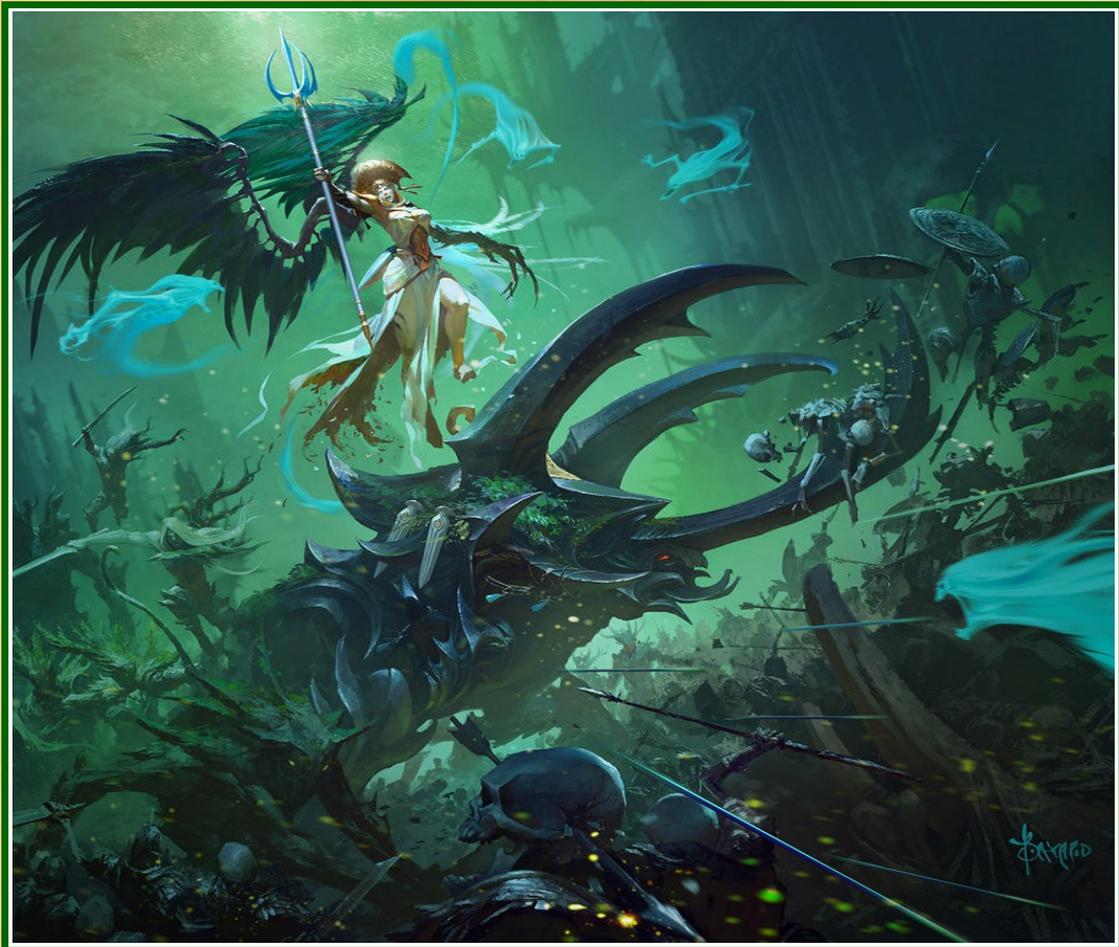
The Battleplan for the game will be announced by the referees at the start of the round. Set-up types and deployment rules will follow those found in the 'Match Play' rules in the 'Generals Handbook 2017'.

Each round will include a five-minute warm-up period, during which we advise players to familiarise themselves with the composition and rules of their opponent's army and to discuss any issues which they can foresee arising during the game.

Players should also roll on the mysterious terrain chart in the Warhammer: Age of Sigmar Rules Sheet for each piece of terrain on the board, with the exception of those noted previously in the Terrain section of this pack. At the end of the game, players should call over a referee who will take the result of their battle.

## Grudges

During the first round of AGOM it is permitted to “Grudge” another tournament entrant. A Grudge must be declared in writing by e-mail to [agatheringofmight@gmail.com](mailto:agatheringofmight@gmail.com) before Thursday 19th October. All Grudges will be reviewed by the referees, and any found worthy (and accepted by your opponent) will be entered into the AGOM Book of Grudges and a table will be set aside for you to resolve your differences.

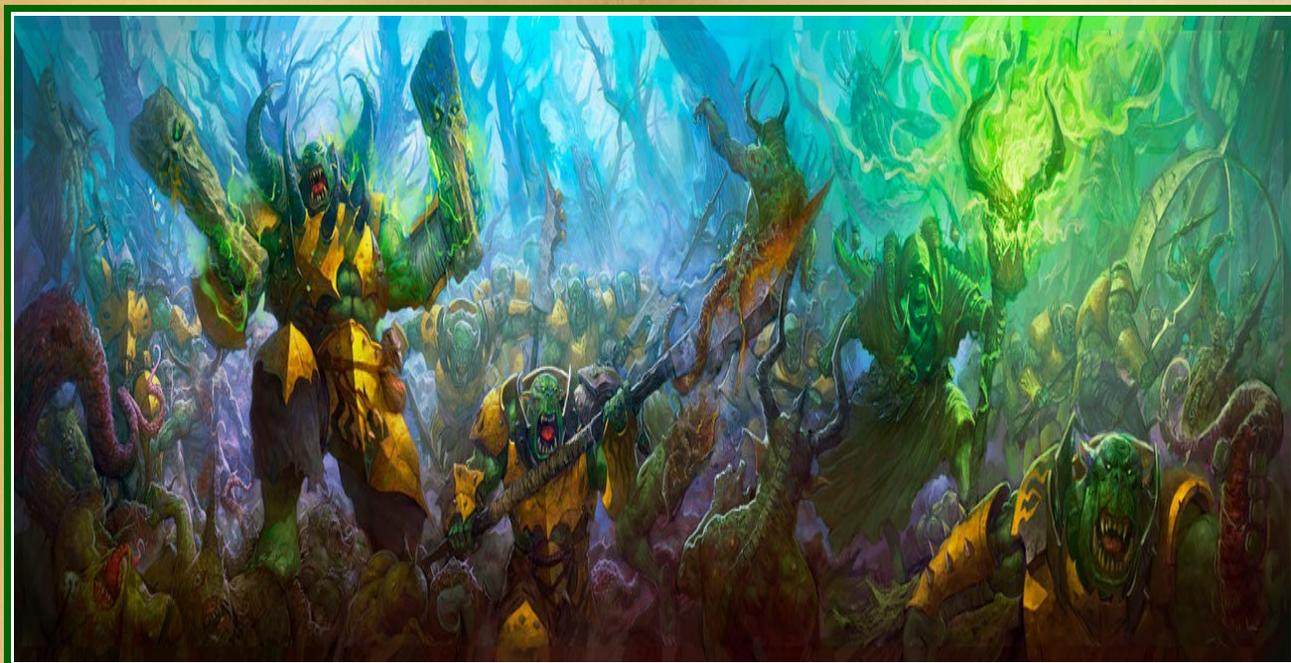


## Sixth Rule of One

When rolling to cast a spell a natural roll of a 2 always fails to cast no matter what modifiers are applied to the roll.

## Determining Victory

To determine victory players should refer to the Battleplan in the 'Match Play' section of the 'Generals Handbook'



## Recording Results

At the end of the game, each player should determine the results of the game and total the points of warscrolls that they slew as explained in the 'Match play' rules in the 'Generals Handbook', even if one player won by completing the objective as they will need to pass this to the referees.

The result of the game will award a number of tournament Generalship Points as noted below:

<b>Result</b>	<b>Generalship Points</b>
Win	2 GP
Draw	1 GP
Lost	0 GP

## Sportsmanship

At the end of the fifth round, players will be asked to vote on their most sporting opponent. If during the tournament you believe that you had an awful game, please speak to one of the referees. Please only do this if your opponent truly was one of the worst sports you have ever encountered. Any player who receives two or more awful game marks will suffer a penalty to their Generalship Points total or disqualification from the tournament.



## The Brotherhood System

After registration players will be divided into teams by a random draw. The team that collectively scores the most Generalship Points during the tournament will receive the Brotherhood Award.

**Brotherhood Champion:** At the beginning of each round, the team should nominate a single member to be their Brotherhood Champion. A player may be elected Champion only once during the tournament. The Generalship Point scored by the Champion during that round will be doubled for the purposes of determining the winners of the Brotherhood Award.

**Call to Glory:** At the beginning of one round during the tournament, a team may elect to declare a Call to Glory. For that round, all Generalship Points will count as double for the purpose of determining the winners of the Brotherhood Award.



## Tournament Referees

It is the prime duty of the referees to ensure that the players enjoy a weekend of Warhammer: Age of Sigmar in the company of like-minded individuals. To that end they may have to intervene if they see an argument brewing. Players are advised that from the moment of entry, the decisions of referees with regards to the fair adjudication of the tournament, behaviour of players and to health and safety are final. No discussion will be entered into once a decision has been made, and actions contrary to these decisions may be considered a Yellow or Red Card offence, at the discretion of the referees.

A **yellow card** offense will result in the penalty of 1 Generalship Point.

A **red card** offense will result in the player conceding their current game.

If a player receives two yellow cards in the same round, they will be treated as if they had received a single red card. Any further infractions following a red card will result in exclusion from the tournament - we have rarely seen this happen and hope that we never have to do it in our events!

## Awards

At the conclusion of AGOM, an award ceremony will be held to recognise the achievements of the participants. The available awards are as follows:

### Best General

Determined by the number of Generalship Points obtained over the tournament. In the case of a tie, the Generalship Points scores attained by the tied players' opponents will be added to their score. In the unlikely event that this has not solved the situation, cumulative Victory Points will be compared.

**Lord of Might:** First place.

**Hero of Might:** Second place.

**Champion of Might:** Third place.

**Snotling Award:** Awarded to the player who showed the enthusiasm and fighting ability of a Snotling by ending up at the bottom of the tournament.



## Best Army

After the first round, players should leave their army out to be inspected by the referees, who will nominate a number of entrants for the Best Army award. Players will vote for their favourite army out of those chosen by the judges.

**Golden Horde:** The army which receives the most “best army” votes.



## Best Warscroll Awards

After the fourth round players will be invited to enter a single entry in each of four separate categories of miniature painting to be voted on by the entrants in the tournament. The entry in each category that receives the most votes will receive an award. If there is a tie the referees will each cast a vote to determine a victor.

**Terror of the Old World:** Best warscroll with the keyword: Monster.

**Ruination of Cities:** Best warscroll with the keyword: War Machine.

**Avatar of War:** Best single warscroll with the keyword: Hero and not the keyword: Monster.

**The Sacred Band:** Best warscroll that does not have the key words: Monster, Hero or Warmachine.

## Best in Alliance

The player who finishes highest for their chosen Grand Alliance will receive an award for their achievement.

**Champion of the Realms:** Highest placed Order player.

**The Everchosen:** Highest placed Chaos player.

**Da Great Prophet:** Highest placed Destruction player.

**Mortarch of the Night:** Highest placed Death player.

## Sportsmanship Award

**Warrior of Honour:** Player that receives the most sportsmanship votes.

## Brotherhood Award

The team that collectively scores the most Generalship Points over the tournament will be awarded the Brotherhood award.

Award	Points
Position	1 pt +1 pt for each opponent ranked below
Golden Horde nomination	5pts
Golden Horde Winner	10pts (including 5 for nomination)
Best in Faction	2pts
Best Single Minature	2pts
Warrior of Honour	10pts

## Warriors of Renown

During the course of the year points will be awarded depending on your positioning in the four AGOM's held and what awards you receive over the course of the year.

The Points awarded will be as follows.

## **Army of Might**

During the course of the tournament a 2000pt tournament legal army will be displayed in the hall. During the award ceremony a raffle will be drawn and the lucky winner will be allowed to take the army away. Please see the referees during the weekend on how to enter the draw.

## **The Venue**

The Shakespeare Centre  
Yard 76  
Highgate  
Kendal  
LA9 4HE

## **Accommodation and Other Arrangements**

Players will need to arrange transport to and from the event and a place to stay whilst in Kendal. See our website for a list of suggestions.

## **Contact Details**

E-mail us at: [agatheringofmight@gmail.com](mailto:agatheringofmight@gmail.com)

Follow AGOM on Twitter @WORGORE,

or our blog at <http://agatheringofmight.blogspot.co.uk/>

Follow AGOM on Facebook event page: A Gathering of Might XVIII

Mobile: 07990618700

If you are on Twitter, please use #AGOMXVIII for the event.

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