SUMMER CARNAGE

Another At East Carnage event is here! With the release of AoS 2.0 and the General's Handbook 2018 out, we ready to adopt the new rules and battleplans. A new age of war is upon us. So, muster your forces and fill a pint, souls are out there for the taking.

Army Selection: You will be writing a Battlehost Army (2000 point). Any kind of ability you can choose before the game must be chosen before the event and recorded on your army roster clearly. These choices are made for the entire tournament, and cannot be changed during the event.

Any material released officially in any Games Workshop or Forge World Books, their Websites, or the Age of Sigmar App a weeks before the event is playable. The ITC standard is to adopt FAQ's as they are published, be warned. Any Rules must be available to anyone for purchase, print, or viewable online from the company and it is best of you have a physical copy for use.

Tournament House Rules:

1. Scoring will be in the (Best Coast Pairings) BCP App using recording wins and losses, then points killed.
2. Each round will be in a different realm. All wizards in that battle will **not** know all the spells for that realm from *Malign Sorcery*. The effects of each realm will be printed with the battleplan and score sheet.
3. Your force will be able to select a realm it is from. That gives you an option for a single artifact from the Milign Sorcery rules for realms.
4. *As a trial* in your list your wizards can choose to know one of the realm spells, from the realm your army comes from, as an extra spell for your wizards instead of your own Allegiance spells. If your force does not have any allegiance spells they can still pick one extra spell. Those spells are at one harder to cast when you are fighting in another realm. For example: If your spell comes from the realm of Fire it casts on a 5 in The Realm of Fire, it casts on a 6 in the Realm of Death.
5. If for any reason you get to place your opponents models on the table they must be placed somewhere where the unit can fit and be in coherency, unless the ability or effect specifically stated otherwise.

What you will need to bring:

*   A fully assembled army.
*   At least two printed copies of your army list and upload your list into the BCP App. This list should typed and easily understood. (see Warscroll builder or the WH AoS App.)
*   Dice, a tape measure, pen or pencil, and any counters you need for remembering stuff.

- Set of all the units stats and rules you are using for you and your opponents to refer to. (I print them off the App. so my opponent does not need to ask what things do during the game)
- Glue and tools for repairs would be nice.

Army painting and Building

All models used must be fully assembled of the appropriate type for the unit they represent. All models must be WYSIWYG, Hammers are hammers, Swords are swords etc. Any kind of proxy models will not be ok, but reasonable 'counts as' models or conversions may be. (If in doubt email the TO pictures of the model and what it is supposed to be.)

The army/model must be painted to a table top standard, as per WW standard, or you are not eligible for the painting prizes and the event will be scored on the ITC hobby track.

Due to the fact that there is an advantage to using incorrect base sizes, models must be based on appropriate round/oval bases.

Models that do not fit these guidelines **WILL** be removed as casualties by the tournament organizers and will be unable to take part in the tournament.

Battleplans, Timings, and Scores:

Battleplans: Any of the new 6 battle plans randomly selected. Yes I put them in a hat or roll a dice when I print the pack. Blame fate not me.

Timings: We will play 3 rounds, each 2hr 45min. A 45 min. Lunch break after round one.

Check-in:	Round 1:	Lunch:	Round 2:	Break:	Round 3:
10:00	10:15 - 1:00	1:00 - 1:45	1:45 - 3:30	3:30 - 3:45	3:45 - 6:30

First place: Wins/Losses>points killed>Favorite Opponent votes

Second place: Wins/Losses>points killed>Favorite Opponent votes

Third Place: Wins/Losses>points killed>Favorite Opponent votes

Paint: Points Earned>Favorite Army votes>Wins/Losses

Sports: Favorite Opponent votes>Wins/Losses>points killed

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PITCHED BATTLE
Use the pitched battle rules from pages 48-49 in the GHB 2018 and the set up rules from the packet.

SET-UP
The players roll off, and the winner decides which territory each side will use. The territories are shown on the map to the right.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 9" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

NO RESERVES
In this battle, all units must be set up on the battlefield before the battle begins. Any unit that is set up as a reserve is destroyed and all of the models in the unit are slain.

OBJECTIVES
This battle is fought to control four objectives. Two objectives are located in each player's territory, as shown on the map.

GLORIOUS VICTORY
The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**

VICTORY POINTS: Each player scores victory points at the end of each of their turns for each objective they control, as follows:
- For each objective the player controls in their own territory, they score 1 victory point.
- For each objective the player controls in their opponent's territory, they score 3 victory points.

REALM OF BATTLE: Shyish, Realm of Death
REALMSPHERE MAGIC
WIZARDS know the following spell in battles fought in this realm, in addition to any other spells that they know.
PALL OF DOOM *A cloud of terrifying darkness pours forth and engulfs the wizard's foes.*
Pall of Doom has a casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Subtract 2 from the Bravery characteristic of the unit you picked until your next hero phase.

REALM COMMANDS
You can use the following command abilities in battles fought in this realm, in addition to the command abilities that you are normally allowed to use.

HONOUR THE DEAD *The dead are honoured by the living ending the lives of their remaining foes.*
You can use this command ability at the start of any combat phase. If you do so, pick a friendly unit that is within 3" of a friendly HEROor 12" of your general, and roll a dice. If the dice roll is less than the number of models that have been slain from the unit you picked, you can add 1 to the Attacks characteristic of weapons used by that unit in that combat phase.

SOUL-FORCE SACRIFICE *Your general can siphon soul-force from their minions to extend their life.*

You can use this command ability at the start of your hero phase. If you do so, pick a friendly unit that is within 3" of your general. Allocate any number of wounds 'to that unit that you wish - you can heal 1 wound that has been allocated to your general for each wound that you allocate.

Realmscape Feature
Life Leeching: *The land here can drain the life force from a living being, causing them to suddenly drop dead in their tracks.*

At the start of your hero phase, roll a dice. On a 6+, pick an enemy unit. That unit suffers D3 mortal wounds.

Paint Score Sheet:

Name: _____ (Did someone else paint your army? **Y / N**)

We will be using the Following Rubric. Since there are a limited amount of paint awards, from a pragmatic standpoint, we can focus on the best armies to save time. This isn't meant to be a slight to anyone at all, simply a matter of being practical. Any checkboxes that apply to your army please check before you leave for lunch, and leave next to your army, failure to do so will earn you a 0 score.

category	yes	comment	P
Tournament Ready: The army/model must by painted to a table top standard or the army/model as per WW standard		Thank You, I and Your opponents approve	0
3 Colors Plus: The Whole Army is painted above and beyond the 3 color standard and shows a great deal of effort and care.		Well done!	5
Exceptional: The Army represent both exceptional skill and effort, and warrants a close inspection as it is in the running for a painting prize and is subject to the following scoring system.		This army is in the top 10% of armies present based on majority vote of paint judges.	10
Your Checklist	yes	Where	P
For two layers of highlighting.	☐		+1
For three or more layers of highlighting. This overrides the previous bonus.			+2
For blended highlighting.	☐		+1
For Object Source Lighting.	☐		+1
For Weathering.	☐		+1
For NMM	☐		+1
For freehand work.	☐		+1
For exceptional freehand work. This means artistic work that is above and beyond basic freehand work such as squad markings, etc. This overrides the previous bonus.			+2
For a cohesive, noteworthy theme throughout the army. This is above and beyond a common theme and represents an impressive, creative work that is unique or uncommon.	☐		+1

Exceptional basing with multiple elements used, or for noteworthy care taken in construction.	☐		+1
For green-stuff work. (Not gap filling)	☐		+1
For conversion work.	☐		+1
For exceptional conversion work. This means sculpting parts, major kit bashes, etc. This overrides the previous bonus.			+2
For a display Board.	☐		+1
For an exceptional display board that shows effort and artistic talent above and beyond the norm. This overrides the previous bonus.			+2
For "cool" factor. Much like pornography, it's hard to define, but we know it when we see it. Yes, subjective, but all paint judging is.	☐		+1
Total points awarded by judges, if you believe there is an error please ask the TO. (if we agreed with your checks we will circle the points added)			

Sports and Favorite Army:

At the end of the event this page will be collected. Of your opponents for the day what was your favorite opponent and what was your favorite army. Check the app for your opponent's names, and yes both can be the same name.

Favorite Opponent: _____

Favorite Army: _____

Round 2
The Relocation Orb

PITCHED BATTLE
Use the pitched battle rules from pages 48-49 in the GHB 2018 and the set up rules from the packet.

SET-UP
The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.
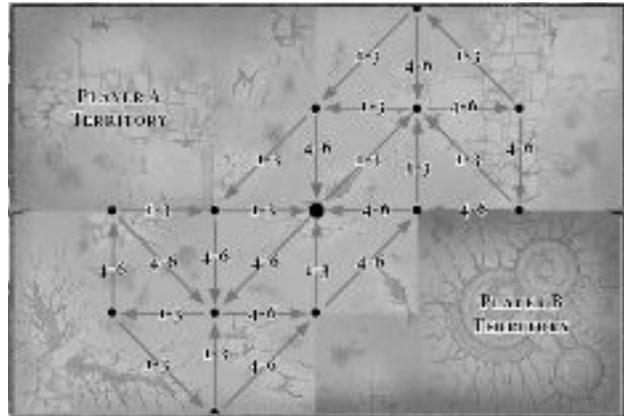
OBJECTIVES
This battle is fought to control one objective. It starts the battle locatedt the centre of the battlefield, and changes location at the end of each battle round as described below.

When determining control of an objective, each **HERO** with an artefact of power, and each **WIZARD**, that is within 3" of the objective counts as 20 models instead of only 1.

RELOCATING THE OBJECTIVE
The objective relocates to a new position on the battlefield at the end of each battle round. Control of the objective is lost when it relocates.

To determine the objective's new location, roll a dice. The objective relocates to the position indicated by the arrow on the map that corresponds to the dice roll.

If the relocation roll is 2-5, the objective remains at the new location until the end of the following battle round. If the relocation roll was a 1 or 6, then the objective relocates again immediately. Make a new relocation roll and move the objective to the position indicated by the new roll. It is possible for the objective to relocate several times in a row if the relocation roll is a 1 or a 6 each time

GLORIOUS VICTORY
The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS: Each player scores victory points if they control the objective at the end of each of their turns, as follows:
- If the player controls the objective and had the first turn in the current battle round, they score 1 victory point.
- If the player controls the objective and had the second turn in the current battle round, they score 3 victory points

REALM OF BATTLE: Hysh, Realm of Light
REALMSPHERE MAGIC
WIZARDS know the following spell in battles fought in this realm, in addition to any other spells that they know.

PHA'S PROTECTION: *The wizard calls upon the beneficent Guardians of Light to protect his allies from harm.*
Pha's Protection has a casting value of 5. If successfully cast, select a friendly unit within 18" of the caster that is visible to them. Subtract 1 from hit rolls made for attacks that target the unit you picked until your next hero phase.

REALM COMMANDS

You can use the following command ability in battles fought in this realm, in addition to the command abilities that you are normally allowed to use.

STRIKE QUICKLY: *The aetheric particles in this realm enhance the speed and reactions of those that live here. It is possible to harness this power and strike before an opponent is ready to strike back.*

You can use this command ability at the start of the combat phase. If you do so, pick a friendly unit within 3" of a friendly HEROor 12" of your general, and within 3" of the enemy. That unit fights immediately, instead of fighting later in that combat phase.

Realmscape Feature

Dazzling Glow: *The structures and plant-life of this realm often pulsate with glowing light.*

Subtract 1 from hit rolls made for attacks that target units that are in cover.

Round 3
Shifting Objectives

PITCHED BATTLE
Use the pitched battle rules from pages 48-49 in the GHB 2018 and the set up rules from the packet.

SET-UP
The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another
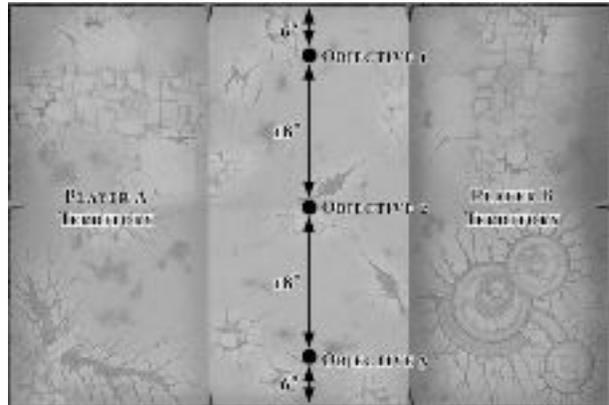
OBJECTIVES
This battle is fought to control three objectives. They are located in the area between each player's territory, as shown on the map.

PRIMARY AND SECONDARY OBJECTIVES
At the start of each battle round, before determining who has the first turn, roll a D3. The objective with the corresponding number is the primary objective for that battle round, and the other two objectives are the secondary objectives for that battle round.

GLORIOUS VICTORY
The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a major victory.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a minor victory.

VICTORY POINTS Each player scores victory points for each objective they control at the end of each of their turns, as follows:
● If the player controls the primary objective, they score 3 victory points.
● For each secondary objective the player controls, they score 1 victory point.

REALM OF BATTLE: CHAMON, THE REALM OF METAL

REALMSPHERE MAGIC
WIZARDS know the following spell in battles fought in this realm, in addition to any other spells that they know.

TRANSMUTATION OF LEAD: *As the wizard gestures at his foes, their weapons and armour become significantly heavier and more cumbersome – twice the burden they were but moments before – making them an easy target for an attack.*

Transmutation of Lead has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Until your next hero phase, halve the Move characteristic of the unit you picked, rounding up. In addition, if the unit has a Save characteristic of 2+, 3+ or 4+, then until your next hero phase you can re-roll hit rolls of 1 for attacks that target that unit.

REALM COMMANDS
You can use the following command ability in battles fought in this realm, in addition to the command abilities that you are normally allowed to use.

ADAPT OR DIE

Warriors in the Realm of Metal quickly learn to adapt and evolve as the lands shift and meld. A wise general knows to harness this resilience and use it to ensure victory.

You can use this command ability at the start of your hero phase. If you do so, pick a friendly unit within 3" of a friendly HEROor 12" of your general. Until your next hero phase, roll a dice each time you allocate a wound or mortal wound to a model in the unit you picked. On a 6+ the wound is negated.

Realmscape Feature

Rust Plague: *The terrain of this land has been infected with a plague that can cause armour to turn to rust in mere moments.*

At the start of your hero phase, roll a dice. On a 6+, pick an enemy unit that is in cover. Subtract 1 from save rolls made for that unit for the rest of the battle.