



NEWCASTLE WARLORDS

SUMMER MASSACRE

Event Pack
Saturday 14th July 2018

St Mary the Virgin Church
Fawdon
Newcastle upon Tyne

Newcastle Warlords: Summer Massacre 2018

Introduction.

Welcome to the Newcastle Warlords Summer Massacre 2018 Event Pack

This is the second annual Summer Massacre event and we hope to build upon the awesomeness that we had last year.

We will be using both the Age of Sigmar Version 2 Core Book and General's Handbook 2018. We will select from the matched play scenarios by rolling on the day, this is to prevent optimal list building for pre-selected missions.

This document.

This is the player's pack, this contains all the information you need, the timetable of the event, the battle plans and house rules

Please feel free to email comments or questions regarding rules to James Chalmers newcastlewarlords@gmail.com

The players.

Players are asked to conduct themselves accordingly and play in the spirit of the game, making sure they bring everything they need with them to ensure things run smoothly.

How to buy a ticket.

There will be 32 spots for the event done on a first come, first serve basis. To guarantee a ticket please PayPal £15 to newcastlewarlords@gmail.com via friends and family.

This will include entry to the event as well as the return of the BBQ lunch.

Refunds on tickets will be offered up to and including 16th June.

Venue.

*St Mary the Virgin Church
Fawdon
Newcastle upon Tyne
NE3 2RY*

There is a small car park to the side of the church and ample street parking opposite the church.

Schedule of the Day.

- *Registration Opens: 08:30*
- *Announcements: 09:00 – 09:30*
- *Game 1: 09:30 to 12:00*
- *Lunch: 12:00 – 13:00*
- *Game 2: 13:00 to 15:30*
- *Game 3: 15:45 to 18:15*
- *Awards: 18:30*

Army Selection.

All the games in this event will be 2000pts using the points from the Generals Handbook 2018 and Forgeworld publications.

Please submit your list via email – newcastlewarlords@gmail.com no later than **Midnight Saturday July 7th**. We will then check the lists and make sure they are correct. Player's lists will be published the week beginning the event.

Only list submissions using the Warscroll Builder PDF will be accepted. Please use - <http://scrollbuilder.com/> to make and submit your lists.

Command Traits and Artefacts for your Allegiance must stay the same for the whole event and must be recorded on your Warscroll Builder Army List PDF print off so your opponent can see.

Endless Spells – The Endless Spells from Malign Sorcery will be in use for the event, you will need to record the spell you want to run and pay the appropriate points value when submitting your list.

What you need to bring.

Your army obviously! Please make sure your entire army (including Endless Spells) is painted to a basic tabletop standard as a minimum (Minimum of 3 colours and based – no undercoat showing). We will ask you to remove any unpainted or just primed models as casualties if we spot them.

All models must be on the appropriate round bases and must be WYSIWYG, conversions are fine but no proxies are allowed.

Players will need to bring **5 pieces of terrain** for the event. These need to be 3 big pieces (such as Overlord Bastion or Ophidian Archway) and two smaller pieces (Realmgates, Fences, etc). This will be used in each game and players will need to take their own terrain to each game. If you are struggling for terrain please let us know ASAP as we do have a limited amount to be loaned for the day.

Any terrain which is considered ridiculous will be asked to be removed from the table and will be replaced for the rest of the tournament with some of the organisers.

Players should also bring the following

- A set of 4-6 objective markers (40mm diameter max)
- Dice and Tape measure
- Wound and Buff markers (optional)
- A set of the rules and all warscroll's printed out, in case your tablet dies
- A printed army list for your opponent.

Awards

There will be prizes for the following:

- Overall Winner
- Runner Up
- Third Place

- Most KPs Killed Grand Alliance
 - The Bloodthirster – Chaos
 - The Rampaging Destroyer – Destruction
 - The Ruler of the Night – Death
 - The Stormlord – Order

- Most Sporting
- Judge's Best Painted; 1st, 2nd, 3rd place

Scoring Points

We will be using a Major/Minor Win system and each battle plan in the General's Handbook explains how this is determined. You will be given a score sheet at the start of Game 1. At the end of each game please fill in who won and lost.

Points killed also need to be detailed, only units that are fully wiped out will be counted, partial units killed will not count towards the kill points.

Victory Points are dealt as below:

- Major Win: **30VP**
- Minor Win: **15 VP**
- Draw: **10VP**
- Minor Loss: **5VP**
- Major Loss: **0VP**

The Draw and Pre Setup

The draw will be determined each round, this will show your table number, opponent and Grand Alliance you will be facing. The draw is Random for the first game, and then by the 'Swiss Chess' system for remaining two games.

Best Sportsman Award

There will be a best sportsman award, at the end of Game 3 you will need to put your favourite/most sporting opponent of the day on your sheet when you hand it in.

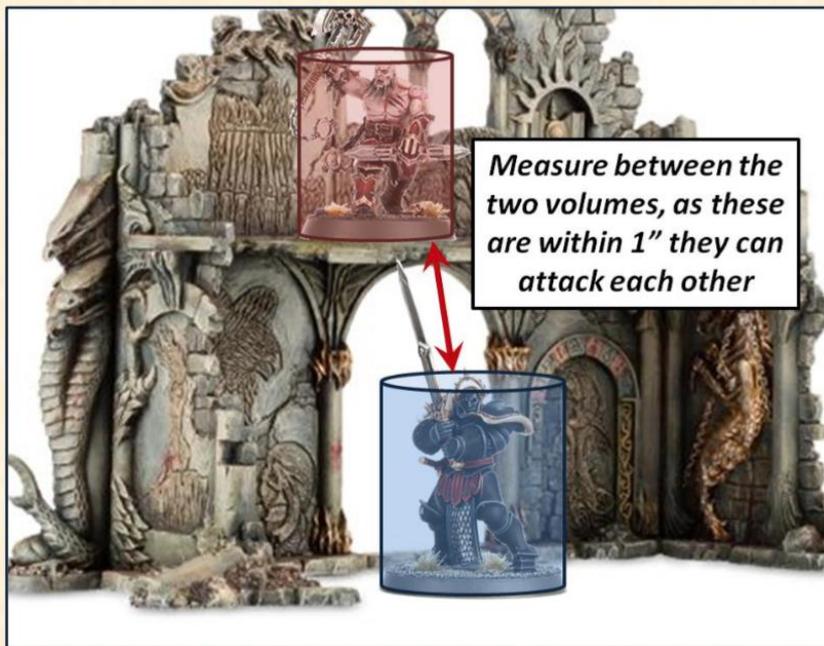
Painting Award

Like previous Warlord tournaments, we are very fortunate to have painting wizard Graham Shirley judging the painting competition. To be considered for best painted you will need to put your army out for display at lunch time. Judges will then walk around the entries and decide on their favourite. Only armies painted by the attendee can win, no commission painted armies can be eligible. There will be awards for 1st, 2nd and 3rd place painting.

Measuring.

Measuring is from the base so stick to the base that is supplied with the model or bigger. No Carnosaur on 40mm base. Please use the official Games Workshop basing documents for reference.

When measuring distance vertically, you will use a volume from the base foot print as high as the models head (or torso) whichever is the highest point (please note this excludes limbs, wings, weapons banners and weapons even if they have a head on a spear...)



The Battlefield.

- Opponents must bring 5 pieces of terrain each and then taken it in turns to deploy the scenery on the table.
- Age of Sigmar Scenery rules (Mystical, Damned, Inspiring, Sinister, Arcane, Deadly) are in place and will need to be rolled for at the beginning of the game.
- Warscrolls for non-pointed Scenery/non-battletome Scenery will not be used. Obstacles and Garrisons rules from the Core Book are not in place for the event.

Rules of 1.

- Yes, this will be used at the event.

Claiming Cover.

- All models from the unit must be wholly in the terrain to claim the +1 Save. Monsters cannot claim cover, and hills do not give cover.

Extra Attacks

- Any attacks that are gained by abilities that grant extra attacks due to a specific hit roll or wound roll cannot themselves generate extra attacks.

ability could not also generate further hit rolls.

Food & Drink

A BBQ will be put on for lunch (weather permitting), if not food will be cooked indoors.

Complimentary tea, coffee and squash will be provided for the day.

Please feel free to bring your own food and drink (including alcoholic) but a reminder the event is in a church, you must tidy up after yourselves and leave the hall in the same standard of cleanliness as we start.

Final Details

Keep an eye on the Grand Alliance Community forum as we will be putting out more information about the event TGA.Community

Join us on twitter for tweets and updates from Newcastle Warlords @NCLWarlords

The Venue is at
St Mary the Virgin Church
Fawdon
Newcastle upon Tyne
NE3 2RY

Email the team if you have any questions, queries or enquiries newcastlewarlords@gmail.com