



BLACKOUT

3rd, 4th & 5th August 2018

BLACKOUT is a 2,000 point, 5 game, Warhammer: Age of Sigmar Tournament using the new edition, Malign Sorcery and the General's Handbook 2018. Information on army list submission as well as the specific rules in use can be found below.

The event is being held at Firestorm Games in Cardiff. There is parking at the venue.

Venue Address; Firestorm Games (Cardiff), Trade Street, Penarth Road, Cardiff, CF10 5DT

What you need to bring;

- Your fully painted and based army (further details below)
- The Core Rules, Malign Sorcery and the General's Handbook 2018
- Copies of your army list (at least one paper copy) and access to all **current** Warscrolls you are using (digital is ok).
- Tape measure, dice, wound markers and suitable tokens as required.
- Glue for repairs
- Shadespire warband for the Friday night Store Championships (details below)

Please note that Terrain is provided by the venue.

There is a bar on site, so you are prohibited from bringing your own alcohol to the venue.

Table One will be streamed – details tbc on the weekend.

Schedule of Events

The Battleplans will be announced at the start of each round. More information on Battleplans to be found below.

Friday 3rd August

Firestorm will be open on Friday for open gaming, socialising and drinks.

There is a **FREE** Shadespire Store Championship being put on by Firestorm. You can sign up for that here -

<https://www.thebattlefields.co.uk/events-at-the-battlefields/warhammer-underworlds-shadespire-q1-store-championship>

This event has the full GW prize support, as well as additional trophies I am adding for Best Warband and Best Opponent. All details can be found in the above link, but the short of it is you need to be there by 17:30 for an 18:00 start. Would be great to get this pack out as well and then we can all head off to Metros afterwards!

Saturday 4th August

Firestorm Games Opens: 09:00

Registration & Announcements: 09:00 - 09:30

Game One: 09:30 - 12:20

Lunch: 12:20 - 13:20 — **Please display your army for Best Army selection***

Game Two: 13:20 - 16:10

Game Three: 16:30 - 19:20

Firestorm Games Closes: 23:00

Sunday 5th August

Firestorm Games Opens: 09:00

Game Four: 09:30 - 12:20

Lunch: 12:20 - 13:20 — **Best Army nominees will display for voting***

Game 5: 13:20 - 16:10

Results Presentation: 16:30 - 17:00

*If your army can bring additional units into play via summoning or other means, you can display some of these units with your army, however the overall army you display cannot exceed 2,500pts.

Painted Armies and Terrain (additional section on painting to be found on the last page)

Each player should have a fully painted and based army using suitable models to represent their units on appropriate round or oval bases as per the GW basing guide (I appreciate there may still be some anomalies within that guide, so please contact me if you are unsure). Any models which do not meet this minimum standard listed will be removed from the table. The player will also incur a 10 point penalty. I do not expect to have to do this. **Please note that WYSIWYG is still a thing though!!**

****Please note that this year there is also a 5 point penalty for armies that are not cohesive (more info on bottom page)****

Terrain is not required as it is fully provided by Firestorm games. Terrain will be pre-arranged on the tables beforehand and should not be moved by the players. If you believe terrain has been moved, please speak to me before deployment. You should roll on the scenery table (pg235 in the Core Book) for each bit of terrain.

Army Lists & Submission

Army Lists are to be selected to a maximum of 2,000 points. You can select units with up to date matched play profiles from the General's Handbook 2018, Battletomes, Forgeworld as well as Endless Spells from Malign Sorcery/Battletomes. Every player will be expected to use the most recent version of any warscroll in the case of duplicates.

As well as selecting artefacts from your Battletome (or Grand Alliance), you can also state your army is from one of the Realms as per page 79 of Malign Sorcery. This will allow you to select Artefacts of the Realms for your army as described there.

Lists are to be submitted on the day to myself (physical copy). You will also need a second copy (either physical or digital) to show your opponents. Before Game One, please exchange army lists with your opponent and spend a couple of minutes checking for errors — I will ask players to confirm they have done this when giving in scores after the first round.

Allegiance, Realm, General, Command Traits, Artefacts, Battletome specific spells etc are all to be picked on your army list and should not change over the course of the event.

FAQS

All current GW FAQs will be in use - <https://www.warhammer-community.com/faqs/>

Realms of Battle

The new edition has been designed with the Realm of Battle rules very much considered as part of the game, even in Matched Play. Whilst these are undoubtedly one of the things that people seem most divided or unsure upon, I feel it is important we give them a shot, as intended, in a large Tournament setting.

To make things a little easier and reduce on reading for the players, as well as keeping it fair so everyone plays the same rules, I will list the 5 Realms we will play in over the course of the event and the Realmscape Features that will be in effect. I will announce before each round which of the 5 will be used along with the Battleplan (see below). Each will be played once. I will list two page numbers for each Realm, the first is for the Core Book, where you can find Magic, Commands and Realmscape features (remember I am listing a specific one for everyone to use, no rolling). The second is for Malign Sorcery, where you will be able to find the Spells of the Realms that you can use. Rules for how the spells work with your army are found on pg72 of Malign Sorcery. Please try to take the time before the event to familiarise yourself with these rules.

- Shyish, The Realm of Death (Core Book pg254, Malign Sorcery pg76) — Realmscape Feature: Eternal War
- Aqshy, The Realm of Fire (Core Book pg255, Malign Sorcery pg75) — Realmscape Feature: Burning Skies
- Chamon, The Realm of Metal (Core Book pg256, Malign Sorcery pg74) — Realmscape Feature: Rust Plague
- Ghyran, The Realm of Life (Core Book pg258, Malign Sorcery pg72) — Realmscape Feature: Lifesprings
- Ulgu, The Realm of Shadow (Core Book pg260, Malign Sorcery pg77) — Realmscape Feature: Shrouded Lands

The Battleplans

The 5 games will be played using Battleplans from both the Core Book and the General's Handbook 2018 (as per the tables on pg49 of the General's Handbook 2018). You should therefore try to make yourself familiar with the 18 Matched Play Battleplans as you could be playing any of them — old or new! At the start of each round I will announce which Battleplan will be used and in which Realm the battle will take place. I have added a short amount of time to the round times so players can have a quick refresher.

Awards

- 1st, 2nd and 3rd Place (*Scored on TPs - first tiebreak is number of Best Sports votes, second is Kill Points*)
- Best in Alliance (*Order, Chaos, Death, Destruction - decided by highest number of Kill Points. Overall placing will be a tiebreak if required*)
- Best Sports (*Decided by highest number of Best Sports votes, in the case of tie the player with the most Gaming TPs will win the award*)
- 1st, 2nd and 3rd Best Army (*Decided by players voting on the nominated armies*)
- Judges Choice Best Army (*Decided by myself. Entirely possible it will be one of the above armies!*)
- The James Hayday "Only Way is Up" Award (*The Wooden Spoon, named after the previous recipient!*)

Scoring

Whilst my preference is usually for soft score heavy events, I have once again made the decision to remove large paint and sports scores from the pack (though sports plays a large part in the overall placing as first tiebreak).

This is because, like last year, I seem to have a habit of running an event just as new rules drop... even bringing it forward a month didn't save me this year!

There are 50 Tournament Points (TPs) available at BLACKOUT, with a potential painting penalty to count against this total if your army is not cohesive. Each game has 10TPs up for grabs and will be awarded in the following manner;

- Major Victory — 10
- Minor Victory — 8
- Draw — 5
- Minor Loss — 2
- Major Loss — 0

Painting - Cohesive

This year, as well as expecting all models to be fully painted and based, there will also be a **5TP penalty** for armies that are not cohesive. Cohesive means that all models are clearly from the same army and follow a distinguishable scheme, be it through colour, theme or basing. Basically, this rule is to stop people borrowing random units from their mates etc, it has nothing to do with the quality of your painting. 5TP is a big penalty, so to avoid disappointment please contact me if you are at all unsure (Direct messaging me on TGA.community/forums or on Twitter is the best way to do this).

Painting - Endless Spells

A quick note on these; if you choose to base your Endless Spells with sand or other basing materials, this should be done to match your army, otherwise it will not be cohesive. That said, if you are concerned about doing this as you may wish to use them in other armies, you can simply paint their bases the colour of your army's base rims (i.e. if your army has black rims, paint your Endless Spells bases black). This will not break cohesive. I've also seen people carrying on the swirling magic effect of the models onto the base, this is also fine. Once again, if your unsure, it's better to ask beforehand.

Painting — Summoned units

Even though you can only display up to 2,500pts for paint judging, all additional units you use over the weekend need to match your army, otherwise you will lose 5TP for not being cohesive. Please ask me if unsure.

"Fully painted and based"

I will not use the term "3 colour minimum" as it is open for abuse. If you are unsure whether your models are painted(?!), please get in contact with me.