



ANGEL WARGAMERS AND COREHAMMER PRESENT

AngelCore 2018

6th-7th October 2018

Pack version: September 13, 2018

1 TL;DR

AngelCore is a **2000** point General's Handbook 2018 tournament. Missions and realms will be pre-determined and announced on the day.

The event is taking place at Magic Madhouse Stratford, please see google maps here for directions.

Realm rules will be in effect, as will one pre-determined realm spell. Please see later in this book for chosen spells.

Tickets cost £20 (£40 with food options) and can be paid to **angelwargamers2017@gmail.com** via Paypal (please mark as friends and family). This will include full access to Magic Madhouse's gaming centre on Friday, Saturday and Sunday nights, which hosts a great bar.

Terrain will be provided.

2 Location

Positioned right next to the Olympic Park, the venue is easy to get to from any London location, and is close to many of London's transport hubs.

Venue Postcode: E3 2NQ

Please note that the venue unfortunately has no disabled access, since the gaming hall is located on the 2nd floor. Follow the signs from the bar area.

2.1 Hotels

As the venue is next to the Olympic park there are lots of hotel options nearby, which should make prices cheaper as they are more competitive. Currently you can get the Travelodge, first on the list below, for two nights for £70.

Hotel

Travelodge Stratford
Holiday Inn Express
The Westbridge Hotel
Holiday Inn Stratford
Staybridge suites
Premier Inn

Airbnb also still has some great deals if you're travelling in a bigger group then you can be even closer to the venue for around £20/person for the 2 nights!

2.2 Getting here

Nearby rail lines are well connected to the whole of London, the South East of England and even further afield. The venue is a short walk (10 minutes) along the Lee river-side from two stations, Hackney Wick (London Overground) and Pudding Mill Lane (DLR). You might prefer to walk across the Queen Elizabeth Olympic Park, 20 minutes from the stations at Stratford International and Stratford Underground lines.

2.2.1 Walking

Walking from Stratford Station - Westfield

Walking from Pudding Mill Lane DLR

Walking from Hackney Wick Overground

2.2.2 Car Parking

Name / Link	Price	Walking route
Westfield parking	9.50 for 24 hours	route
Road Parking	10-20 for 2 days	Look around Fish Island, Roman Road or Hackney

2.2.3 Buses

Here is a link of bus routes going to / from Hackney Wick. The 339, 276 and 488 all serve a bus stop (Monier Road) with 5 min walk of the venue.

3 Itinerary

3.1 Timetable

	Time
Saturday	
Registration	9:00 → 9:30
Game 1	9:30 → 12:00
Lunch	12:00 → 13:15
Game 2	13:15 → 15:45
Game 3	16:00 → 18:30
Evening Gaming	18:30 → late!
Sunday	
Game 4	10:00 → 12:30
Lunch	12:30 → 13:45
Game 5	14:00 → 16:30
Prize Ceremony	16:45 → 17:00
Evening gaming	17:00 → 22:00

3.2 What to Bring

For AngelCore you will need to bring:

- Your army (painted 3 colours minimum)
- Tape Measure
- Dice
- Tokens for objectives and reminders
- Something to mark terrain effects
- A copy of your army list (for your opponents)
- Any books / apps you will require
- Any relevant FAQs for your army (GHB + Alliance)

Anyone not bringing a 3 colour-minimum tournament army will be docked tournaments points as determined by the Organizers. The organizers also reserve the right to ask players to leave the tournament in extreme cases. If in any doubt, send pictures to angelwargamers2017@gmail.com or on twitter [@angelwargamers](https://twitter.com/angelwargamers).

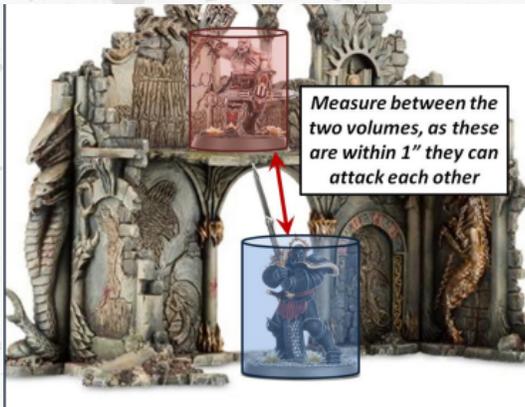
4 Gaming

4.1 AOS Tournament

Players may select their 2000 point list from any of the 4 Grand Alliances, according to the rules outlines in the "Matched Play" section of General's Handbook 2018.

Lists will be due one week before the event (end of Friday 28th September), to be checked by the organisers. These will be released the week before the event, depending on amount of changes.

We will be using the standard method of determining distances between models, as shown in the figure below (thanks to SCGT pack).



5 of the General's Handbook 2018's 12 scenarios will be played, which will be predetermined by the Organizers and announced before each round. Any questions regarding rules should be emailed to angelwargamers2017@gmail.com where possible, but TOs will be on hand to settle rules queries on the day.

4.1.1 Awards available

Prize	Award
1st Place	Trophy
2nd Place	Trophy
3rd Place	Trophy
Best Painted (Judge's choice)	Trophy
Coolest Army (Player Voted)	Trophy
Best Sports	Prize supported by Magic Madhouse
Best in Alliance (4 available)	Commemerative award
Wooden Spoon	Actual wooden spoon
Spirit of AngelCore	Trophy

First tie-breaker will be number of VPs achieved for determining Gaming position.

Best in Alliance will be combined total gaming score + **7** points for a painting nomination + **7** points per sports vote + **7** extra points for winning a painting trophy.

The *Spirit of AngelCore* will be an award decided on by the TOs, for good conduct during the weekend. This will be given for getting involved and being a generally great character. This will also **only** be available to players who stay for the Friday or Saturday night gaming / drinking sessions.

4.1.2 Rules Queries

If there is a rules query between 2 players, follow this simple process

- Read the relevant rules in the book
- Check for FAQs
- Apply "The Most Important Rule" in an amicable way if possible (see below, or your 4 pages of rules...)

- Call a TO with materials (rules, FAQs) to hand

This makes sure that TOs are not busy settling minor disputes, and can get down to making sure that AngelCore runs smoothly for all it's attendees.

4.1.3 Secondary Missions & Scoring

Each player will then refer to the score system below to determine their tournament point after the primary scenario.

Result	points
Major Loss	0
Minor Loss	10
Draw	15
Minor Win	20
Major Win	30

There will then be 20 points available in each game for secondary objectives. The aim of this is to provide a bigger spread of scores than the standard majors only system.

The available secondary objects are as follows:

	Max points
1pt per Battleline unit alive at the end of game	3
1pt per Wizard or Hero with artefacts alive at the end of game	2
1pt per Table section (2'x2' square) with unit (majority models) in	6
1pt per whole 450 pts of enemy army killed	4
1pt per enemy (non-general) heroes killed	2
1pt for killing enemy general	1
1pt per spare command point at the end of the game	2
Total	20

For all secondary objectives, ignore units which have been summoned.

If a game ends because one army has no models left, then the remaining player does get the chance to play out the remaining turns to attempt to complete secondary missions. However, they do **not** automatically get 20 points for the secondary missions.

If a player concedes a game, then they forfeit all secondary mission points, and their opponent will get points according to what they could have achieved in the remaining turns (playing out if necessary for run rolls etc, after all opponents models are removed from the table). They will also concede 2000 VPs.

This will give each player a score out of a potential 50 for each game, and a score out of 250 for the tournament.

4.1.4 House Rules

- Distances will be measured from base to base.
- Only round or oval bases will be allowed. Players should use bases supplied, referring to the base chart provided by warhammer community. Any player found using an incorrect base will be docked 10 TPs and will have to use a correct base if possible.
- "Proxies" will not be allowed, by TO's discretion. Ask if unsure before the event.
- No painting requirements to gain advantages of warscroll battalions.
- All objectives will be measured from the centre, ignoring the size of the objective marker.
- Players may use Realm Command Abilities if the battle is taking place in their army's home realm.
- No Realm Command Ability may be used more than once per turn.

4.1.5 Realms

AngelCore will be using Realm rules, the order in which the realms will be played will be chosen on the day by the TOs.

Realmsphere magic, as can be found in The Core Rules will be in play, but no spells from Malign Sorcery will be used. The Realmscape feature which will be in play for each realm is given below.

Armies from the realm of Shyish may only use the Soul-Force Sacrifice command ability, when playing a game in Shyish, and may not use Honour The Dead.

Realm name	Realmscape	RealmSphere Magic
Shyish (Shadow)	Aetherquake Aftershock	Pall of Doom
Aqshy (Fire)	Every Step a League	Fireball
Chamon (METAL)	Steel Rain	Transmutation of Lead
Ghyran (Life)	Lifesprings	Shield of thorns
Hysh (Light)	Gleaming Vista	Pha's Protection

4.1.6 Firestorm

If using a Firestorm Battalion, the player must use the realm given below. This is because each rule states that “army must be from” for each city and for the purpose of selecting artefacts.

Battalion Name	Realm
Fist of the Everchosen	Any
The Wraith Fleet	Aqshy
Stoneclaws Gutstompas	Aqshy
Hammerhall	Aqshy or Ghyran
Anvilgard	Aqshy
Tempests Eye	Aqshy
Hallowheart	Aqshy
The Living City	Ghyran
Greywater Fastness	Ghyran
The Phoenicium	Ghyran

Players will **not** be allowed to use a different dice (no matter how “special” or “unlucky” it is) for the priority roll. You must use a dice which you are rolling during the game itself. Any players doing this can be reported to a TO, and will receive a warning, followed by points being docked for repeated offences.

4.1.7 Player FAQs

- Can I only use command abilities if I’m playing in my home realm? What about spells/realmscape?
*As stated above, Realm magic and Realm scapes will **always** be in effect. You may use the realm command ability, up to once per turn if the battle is*

taking place in your army's home realm.

*For example, Kieron's army is from Shyish and the battle is taking place in Ashqy, Kieron can cast Fireball and the Realmscape rule is in effect, but he will be unable to use **Firestarter** during this game.*

4.2 Additional Gaming

Below is by no means a complete list, but gives a flavour of what will be on offer.

- Board games collection with over 100 titles
- Tables will remain out for extra gaming (any system)
- And a fully stocked bar!

We really hope that most people are able to take advantage of this excellent offer and make this a really social tournament.

5 Realm Rules

5.1 Shyish

5.1.1 Realmscape

Aetherquake Aftershock

As the battle begins, a thunderous aftershock of aetheric energy rolls across this land, filling sorcerers with deathly magical energy.

Add 1 to Casting Rolls

5.1.2 Magic

Pall of Doom

A cloud of terrifying darkness pours forth and engulfs the wizards 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.

5.1.3 Command

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.

5.1.4 Secondaries

Objective	Max
Battleline unit alive	3
Wizard/ Hero with artefact alive	2
Table section with unit in	6
Whole 450pts killed	4
Non-General heroes killed	2
Enemy general killed	1
Spare command point	2
Total	20

5.2 Aqshy

5.2.1 Realmscape

Every Step a League

The very moisture in ones body seems to drain away, and every step taken feels like a league marched in full battle-gear.

If a run roll is 6+, or a charge roll is 10+, then you can either say that the unit will not run or charge after all, or you can move the unit but it suffers D3 mortal wounds immediately after the move is completed.

5.2.2 Magic

FIREBALL

The wizard claps their hands, conjuring a small orb of flame that they hurl at the foe. As the flame travels through the air it grows in size until it becomes a blazing ball of fire that explodes amongst the ranks of the enemy.

SpellRule

5.2.3 Command

FIRESTARTER

The parched kindling surrounding a piece of terrain is set alight. In moments, the area is engulfed in flames.

You can use this command ability at the start of your movement phase. If you do so, pick a terrain feature that is within 12" of a friendly HERO and within 3" of another friendly unit, and roll a dice. On a 4+ the terrain feature is set alight. If a terrain feature is set alight, for the rest of the battle, any unit with models in or on it at the end of their movement phase suffers D3 mortal wounds. In addition, a model cannot see another model if a straight line drawn from the centre of its base to the centre of the other models base passes across this terrain feature.

5.2.4 Secondaries

Objective	Max
Battleline unit alive	3
Wizard/ Hero with artefact alive	2
Table section with unit in	6
Whole 450pts killed	4
Non-General heroes killed	2
Enemy general killed	1
Spare command point	2
Total	20

5.3 Chamon

5.3.1 Realmscape

Steel Rain

The cold-grey clouds in the skies above the battlefield can suddenly unleash a hail of steel rain.

At the start of your hero phase, roll a dice. On a 6+, pick an enemy unit that is not in cover. Roll a dice for each model in that unit. Inflict 1 mortal wound for each roll that is less than the units Save characteristic. A Save characteristic of - counts as a 6 for the purposes of this rule.

5.3.2 Magic

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.

5.3.3 Command

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 HERO or 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.

5.3.4 Secondaries

Objective	Max
Battleline unit alive	3
Wizard/ Hero with artefact alive	2
Table section with unit in	6
Whole 450pts killed	4
Non-General heroes killed	2
Enemy general killed	1
Spare command point	2
Total	20

5.4 Ghyran

5.5 Realmscape

Lifesprings

It is said that bathing in the lifesprings of Ghyran can cure disease and increase vitality.

Before the battle begins, each player picks a HERO from their army. Add 1 to the Wounds characteristic of the heroes that are picked.

5.5.1 Magic

SHIELD OF THORNS

At the wizards command, crawling brambles burst from the ground, forming a living barrier around his allies.

Shield of Thorns has a casting value of 5. If successfully cast, pick a friendly unit within 18" of the caster that is visible to them. Until your next hero phase, any enemy unit that finishes a charge move within 3" of the unit you picked suffers D3 mortal wounds.

5.5.2 Command

COMMAND THE LAND

In the Realm of Life even the landscape can be bent to your will.

You can use this command ability at the end of your hero phase. If you do so, a friendly HERO can attempt to cast the Shield of Thorns spell (above), even if they are not a WIZARD, and even if the spell has already been attempted in the same hero phase.

If the HERO is a WIZARD, using this command ability allows them to attempt to cast the Shield of Thorns spell in addition to any other spells they have already attempted to cast, and even if the spell has been attempted by either themselves or another WIZARD in the same hero phase.

5.5.3 Secondaries

Objective	Max
Battleline unit alive	3
Wizard/ Hero with artefact alive	2
Table section with unit in	6
Whole 450pts killed	4
Non-General heroes killed	2
Enemy general killed	1
Spare command point	2
Total	20

5.6 Hysh

5.6.1 Realmscape

Gleaming Vista

he plain ahead is clear and illuminated by a radiant light.

This realmscape feature has no effect on the battle.

5.6.2 Magic

PHAS PROTECTION

The wizard calls upon the beneficent Guardians of Light to protect his allies from harm.

Phas 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.

5.7 Command

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 HERO or 12" of your general, and within 3" of the enemy. That unit fights immediately, instead of fighting later in that combat phase.

5.7.1 Secondaries

Objective	Max
Battleline unit alive	3
Wizard/ Hero with artefact alive	2
Table section with unit in	6
Whole 450pts killed	4
Non-General heroes killed	2
Enemy general killed	1
Spare command point	2
Total	20