



Events Pack

2nd- 3rd February 2019

Corrs Corner Hotel, 315 Ballyclare Road, Newtownabbey, BT36 4TQ,

Northern Ireland



Queries: paulbastion2018@gmail.com

Who

12 teams from across the UK & Ireland, playing in teams of 4.

What

5 Rounds, 2000pt games of Age of Sigmar 2 using the Generals Handbook 2018, FAQ & Errata from Games Workshop (*up to 23:59 on Saturday 26th January 2019*)

Where

Hosted by Bastion Games ([Bastion Games Homepage](#)) at;

Corrs Corner Hotel,
315 Ballyclare Rd,
Newtownabbey,
Northern Ireland,
BT36 4TQ

[View on Google Maps](#)

- *Fully licenced bar in our suite with Bartender for the duration of the weekend.*

Accommodation: Accommodation is available on site at Corrs Corner Hotel at the link provided; [Corrs Corner Room Booking](#).

Alternatively, the venue is conveniently located 8 miles from Belfast City Centre and 1 mile from Glengormly Town Centre.

Rooms available at www.booking.com (*Search Belfast or Glengormly*)

Taxis to the venue at www.valuecabs.com

Bus Route from Belfast to venue at [Bus Timetables](#)

When

Saturday 2nd February – Sunday 3rd February 2019

Why

Ireland's first ever AoS Team Play event!

How to enter and key dates

A total of £140 per team, payable via PayPal friends and family to: jaynerea8@gmail.com - due in full by September 30th 2018. Please list your team name and captain and on the PayPal payment. Note that refunds are not available.

COST: £35 p/p

Includes entry, prizes,
goody bags and Lunch
on Saturday 2nd Feb.

Payment via PayPal
to:

jaynerea8@gmail.com

Note to all Players

We wish to welcome you to the Age of Sigmar 2.0 Ulster Warlords Team Event. We hope you have a fun and spirited weekend of gaming. We expect this event to run as smoothly and controversy free as other AoS tournaments. Please remember that people may take different approaches to gaming to your group and all players will be expected to resolve rules disputes patiently and amicably. Please seek out an organiser if you cannot resolve a situation. Though we have private space allocated to us please remember to behave correctly around other patrons of the hotel in other areas. Let the games begin!

Section 1: Army Selection & Painting

Each of the four players armies in each team must be a maximum of 2000pts following all of the army selection rules for a Battlehost as per the Generals Handbook 2018. Armies must comprise of:

- Warscrolls with Pitched Battle Profile from Generals Handbook 2018.
- Warscrolls published on Games Workshop or ForgeWorld websites.
- Warscrolls published within the Warhammer Age of Sigmar App.
- Warscrolls from current Age of Sigmar Battletomes published up to 23:59 on Saturday 26th January 2019

a) *Team Army Restrictions*

- Duplicate allegiances are permitted in a team **HOWEVER**, excluding Battleline units, Warscrolls may not be duplicated across armies in a team but may be duplicated within a single player's army. For example, two players in a team using a Stormcast Eternal Army may include Judicators however a third player with a mixed order army cannot use them as they are only Battleline within a Stormcast Eternal's army. Summoned models are not subject to these duplication restrictions.
- City Allegiances from AoS: Firestorm are permitted, as are characters from AoS: Malign Portents. Malign Portents Prophecy Points will not be in effect .
- Endless spells with a points value may be used by any player in a team and must be included as part of a submitted list. Spells with models must use the correct models. Endless spells may not be duplicated within a team.
- Artefacts may not be duplicated within a team.
- The rules for fighting in realms will not be in effect, however you may select artefacts from the realm which your army is from as normal.

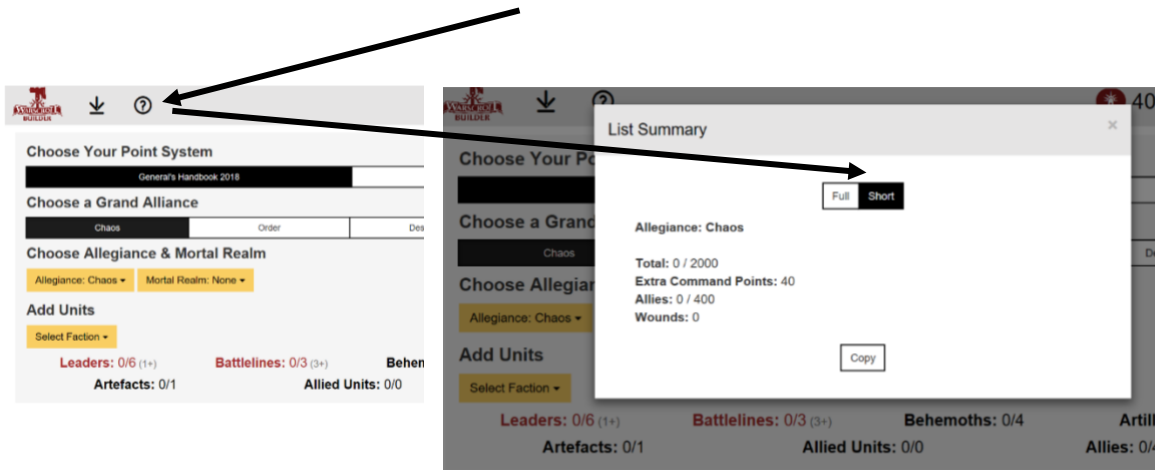
b) *Painting & Modelling*

- All armies and models must be painted and based to a minimum standard of "3 colours and based", should a model not meet this standard then it will be removed from play and may not be used for the duration of the event. Determination of this standard will be made by the Tournament Organiser and are final.

- Models should be on bases in line with the GW base guidelines published with AoS 2; players wishing to use alternate bases may only do so if previously approved by the TO.
- Where possible official Games Workshop figures should be used. If a player wishes to use an alternate model then they must seek approval from the Tournament Organiser by emailing no less than 3 pictures of the model to paulbastion2018@gmail.com . Models must be no smaller than the official GW model in all dimensions, must be on an appropriately sized base and must not be modelled for a gaming advantage. The decision on whether a model may be used is entirely at the Tournament Organisers discretion.

c) List Submission

- Army lists must be submitted to paulbastion2018@gmail.com by 23:59BST on Monday 28th January 2019 and will be published for teams to check on Wednesday 30th January. Early List submission is worth 5 Tournament Points to a team (*see later in the pack*).
- The four army lists for your team must be submitted **collectively** by the team captain, and include your team name on the subject line, as well as each players name and faction clearly visible above their army list in the body of the email (*see below*).
- Please remember to include all Command Traits, Artefacts, Prayers, Spells and other options on your list. If it is not listed, you do not possess it.
- Please bring 5 printed copies of your own list to the tournament for ease of use and transparency to opponents throughout the weekend.
- Lists must be submitted using the short text format found on Warscroll Builder, copied into the body of the email. Include each player's name and faction clearly above their respective list. Word documents and PDFs will **NOT** be accepted.



Section 2: Round Pairings

- All games will be played using the 18 matched play scenarios from GHB2018. This may mean players play a scenario more than once (*blame your Captains*).
 - Pairings in Tournament Round 1 will be determined at random (*announced on Wednesday 30th January 2019*), followed by a “Swiss Pairings” method from Round 2 onwards. You will not be required to play the same team twice. In this instance your team will play the next available highest ranked team.
 - Rounds 2-5 match ups will be posted at the head judges table in advance of each respective round. This will include a listing of which tables to use for the round.
 - Teams are required to utilise suitable pairings cards or tokens. These are cards, 4 in total for each team (*one for each team member*) with the players army faction and name shown on one side, and the other side obscured or artistically fashioned (*be as creative as you like*).
- a) At the start of each tournament round the Team Captains will organise pairings through the following pairing sequence;
1. One captain will randomly roll to determine which one of the 18 scenarios will be played on Tables 1 and 2.
 2. The other captain will then randomly roll to determine which of the remaining scenarios will be played on tables 3 and 4.
 3. Each captain will select one army (*represented by a card, token etc.*) to be placed face down on the table (*your defender*)
 4. Once both captains have selected, the *defending* armies will be revealed.
 5. Both team captains will now pick two armies (*from those remaining in their hand – the attackers*) to potentially play the *defending* army from the opposing team. These will be placed face down on the table, being exchanged with the opposite team captain when both captains are ready.
 6. After exchanging the two *attacking* armies the team captain will select one of the opposing teams *attacking* armies to play their *defender* put forward in Step 3. These are pairings 1 and 2.
 7. Captains will now have one card remaining in their hand and *attacking* army from the other team captain on the table in front of them. These are pairings 3 and 4 – both captains will simultaneously reveal the remaining army to play the army on the table.

- b) Realms of Battle: The rules for realms of battle, realmsphere magic, realm commands and realm features will be decided on or before December 1st 2018 at 00:00. They may or may not be in effect, or partially in effect.

Section 3: Weekend Schedule

- **Note:** 90, 60, 40 & 20 minute countdowns will be announced throughout each tournament round. The dice down call will be strictly adhered to. If you reach 20 minutes to go and find yourself unlikely to finish, please ensure you have had equal turns. Games with an unequal number of turns will be scored as the game lay at the end of the last complete battle round.

Saturday 2nd Feb

- 09:00 - 09:30: Arrival & Captains Brief
09:30 - 12:30: Round 1
12:30 - 13:00: Lunch (*Provided*)
13:00 -16:00: Round 2
16:00 - 16:15: Break
16:15 - 19:15: Round 3
19:15 -Late: Evening Festivities (Foam-hammer Duelling, Bar, Music & Craic!)

Sunday 3rd Feb

- 09:30 - 12:30: Round 4
12:30 - 13:00: Lunch (*Fend for yourself!*)
13:00 -16:00: Round 5
16:00 - 16:15: Awards Ceremony

Section 4: Tournament Scoring

a) Individual Game Score

- Achieving a Major Win/Loss, Minor Win/Loss or draw as per the scenario of each game will achieve the following Tournament Points (TP):

Major Win	30 TP
Minor Win	20 TP
Draw	15 TP
Minor Loss	10 TP
Major Loss	5 TP

b) Secondary Objectives

- Once the tournament round draw is complete, team captains must distribute four secret secondary objectives between the team, selected from the list below (*no duplicate objectives in your team, each must be used once; minimum objectives per player is 0 and maximum is 2*). Do not reveal this to your opponent until after the game when recording your scores. We encourage players to represent these objectives using marked tokens;
 - 1) *Slay the Warlords*: Kill the enemy general and/or any 2 leaders by the end of battle-round 2.
 - 2) *Line Breaker*: Finish the game with 2 or more units in enemy territory.
 - 3) *Slaughter Them*: Destroy any three enemy Battleline units.
 - 4) *Against the Odds*: Destroy an enemy behemoth with a Battleline unit in the combat phase.
- Each secondary objective is worth 5 Tournament Points, recorded on the score results sheet (*these will be provided - see below*).

c) Team Round Score

- Captains must record their teams TP (Tournament Point) totals for the round on the scoring sheets provided (*shown below*).

- **Round Caps:** Under Uncapped TP record the total of your Game Result TP & any secondary objective TP's scored.

Individual player tournament points (TP) will be capped at 30 TP per round (*recorded as shown*).

AoS Ulster Warlords 2019 : The underworld wars

Results Card

Round: _____

Teams: _____ v _____

PLAYER	Game Result	Sec. Obj. TP	Uncapped TP (Game result + Sec Obs)	Capped TP (max. 30)	Mov +/-	V	PLAYER	Game Result TP	Sec. Obj. TP	Uncapped TP (Game result + Sec. Obs)	Capped TP (max.30)	Mov +/-	Mission Played
			Total	Total				Total	Total		Round TOTAL (50/100)		

Margin of Victory = Number of points you destroyed - number of points your opponent destroyed, recorded as + or - on the results card for each player.

The round total for each team will be capped at a minimum of 50 and a maximum of 100 TP as shown.

d) Margin of Victory & Tie Breakers

- In the event of a draw between teams at the end of the tournament the tie breaks will be
 - 1) Uncapped TP Score
 - 2) Total Secondary Objective points scored
 - 3) Overall Margin of Victory Score

- Margin of Victory is worked out as follows and recorded by Team Captains on the results sheet as shown above.

Margin of Victory = Number of points you destroyed – the number of points your opponent destroyed (recorded as a + or – on the results sheet)

- Points are scored for Units Destroyed, Units that have been placed in reserve and not deployed by the end of the 5th battle-round (or the last completed battle-round). Points are not scored for unused list points, summoned points or endless spells.

e) Early list Submission

- Lists submitted by 23:59 on Monday 28th January 2019 (*this must be all four lists*) will receive 5 additional TP.

Section 5: The Awards

The following awards will be presented on the Sunday evening:

The Ulster Warlords	1 st Place Team
The Ulster Marshalls	2 nd Place Team
The Ulster Scions	3 rd Place Team
The Ulster Minions	Last placed team
Ulster Warlords Jester Award	Most Sporting Votes (<i>Voting slips will be provided</i>)
Ulster Warlords Artists Award	Best Painted Army (<i>commission armies accepted</i>)

Section 6: FAQ, Terrain & Errata

1) If a unit or Battalion has a rule that forces it to deploy off the table or in reserve then the requirement from the Total Commitment battleplan for all units to be deployed will not apply to that unit or Battalion.

Units that may choose to deploy in reserve must be deployed as per the battleplan.

2) Games will not use the rules for Realms from the Core Book.

3) Mysterious terrain rules will be in effect. You can purchase scenery dice from <http://scenerydice.co.uk/> or alternatively bring suitable markers or use the markers provided in the player pack.

4) Terrain will be provided on each table. Players are requested not to bring their own terrain. Terrain will be laid out on tables in a standard pattern, with no piece being with 6 inches of the table edge or another terrain piece. If terrain has been moved around during the weekend and you can't agree upon its placement please see an organiser.

5) No terrain piece can be set up upon another this includes Sylvaneth Wildwoods and Balewind Vortices.

6) Warscrolls shall not be used for any terrain laid out by organisers.

7) You may remove trees (*if they come out*), but may not place or pass over models in the apertures created by tree removal.

Section 7: Table Etiquette, Time Keeping & Penalties

In the fair emerald isle, we live by one key motto: Don't be a dick 😊

- Take a few minutes before each game to run through your list and War-scrolls. You needn't divulge your game-winning tactics but briefly summarise any abilities or battalions if required to. Be mindful of the timing of games with particular attention paid to getting through the turns equally with your opponent.
- Dice rolls should be flat on the game mat, not cocked, nor on terrain etc.
- Announcements will be made giving time remaining notifications.
- Matched play Battleplans are designed for 5 turns. Your list must therefore be reasonably designed and be expected to be able to complete 5 turns. Please bear in mind model count, summoning, long phases and rerolls when designing your list. If your list has these features please take steps to ensure speedy play; movement trays, flash cards, knowing your list, army selection if you know you're slow. In other words, if you have doubts you can do all you want to do in 80-85 mins, then you should consider a different list.
- Each game recorded on score sheets may in rare circumstances be ticked as
- Complaints will be handled in the following manner;
 - 1 citation - TO advises Team Captain

- 2 citations - TO issues warning to Team Captain and Player
- 3 citations - 10 point penalty to Team capped round score
- 4 citations - 25 point penalty to Team capped round score
- 5 citations - Team round score capped at zero

Cheating will not be tolerated and you will be asked to leave the event in such instances. However, we have every faith this wont happen. Good luck and have fun!

This concludes the events pack and we look forward to seeing you in February.

Paul Rea (TO)