

NAME: _____

LAS VEGAS OPEN

Age of Sigmar Championships



Friday, February 8th		
Rounds	Start Time	End Time
check-in	8am	9:00am
Round 1	9:00am	11:45am
Lunch	11:45am	1:00pm
Round 2	1:00pm	3:45pm
Round 3	4:00pm	6:45pm

Saturday, February 9th		
Rounds	Start Time	End Time
Round 4	10:00am	12:45am
Lunch	12:45am	2:00pm
Round 5	2:00pm	4:45pm
Open Play	5:00pm	8:00p

Sunday (Top 8 Only), February 10th		
Rounds	Start Time	End Time
Round 6	9:00am	11:45am
Lunch	11:45am	1:00pm
Round 7	1:00pm	3:45pm
Round 8	4:00pm	6:45pm
Awards	8:30	

Tournament/House Rules:

- 2000 point list using the rules and restrictions provided in the Pitched Battle section from the General's Handbook.
- Models should be WYSIWYG. Painting is required - all models should be painted to a standard of 3 colors and be based.
- 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.
- Realm Artifacts and the Realm Spells will be used as outlined in Malign Sorcery.
- Realms of Battle Rules will be used. The Realms and Realmscape Feature will be used at this event (see the [attached Rules](#)).
- Endless Spells will be used at this event.
- Any rules out the weekend before the event are usable at the event. Any FAQ posted 2 days before the event, is in effect unless it changes point values, then it must be posted a week before the event.
- Models must be on round bases, please use the base size suggestions provided by GW in the [CORE RULES & BASE SIZES](#). Base sizes can give you an undue advantage in gameplay, so please use the suggested bases.
- The Mysterious Landscape rules will be used for any piece of terrain. If the terrain has special rule you may use them if both players agree.
- Models or terrain that cannot be engaged due to any special rule may not block or hold objectives. As long as that restriction is in place (Changeling, etc.)

AoS Round Steps

Step 1. Provide your army list to your opponent and display your models. Indicate the model that is your **general**, explain your command abilities and command trait(s), and artifacts that your heroes are carrying (if there is any other traits your army must have assigned, now is the time for that). Check the Realm Rules used for that round and remember to choose your *Hidden Agenda* for the battle and write it in at the bottom.

Step 2. Settle the terrain around the table so each 2' by 2' area has roughly the same amount and type, sight blocking and area terrain. Then roll for each piece of terrain on [The Scenery Table](#)

THE SCENERY TABLE (Roll Scenery)

1. **Damned:** At the start of your hero phase, you can pick one friendly unit within 1" of a Damned terrain feature to make a sacrifice. If you do so, that unit suffers D3 mortal wounds, but you can re-roll hit rolls of 1 for it until your next hero phase.
2. **Arcane:** Add 1 to casting or unbinding rolls for **WIZARDS** while they are within 1" of any Arcane terrain features.
3. **Inspiring:** Add 1 to the Bravery characteristic of units while they are within 1" of any Inspiring terrain features.
4. **Deadly:** Roll a dice for each unit that finishes a normal move or charge move within 1" of any Deadly terrain features. On a 1, that unit suffers D3 mortal wounds.
5. **Mystical:** Roll a dice each time you allocate a wound or mortal wound to a model within 1" of any Mystical terrain features. On a 6+ the wound or mortal wound is negated.
6. **Sinister:** Subtract 1 from the Bravery characteristic of units while they are within 1" of any Sinister terrain features.

Step 3. Set-Up and Play

Check the battleplan for what to do.

If one player has more points left over than their opponent, then they can roll on the Triumph Table after both armies have been set up.

D6 Triumph

1-2 **Inspired:** Once per battle, when a friendly unit is selected to shoot or fight, you can say that it is inspired. If you do so, re-roll failed hit rolls for that unit until the end of the phase.

3-4 **Bloodthirsty:** Once per battle, when a friendly unit is selected to shoot or fight, you can say that it is bloodthirsty. If you do so, re-roll failed

wound rolls for that unit until the end of the phase.

5-6 **Indomitable:** Once per battle, when a friendly unit has to make a save roll, you can say that it is indomitable. If you do so, re-roll failed save rolls for that unit until the end of the phase.

Step 4. At the end of the game, determine the who won the battleplan put in the points scored, from the table below. Then the record the points killed. Put the results into the BCP app and turn in results sheet to the TO's.

Major Loss: 0 points	Minor Loss: 3 points	Draw: 6 Points	Minor Victory: 9 points	Major Victory: 12 points	Hidden Objective: + 3 points
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Hidden Objectives: After both armies have been set up, but before the battle begins, you must secretly pick 1 of the **hidden objectives** to apply to your army for that battle. You must record this on the rounds battleplan/score sheet by writing it down on the line provided. When you complete the **hidden agenda**, reveal the hidden agenda you chose. You can only choose each Hidden Agenda once during the event.

Several Hidden Agendas refer to a player's 'starting army'. A player's starting army is made up of the units from the army that were set up before the first battle round, including any units that were set up in reserve before the battle began. Units that are added to a player's army after the battle has begun are not included, and neither are units that have been destroyed and subsequently returned to play (for example, units from a Legions of Nagash army returned to play by the Endless Legions battle trait would not count as a unit from the player's starting army).

Note that unless a Hidden Agenda specifically refers to the player's starting army, any unit that meets the specifications is eligible to complete the Hidden Agenda.

Round used	Hidden Agendas
_____	SECRET MISSION: You can complete this Hidden Agenda in any battleshock phase if a friendly Hero is wholly within enemy territory, within 1" of the edge of the battle field, and more than 12" from friendly territory. You can remove that Hero from play to immediately complete this Hidden Agenda.
_____	ANCIENT HEIRLOOMS: You complete this Hidden Agenda if any friendly Heroes with an artifact of power are on the battlefield at the end of the battle.
_____	TERRIFY: You immediately complete this Hidden Agenda if an enemy unit is destroyed as a result of failing a battleshock test.
_____	INVADE: You complete this Hidden Agenda if a friendly unit with 3 or more models is wholly within your opponent's territory at the end of the battle.
_____	SEIZE You complete this Hidden Agenda if you control more objectives than your opponent at the end of the battle (this Hidden Agenda cannot be completed if there are no objectives).
_____	DEFEND: You complete this Hidden Agenda if there are no enemy units wholly within your territory at the end of the battle.
_____	SLAY: You complete this Hidden Agenda if the Hero with the highest points value from your opponent's starting army has been slain at the end of the battle. If 2 or more Heroes are eligible, slay any of them.
_____	CONSERVE: You complete this Hidden Agenda if at least one-third of the units from your starting army (rounding up) have not been destroyed and are on the battlefield at the end of the battle.
_____	ATTRITION: You complete this Hidden Agenda if at least two-thirds of the units from your opponent's starting army (rounding up) have been destroyed and/or are not on the battlefield at the end of the battle.
_____	LINEBREAKER: You complete this Hidden Agenda if all of the Battleline units from your opponent's starting army have been destroyed at the end of the battle, and at least 1 friendly Battleline unit is on the battlefield at the end of the battle.
_____	CENTER GROUND: You complete this Hidden Agenda if you control the objective closest to the center of the battlefield at the end of the battle. If more than 1 objective is eligible, control at least half of them (rounding up). Count Heroes as 10 models when determining control of an objective for this Hidden Agenda.
_____	SACRIFICE: You complete this Hidden Agenda immediately if the Hero with the highest points value from your starting army and that is not your general is slain by an attack made by an enemy Hero or Monster.

Round 1 AoS Total Commitment

First Thing

Provide your army list to your opponent and display your models. Indicate the model that is your **general**, explain your command trait and artifacts that your heroes are carrying (if there is any other traits your army must have assigned, now is the time for that).

Use the Pitched Battle rules on pages 48-49 GHB 2018. Settle the terrain around the table so each 2' by 2' area has roughly the same amount and type, sight blocking and area terrain. Then roll for each piece of terrain on The Scenery Table in the pack.

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, 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.

Choose your *Hidden Agenda* for the battle and write it in at the bottom.

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.

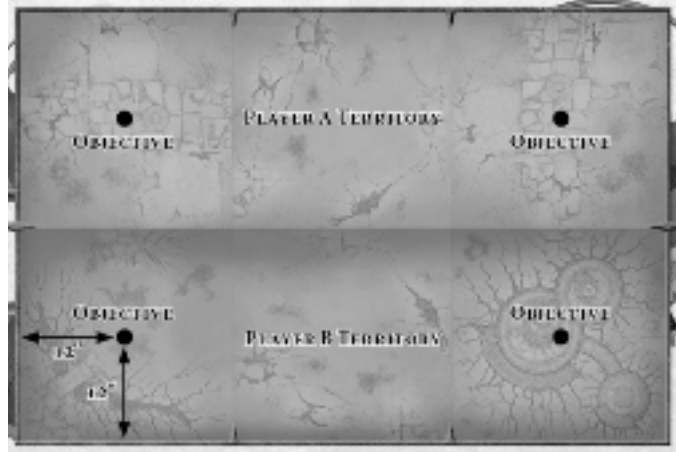
If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a minor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



	Names	Secondary Chosen	Points
Yours			
Opponent's			

SHYISH (THE REALM OF DEATH)

REALMSCAPE FEATURES: SHYISH, THE REALM OF DEATH

Barren Moorland: This realmscape feature has no effect on the battle.

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 HERO or 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 **end** 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. **These wounds cannot be stopped by any means.**

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: 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.

WORD OF ENDING: Word of Ending has a casting value of 6. If successfully cast, pick an enemy HERO within 12" of the caster that is visible to them and roll a dice. If the result is more than the number of wounds allocated to that model, it suffers D3 mortal wounds

NIGHT'S TOUCH: Night's Touch has a casting value of 8. If successfully cast, pick a friendly unit within 6" of the caster that is visible to them. Ignore modifiers (positive and negative) when making save rolls for that unit until your next hero phase.

SOULSHROUD: Soulshroud has a casting value of 6. If successfully cast, pick a friendly unit within 12" of the caster that is visible to them. That unit is not affected by other spells until your next hero phase.

UNNATURAL DARKNESS: Unnatural Darkness has a casting value of 6. If successfully cast, pick a friendly unit within 12" of the caster that is visible to them. Subtract 1 from hit rolls for attacks that target that unit until your next hero phase.

SOULFLAY: Soulflay has a casting value of 7. If successfully cast, pick an enemy HERO within 12" of the caster that is visible to them. That unit suffers D3 mortal wounds. In addition, if the unit suffers 3 mortal wounds from this spell, subtract 2 from its Bravery characteristic until your next hero phase.

ETHEREAL GUIDE: Ethereal Guide has a casting value of 6. If successfully cast, add 1 to hit rolls for attacks made by the caster until your next hero phase.

Round 2 AoS Border War

First Thing

Provide your army list to your opponent and display your models. Indicate the model that is your **general**, explain your command trait and artifacts that your heroes are carrying (if there is any other traits your army must have assigned, now is the time for that).

Use the Pitched Battle rules on pages 48-49 GHB 2018. Settle the terrain around the table so each 2' by 2' area has roughly the same amount and type, sight blocking and area terrain. Then roll for each piece of terrain on The Scenery Table in the pack.

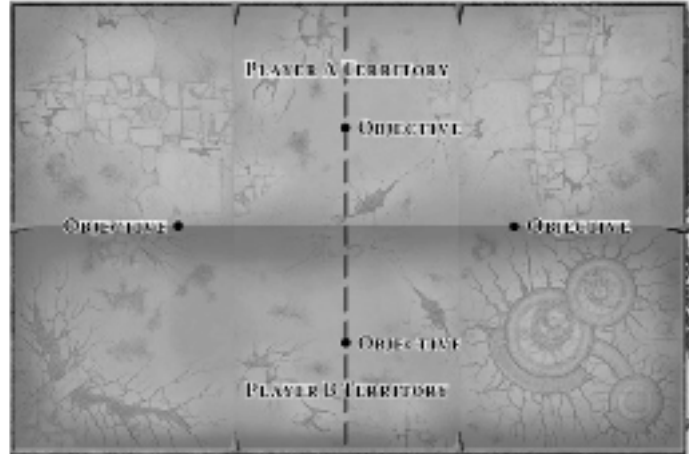
Set-Up

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, more than 12" 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.

Choose your *Hidden Agenda* for the battle and write it in at the bottom.



Objectives

This battle is fought to control four objectives. Two are located at the center of each player's territory. The other two are located on the border between the players' territories, 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:

If a player controls the objective in their own territory, they score 1 victory point.

For each objective the player controls on the border between the territories, they score 2 victory points.

If a player controls the objective in their opponent's territory, they score 4 victory points

	Names	Secondary Chosen	Points
Yours			
Opponent's			

AQSHY (THE REALM OF FIRE)

REALM OF BATTLE: AQSHY, THE REALM OF FIRE

Every Step a League: 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.

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.

FIRESTARTER: 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 center of its base to the center of the other model's base passes across this terrain feature.

REALMSPHERE MAGIC

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

FIREBALL: Fireball has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. If the enemy unit consists of one model it suffers 1 mortal wound, if it has two to nine models it suffers D3 mortal wounds, and if it has ten or more models it suffers D6 mortal wounds.

STOKE RAGE: Stoke Rage has a casting value of 6. If successfully cast, pick a friendly unit within 12" of the caster that is visible to them. Add 1 to wound rolls and charge rolls for that unit until your next hero phase.

INFERNO BLADES: Inferno Blades has a casting value of 6. If successfully cast, pick a friendly unit within 12" of the caster. Add 1 to the Damage characteristic of melee weapons used by that unit until your next hero phase.

FIERY BLAST: Fiery Blast has a casting value of 7. If successfully cast, pick a point on the battlefield within 18" of the caster that is visible to them. Roll a dice for each unit (friend or foe) within 3" of this point. On a 4+ that unit suffers D3 mortal wounds.

GLARE OF VULCATRIX: Glare of Vulcatrix has a casting value of 8. If successfully cast, pick an enemy unit within 9" of the caster that is visible to them. Roll a dice; if the result is higher than the unit's Wounds characteristic, a model from that unit is slain.

PARCH: Parch has a casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster. That unit must halve its Move characteristic until your next hero phase. In addition, roll a dice each time that unit completes a charge move until your next hero phase. On a 5+ the unit suffers D3 mortal wounds.

INCANDESCENT FORM: Incandescent Form has a casting value of 6. If successfully cast, subtract 1 from hit rolls for attacks that target the caster until your next hero phase.

Round 3 AoS Duality of Death

First Thing

Provide your army list to your opponent and display your models. Indicate the model that is your **general**, explain your command trait and artifacts that your heroes are carrying (if there is any other traits your army must have assigned, now is the time for that). Use the Pitched Battle rules on pages 48-49 GHB 2018. Settle the terrain around the table so each 2' by 2' area has roughly the same amount and type, sight blocking and area terrain. Then roll for each piece of terrain on [The Scenery Table](#) in the pack.

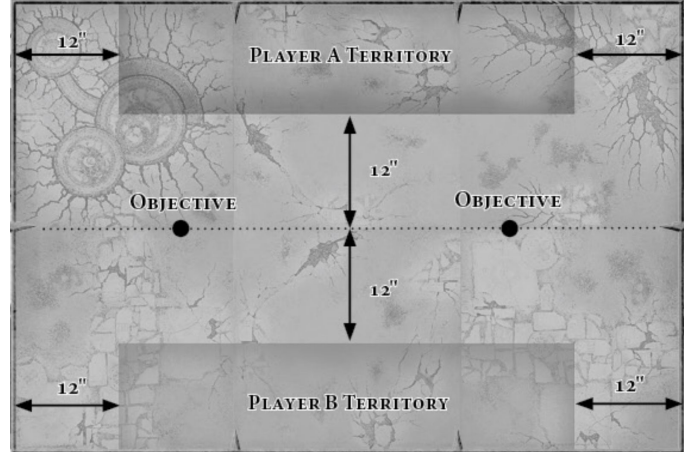
Set-Up

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.

Choose your *Hidden Agenda* for the battle and write it in at the bottom.



Objectives

This battle is fought to control two objectives. Each is located on the center line, one in the middle of the left-hand half of the battlefield, and the other in the middle of the right-hand half of the battlefield, as shown on the map.

The normal rules for controlling an objective are not used in this battle. Instead, a player controls an objective if a **Hero** or **Behemoth** from their army is within 3" of the objective at the end of any type of move apart from a retreat move. The player loses control of the objective if the **Hero** or **Behemoth** finishes a subsequent move more than 3" from the objective.

Only one **Hero** or **Behemoth** can control each objective at a time – if more than one is eligible, then the first to arrive controls it. If a HERO or Behemoth slays an enemy HERO or Behemoth controlling an objective, then they immediately gain control of it if they are within 3" of it.

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. The number of victory points is equal to the number of consecutive turns the player has controlled the objective for; 1 on the turn they gained control, 2 at the end of the second turn, and so on.

	Names	Secondary Chosen	Points
Yours			
Opponent's			

ULGU (THE REALM OF SHADOW)

REALM OF BATTLE: Shadow Realm: At the start of your hero phase, pick one friendly unit that has all of its models within 6" of any edge of the battlefield. You can remove that unit from the battlefield, and then set it up more than 9" from any enemy units, and with all models within 6" of a different edge of the battlefield. Then roll a dice for each model you moved; on a 1 the model being rolled for becomes lost in the shadows and is slain.

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.

LORD OF THE SHADOW REALM: You can use this command ability at the start of your hero phase. If you do so, you can use either the Shadowed Mansions or Shadow Realm realmscape feature below. In addition, after transferring or setting up the unit in its new location, you do not have to roll to see if any models from the unit become lost in the shadow realms.

Note that if the Shadowed Mansions or Shadow Realm realmscape features apply in your battle, you can use them normally as well as using them with this command ability.

1. **Shadowed Mansions:** At the start of your hero phase, pick one friendly unit that is part of a garrison. You can immediately transfer that unit to a different terrain feature that can have a garrison. The unit cannot be transferred to a terrain feature that is garrisoned by an enemy unit, or if doing so would result in the number of models that can garrison the terrain feature being exceeded. Then roll a dice for each model you transfer; on a 1 the model being rolled for becomes lost in the shadows and is slain.
2. **Shadow Realm:** At the start of your hero phase, pick one friendly unit that has all of its models within 6" of any edge of the battlefield. You can remove that unit from the battlefield, and then set it up more than 9" from any enemy units, and with all models within 6" of a different edge of the battlefield. Then roll a dice for each model you moved; on a 1 the model being rolled for becomes lost in the shadows and is slain.

REALMSPHERE MAGIC

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

Spells of Ulgu

MYSTIFYING MIASMA: Mystifying Miasma has a casting value of 4. If successfully cast, select an enemy unit within 18" of the caster that is visible to them. That unit cannot run until your next hero phase. In addition, subtract 2 from charge rolls for that unit until your next hero phase.

LABYRINTH OF SORROWS: Casting value of 5. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. Halve the Move characteristic of that unit until your next hero phase.

CROWN OF ASPHYXIATION: Casting value of 6. If successfully cast, roll a dice for each enemy unit within 3" of the caster. On a 4+ that unit suffers 1 mortal wound.

THE ENFEEBLING: Casting value of 6. If successfully cast, pick an enemy unit within 12" of the caster. Re-roll failed wound rolls for attacks that target this unit until your next hero phase.

PHANTASMAL GUARDIAN: Casting value of 6. If successfully cast, roll a dice each time you allocate a wound or mortal wound to the caster until your next hero phase. On a 5+ the wound is negated.

BRIDGE OF SHADOWS: Casting value of 6. If successfully cast, pick a friendly unit wholly within 12" of the caster and remove it from the battlefield. Set it up anywhere on the battlefield that is wholly within 24" of the caster and more than 9" from any enemy models. It may not move in the subsequent movement phase.

AETHERIC TENDRILS: Casting value of 6. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. That unit suffers D3 mortal wounds. If that unit is a HERO or MONSTER, you can make a normal move with that unit as if it had a Move characteristic of 4".

Round 4 AoS The Better Part of Valor

First Thing

Provide your army list to your opponent and display your models. Indicate the model that is your **general**, explain your command trait and artifacts that your heroes are carrying (if there is any other traits your army must have assigned, now is the time for that). Use the Pitched Battle rules on pages 48-49 GHB 2018. Settle the terrain around the table so each 2' by 2' area has roughly the same amount and type, sight blocking and area terrain. Then roll for each piece of terrain on The Scenery Table in the pack.

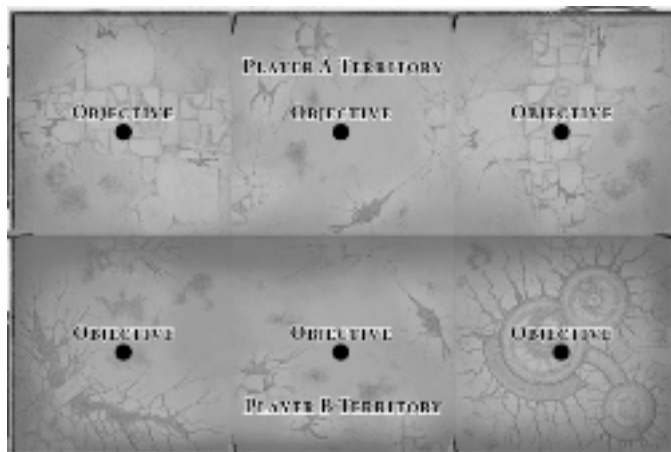
Set-Up

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, 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.

Choose your *Hidden Agenda* for the battle and write it in at the bottom.



Objectives

This battle is fought to control six objectives. Three 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

At the end of each of their turns, a player can choose to destroy one or more of the objectives they control in order to score the following victory points:

If the player...			
...gained control of the objective in this turn, they score 1 victory point.	...controlled the objective at the end of their last turn, and has not lost control of it since, they score 2 victory points.	...controlled the objective at the end of their turn before last, and has not lost control of it since, they score 4 victory points.	...gained control of the objective in the first battle round, and has not lost control of it by the end of their turn in the fifth battle round, they score 8 victory points.

If more than one of these criteria applies, use the one that scores the most victory points. Once destroyed, an objective is removed from play

	Names	Secondary Chosen	Points
Yours			
Opponent's			

CHAMON (THE REALM OF METAL)

REALM OF BATTLE: Iron Trees: Worsen the Rend characteristic of a weapon by 1 (to a minimum of '-') if the target has cover from a Woods terrain feature or or Sylvaneth Wyldwood.

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: 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.

REALMSPHERE MAGIC

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

Spells of Chamon

TRANSMUTATION OF LEAD: 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.

RAIN OF LEAD: Casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds. In addition, subtract 1" from that unit's Move characteristic until your next hero phase.

CURSE OF RUST: Casting value of 7. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. Subtract 1 from hit rolls and save rolls for that unit until your next hero phase.

MOLTEN GAZE: Casting value of 6. If successfully cast, pick a point on the battlefield within 12" of the caster that is visible to them and draw an imaginary straight line 1mm wide between that point and the closest part of the caster. Each unit other than the caster that has models passed across by this line suffers 1 mortal wound.

RULE OF BURNING IRON: Casting value of 8. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. Roll a dice for each model in that unit. For each 6+ that unit suffers 1 mortal wound.

GLITTERING ROBE: Casting value of 6. If successfully cast, re-roll save rolls of 1 for the caster until your next hero phase.

TRANSMUTATION: Casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them and roll 3 dice. For each roll that is greater than that unit's Wounds characteristic, 1 model from that unit is slain.

Round 5 AoS Shifting Objectives

First Thing

Provide your army list to your opponent and display your models. Indicate the model that is your **general**, explain your command trait and artifacts that your heroes are carrying (if there is any other traits your army must have assigned, now is the time for that). Use the Pitched Battle rules on pages 48-49 GHB 2018. Settle the terrain around the table so each 2' by 2' area has roughly the same amount and type, sight blocking and area terrain. Then roll for each piece of terrain on The Scenery Table in the pack.

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.

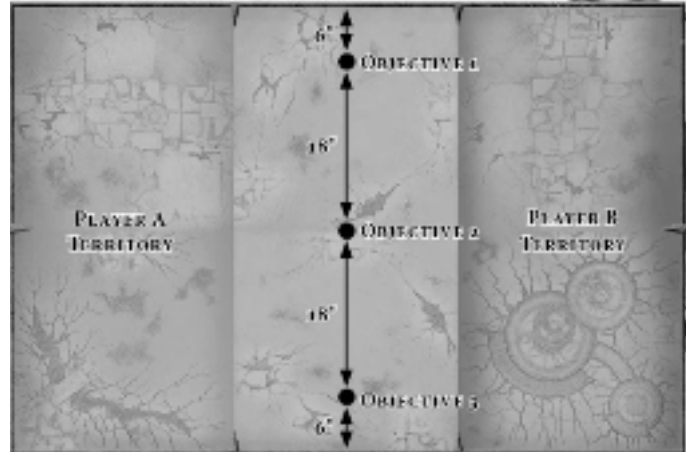
If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a minor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



	Names	Secondary Chosen	Points
Yours			
Opponent's			

GHYRAN (THE REALM OF LIFE)

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

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.

COMMAND THE LAND: 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.

REALMSPHERE MAGIC

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

SHIELD OF THORNS: 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.

WHIPVINES: Casting value of 5. If successfully cast, pick a point on the battlefield within 18" of the caster that is visible to them. Roll a dice for each enemy unit within 3" of this point. On a 4+ the unit being rolled for suffers 1 mortal wound.

MIRRORPOOL: Casting value of 6. If successfully cast, remove the caster from the battlefield and set them up again anywhere within 18" of their previous position, more than 9" from any enemy models. It may not move in the subsequent movement phase.

REALMBLOOD: Casting value of 7. If successfully cast, heal D3 wounds allocated to the caster.

BRIARSTORM: Casting value of 6. If successfully cast, pick a point on the battlefield within 18" of the caster. Until your next hero phase, any unit that finishes a move within 3" of that point suffers D3 mortal wounds.

FLESH TO STONE: Casting value of 7. If successfully cast, re-roll successful wound rolls for attacks that target the caster until your next hero phase.

SICKLEWIND: Casting value of 7. If successfully cast, pick a point on the battlefield within 12" of the caster that is visible to them and draw an imaginary straight line 1mm wide between that point and the closest part of the caster. Each unit other than the caster that has models passed across by this line suffers D3 mortal wound.

LVO Army Appearance Sheet

Player Name: _____ Total Points: _____

Army Allegiance: _____ Painted by Player: Y / N

<p>Please remove this page before you leave for lunch on the first day. Fill in the front boxes as honestly as you can. We will be checking many armies today and have a short time to get it done. Your answers on the front will guide our inspection page on the back. If your army scores a 30 or higher you will be asked to put it out for display and votes on the second day.</p>		
<p>Player: Please Check One Box (Judge may reselect your choice)</p>		
<input type="checkbox"/>	<p>Base: The army is painted to a 3 color standard and based</p>	5 Points
<input type="checkbox"/>	<p>Beyond: The Army is painted above and beyond the 3 color standard and shows a great deal of effort and care. Well done!</p>	10 points
<input type="checkbox"/>	<p>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.</p>	15 points
<p>Player: Please check all that apply to your models. (Judge may reselect your choices)</p>		
<input type="checkbox"/>	<p>Painting is Uniform: Not a mix of schemes, styles, and looks</p>	1 Point
<input type="checkbox"/>	<p>Clean Base Colors: Base colors are neatly painted</p>	1 Point
<input type="checkbox"/>	<p>Details: The eyes, buckles, jewelry...etc. Are picked out.</p>	1 Point
<input type="checkbox"/>	<p>Freehand: The army has unit markings, banner artwork, tattoos...etc.</p>	1 Point
<input type="checkbox"/>	<p>Weathering: Blood stains, rusted items, dirt on cloaks...etc.</p>	1 Point
<input type="checkbox"/>	<p>Shading and/or Highlighting: Drybrushing, lining, shading, inking...etc.</p>	1 Point
<input type="checkbox"/>	<p>Blending: Highlights have been blended, shaded, or layered.</p>	1 Point
<input type="checkbox"/>	<p>Conversions: The army has some conversions or green stuff.</p>	1 Point
<input type="checkbox"/>	<p>Basing: Two or more elements like basing material, highlights, rocks, plants...etc.</p>	1 Point
<input type="checkbox"/>	<p>Display Elements: Textured and/or colored display board.</p>	1 Point
<input type="checkbox"/>	<p>Other special elements: Non-Metallic Metal, source lighting, LED's...etc.</p>	1 Point

Judge: Please check all that apply to your models.		
<input type="checkbox"/>	Clean Details: The eyes, buckles, jewelry...etc. Are painted to an amazing degree	1 Point
<input type="checkbox"/>	Extensive Freehand: Most of the army (75%+) has free hand elements	1 Point
<input type="checkbox"/>	Artistic: This means artistic work that is above and beyond basic freehand work.	1 Point
<input type="checkbox"/>	Excellent Weathering: layers of fresh and aged blood stains, beautifully rusted items, dirt on cloaks...etc.	1 Point
<input type="checkbox"/>	Clean Headlights: Lines are neat, drybrushing is appropriate, inking is controlled and not sloppy.	1 Point
<input type="checkbox"/>	Minor Conversions: Unit have been converted from multiple kits or green stuff is throughout.	1 Point
<input type="checkbox"/>	Major Conversions: The army has one more piece that are converted with putty, cardstock, drilling, cutting...etc.	1 Point
<input type="checkbox"/>	Extreme Conversions: Stuff built from scratch, fully converted force...etc.	1 Point
<input type="checkbox"/>	Exceptional Basing: Multiple elements used, or for noteworthy care taken in construction.	1 Point
<input type="checkbox"/>	Display Elements: exceptional display board that shows effort and artistic talent above and beyond the norm. This adds to the previous bonus	1 Point
<input type="checkbox"/>	Multiple special elements: Non-Metallic Metal, source lighting, LED's...etc. One point each after the first element.	1 Point
<input type="checkbox"/>	The "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 Point

Round 1 AoS Total Commitment

First Thing

Provide your army list to your opponent and display your models. Indicate the model that is your **general**, explain your command trait and artifacts that your heroes are carrying (if there is any other traits your army must have assigned, now is the time for that).

Use the Pitched Battle rules on pages 48-49 GHB 2018. Settle the terrain around the table so each 2' by 2' area has roughly the same amount and type, sight blocking and area terrain. Then roll for each piece of terrain on The Scenery Table in the pack.

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, 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.

Choose your *Hidden Agenda* for the battle and write it in at the bottom.

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.

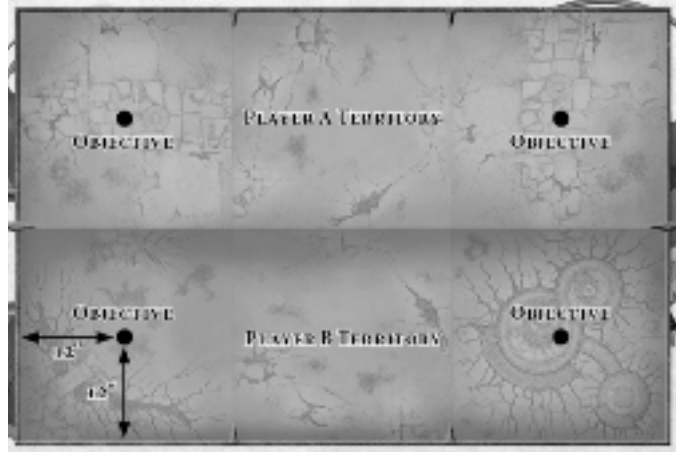
If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a minor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



	Names	Secondary Chosen	Points
Yours			
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