

# BLOODTITHE

INTERNATIONAL TEAM EVENT

*In association with*



I am delighted to announce the second annual AoS International Team Event – Blood Tithe II. The event will be staged at the Arora Hotel, London Gatwick – March 8-10th 2019. The event will be a 5 game, 2000 points, 4-man team, GHB2018 matched play tournament with additional gaming opportunities on Friday & Saturday night. We have space for 24 teams/96 players. The cost per team of 4, including a lunch on Saturday and Sunday is £180 (£45.00 PP).

## Location

Gatwick/Crawley is 15 minutes from the M25, easily accessible by public transport from London, and not least the cheap short haul hub of Europe and beyond. Once arrived there will be very little extra travel to factor in. **The hotel has direct access to Crawley train station via platform 2** – an 8 minute hop to Gatwick, or 35 minute trip to central London (Victoria)

## Venue

The 4\* Arora hotel is part of the Hilton chain and has a dedicated conference space which we will use for gaming - complete with its own private bar. Crawley town centre, with myriad eating and drinking spots is a 2 minute walk away. A quality Lunch will be provided by the hotel both days. The hotel has twin rooms from @£65 per night at time of writing. We have separated out accommodation from the ticket cost to leave it up to individual teams to decide where they stay – though obviously the weekend is geared towards staying in one place. The hotel website has comprehensive details about airport transfers: <http://Gatwick.arorahotels.com>

### **Free parking for attendees is available on-site.**

The Arora Hotel Gatwick Crawley  
Southgate Avenue  
Crawley  
West Sussex  
RH10 6LW

***Please be sure to book your hotel accommodation in good time to benefit from the best rates!***

## How to enter and key dates

A deposit of £60 per team, payable via Paypal friends and family to: [marcjwilson@gmail.com](mailto:marcjwilson@gmail.com) - with the balance of £120 due by Oct 31st. Limited places are available for domestic teams. 50% of the places are reserved for International teams. These places will be held until 30th September where after they will be incrementally opened up to the general community. Please list your team name and captain and on the Paypal payment. Refunds can be given up until 1st Jan, where after they can only be given should other teams fill the space.

## The Tournament

This will be a 5 game, 4-man team tournament, using a "Swiss Pairings" method for determining opponents from Round 2 onwards. Pairings will be used. Lists will be publicised two weeks before the event. Where possible in the first round International Teams will be drawn against Domestic Teams, thereafter the draw will be open.

## Schedule

### Friday 8<sup>th</sup> March

The gaming hall situated in the Palm Suite will be open for casual gaming from 6pm onwards. Registration will also be open from this point if you care to avoid a Saturday morning rush.

### Saturday 9<sup>th</sup> March

Registration (if not registered Friday): 0800-0900

Round 1 Pairings 0900-0915

Game 1: 0915-1200

Lunch: 1200-1245

Round 2 Pairings 1245-1300

Game 2: 1300-1545

Break / Round 3 Pairings 1545-1600

Game 3: 1600-1845

### Saturday Night

The gaming hall will be open till 2300 for casual gaming. Dependent on feedback and demand we may organise arranged activities - TBC

### Sunday 10<sup>th</sup> March

Round 4 Pairings 0845-0900

Game 4: 0900-1145

Lunch 1145-1245 (Best Appearance voting)

Round 5 Pairings 1245-1300

Game 5: 1300-1545

Awards: 1600-1615

Event Closes: 1615

*Please note that Sunday is slightly earlier and slightly more condensed – this is to allow for transport connections. 90, 60, 30 & 15 minute countdowns will be announced. The dice down call will be strictly adhered to. If you reach 15 minutes to go and find yourself unlikely to finish, please ensure you have equal turns. If you have any dietary requirements please let us know so that we can accommodate.*

## Army Selection

This will be a Single List 2000 points tournament and will follow the restrictions in the General's Handbook 2018 Matched play section.

Only Warscrolls with a points profile in The Generals Handbook 2018 current Battletomes up to and inc Feb 16<sup>th</sup> 2019, Season of War: Firestorm, or units with a Forgeworld points value are valid.

Compendium Warscrolls will not be used. Each player must play their own list for all games.

No two armies on the same team may have a duplicate Warscroll, nor a duplicate allegiance, nor any duplicate artefacts. This includes Endless Spells. Summoned units are not subject to duplication restrictions.

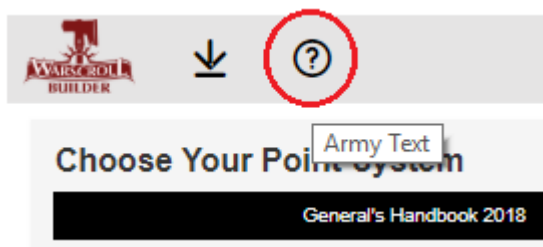
Allegiance abilities, Spells, Command traits and Artefacts must be listed on your Army List and not change on a game-by-game basis.

Realm Artefacts may be used, but Realm effects and spells shall not be used.

## List Submission and Draw

Lists must be submitted by 23.59 Sat Feb 23<sup>rd</sup>.

Lists **must** be supplied collectively by the team captain, as plain text within the body of an email, generated from Warscroll Builder, with the Team Name as the subject heading. Actual player names must be used – not nicknames.



Please remember to list your Allegiance abilities, Command traits, Artefacts, Prayers and Lores/Spells – these must be stated on your army list.

Once verified, all team lists will be publicised.

The 1st round Draw will take place live on Monday 4<sup>th</sup> March.

Lists should be submitted collectively by the Team Captain to [marcjwilson@gmail.com](mailto:marcjwilson@gmail.com)

Please bring 5 printed copies of your list, one for each of your opponents.

## Battleplans

The following Battleplans will be used in the following order:

Game 1 : Focal Points (GHB2018)

Game 2 : Total Commitment (GHB2018)

Game 3 : Gift from the Heavens (Core Rulebook)

Game 4 : Places of Arcane Power (GHB2018)

Game 5 : Blood and Glory (Core Rulebook)

## Secret Missions

Each team will be presented with a deck of four custom Secret Mission cards. Each team will receive the same four Secret Mission cards. These must be divided up within the team before each game with each player receiving a maximum of two and minimum of zero cards. A new division of cards can be made before each game. Card holding players wishing to use them must reveal them to their opponents immediately after completing a Secret Mission. Allocation of cards can be decided upon immediately after pairings.

### Secret Mission 1: Incalculable numbers

*Destroy any three enemy Battleline units.*

### Secret Mission 2: Precision Strike

*Destroy the enemy General and / or two enemy Leader warscrolls by the end of battleround two.*

### Secret Mission 3: Bring down the beast

*Destroy an enemy Behemoth with a Battleline unit in the Combat Phase.*

### Secret Mission 4: Sustained Attack

*Destroy any two enemy units during your own turn – either by killing them or causing them to flee to battleshock. You must reveal this card in the turn in which you attempt it, at the beginning of the hero phase, before any other actions are taken.*

## Scoring

Teams army lists submitted on time and in correct format: 10

Teams armies all fully painted, cohesive and appropriately based: 10

Team members all vote in Best Appearance and Sports: 10

Major Win: 30

Minor Win: 20

Draw: 15

Minor Loss: 10

Major Loss: 5

Secret Mission 5 (per mission)

Individual player points will be capped at 30 points per round.

Total team points per round will be capped at 100/50.

Tie Breaker 1 – Uncapped TP total.

Tie Breaker 2 – Most Secret Missions achieved.

Tie Breaker 3 – Most Sports votes.

*Please note in order to keep the advertised timings and to avoid overly punitive play, Kill Points will not be recorded at all during the event and will be used only in missions where Kill Points are a deciding factor.*

## Under strength teams

We have a small pool of spare players – availability is not guaranteed however.

In the event of teams losing a player scoring will be weighted thus:

If the lack of player is the fault of the team, i.e. too hungover, player quits without good reason etc then the team in question will only gain the sum of the three remaining scores. The opposing team(s) will have the sum of their three scores increased by x 1.33.

If the lack of player is not preventable, i.e. illness, family emergency etc then both teams will have the sum of their three scores increased by x 1.33.

## Pairings

Each team will be given four cards marked on the reverse with one of with their four armies. *For ease of argument the Team ranked in an odd position will always be Team A, a Team ranked in an even position will always be Team B*

**e.g.**

Team A - **Chaos, Blades of Khorne, Stormcast, Destruction**

Team B - **Death, Order, Fyreslayers, Sylvaneth**

Team A chooses to put forward **Chaos** (presented face down)

Team B chooses to put forward **Order** (presented face down)

*Selections are revealed*

Team A chooses to put down **Blades of Khorne** and **Stormcast** as options to play against the **Order** (presented face down)

Team B chooses to put down **Death** and **Sylvaneth** as options to play against **Chaos** (presented face down)

*Choices revealed*

Team A chooses between **Death** and **Sylvaneth** as to who **Chaos** will face, let's say **Death**.

Team B chooses between **Blades of Khorne** and **Stormcast** as to who **Order** will face; let's say **Blades of Khorne**.

*Choices are revealed*

The choice Team A refused faces the remaining card in Team B's hand - **Destruction**

The choice Team B refused faces the remaining army in Team A's hand – **Fyreslayers**

**Resulting in:**

**Chaos v Death**

**Order v Blades of Khorne**

**Sylvaneth v Destruction**

**Fyreslayers v Stormcast**

## Painting

All armies must be fully painted and based on suitable round bases. Models on square bases are allowed, provided they are mounted upon suitable round/oval bases. The minimum requirement is 3 colours in an appropriate scheme, with no undercoat or bare plastic showing through with appropriate round/oval textured/painted bases. Anything not reaching this minimum standard will, at the organisers discretion, be removed from the table, and will count as destroyed. There is quite a long lead up to the tournament so there's no real excuse not to conform to this norm. We invite players contesting 'Best Appearance' army to set up on Sunday Lunchtime for voting. Armies will be player voted.

## Terrain

Scenery will be provided on each table. Players are requested not to bring their own terrain.

The Scenery Table will be in effect and as per the 18 page rules, and will be pre rolled.

Scenery will be laid out on tables in a standard pattern, with no table piece being with 6" of the table edge or another terrain piece laid out by Organisers.

No Scenery piece can be set up upon within 1" of another, nor within 1" of an objective on the table at the start of the battle.

Army-based Scenery Warscrolls such as Wlydwoods and 1mm Markers such as Gravesites may not be placed within 1" of other scenery nor upon Objectives, though randomly determined Objectives may land on previously placed Scenery Warscrolls and 1mm Markers

If Scenery has been moved around during the weekend and you can't agree upon it's placement, please see an organiser.

Warscrolls shall not be used for any Scenery laid out by organisers.

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

## Awards

Blood Tithe II - International Team Event - Team Winners

Blood Tithe II - International Team Event - Team Runners Up

Blood Tithe II - International Team Event - Team Third Place

Blood Tithe II - International Team Event - Best Appearance (Individual Prize)

Blood Tithe II - International Team Event - Best Appearance Runner Up (Individual Prize)

Blood Tithe II - International Team Event - Best Appearance Runner Up (Individual Prize)

Blood Tithe II - International Team Event - Best International Team

Blood Tithe II - International Team Event - Best Sports

## Sportsmanship and conduct

We expect this event to run as smoothly and controversy free as other AoS tournaments. Please remember than 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.  
Players will be required to record their two favourite Team opponents on their score cards.

## Table etiquette, Time-keeping and penalties

Take a few minutes before each game to run through your list and Warscrolls. 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, lists etc. Announcements will be made giving time remaining notifications. You should have copies of Warscrolls in English to show to your opponent.

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 deploy and play your 5 turns in 82,5 mins against an identical army, then you should consider a different list.***

Each game recorded on score sheets must be ticked as 'Satisfactory Conclusion'. An early turn resolution such as a concession or overwhelming lead is a satisfactory conclusion. A game ending on an earlier turn in which both players have used an equal amount of time can be a satisfactory conclusion. If this is not ticked the Team Captain must explain why in the presence of the other team captain – always avoid unequal turns or unintentional slow play. Be a bit pragmatic and not emotional. Opponents receiving an 'Unsatisfactory Conclusion' upheld citation may be docked points.

Please avoid all problems by adhering to the commonly understood 'Social Contract' in AoS. You're not daft – you **all** know what this means! Make my life easy ☺

## The trappings of success

### What you will receive

- A emailed PDF of all army lists ahead of the event.
- A score card to record results.
- Each team will receive four Secret Mission cards.
- Each team will receive four pairing cards.
- Tables complete with pre measured terrain.
- Lunch on Saturday.
- Lunch on Sunday.
- ... a great time we hope!

### Remember to bring...

- Five copies of your printed army list In English
- A copy of the core rules, any FAQs you require and printed or electronic copies of your Warscrolls.
- Six Objective markers no bigger than 50mm in diameter.
- An ample supply of Dice.
- Wound Markers.
- 5 copies of your Army list or a digital version
- Glue (for any running repairs).
- Pen and Paper.



## **Submitted FAQs and House Rules**

Will appear here.