



BATTLE REPORTS



PLAYER # _____

Without the kind support from members of the gaming community and associated businesses, events like Northern Invasion could not go ahead.

Support for Northern Invasion 2019 has been provided by our friends and allies at:



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Tzeentch reigns supreme.

The Sylvaneth have been banished and the Changer of Ways' grip on the North Isles is now such that the land itself has physically shifted from Gyran to the Realm of Chaos. Agents of the dark gods work feverishly to uncover sacred relics from the Age of Myth and the World that Was that have lain dormant in the North Isles for Millenia and their foes descend too to wrestle the artefacts from their enemies before it is too late.

The wisest generals that make this epic journey abandon their usual strategies and battleplans. The fickle nature of the elements may render the bow useless one moment and numb the fingers of elite veterans the next. Whilst luck may play its part, the greatest generals are able to adapt their plans at a moment's notice and use the forces at their disposal to crush their foes.

Will the Dark Gods retain their prize at Northern Invasion 2019..?

ARMY SELECTION AND HOUSE RULES

Armies should total no more than 2000pts and all forces must be selected using the Matched Play rules and restrictions outlined within the General's Handbook 2019 (Firestorm and Forbidden Power lists are okay too). In addition, the following House Rules will apply:

1. Each player must select 6 Hidden Objectives and include them in their army list. One must be chosen each game and each may only be used once.
2. Hills will be counted as scenery and, as such, will be subject to a mysterious terrain roll at the onset of each game.
3. Line of Sight: an abstract obstacle should be imagined comprising the width of the base to the top of a model (excluding weapons/banners) as soldiers are not static during a battle. Unless missile troops can see targets over intervening units (friends and foes), or unless they can fly, there must be spaces between bases to fire through.
4. Only one champion per unit. Banners and Musicians may be selected as per the relevant unit's warscroll.
5. The pre-drawn Realmscape rules must be used in each game to score victory points – these will be drawn after list submission. Only armies from a given realm may use the special Command Ability listed in the Core Rules when playing in the Realm.
6. All spells, abilities, weapon choices, etc. must be noted on army list and are fixed for the event.
7. Lauchon – when a unit is moved by Lauchon, it may not make a movement in the following movement phase.
8. Where a battleplan states that a minor victory will be achieved by the force that takes the most kill points, this will only apply if the difference in kill points exceeds 200pts. Where the margin is less than 200pts, the game is drawn.
9. Games of AOS should consist 5 Battle Rounds. If it is clear that you will not complete your full game in the allotted time, a measured and pragmatic discussion should take place and any key rolls should be made to determine who would most likely have been the winner if the full term had been played.
10. Play nice, have fun and try to sort out disputes in a friendly and accommodating way.
11. If asked, Tournament Organiser's decision is final – this includes where opponents cannot decide who would have won if the match were to reach 5 full Rounds.

LIST SUBMISSION AND PAYMENT

All lists must be submitted in the body of an email (no PDFs or fancy stuff), copied from Scrollbuilder, to aosbatrep@gmail.com by midnight on 7 July 2019. Each Player **MUST** specify from which realm the army originates, provide a 50-500 word backstory for their force and give a suitably impressive name for the general that is leading their army. **Refunds on tickets will be available minus a £5 admin fee until 13 June 2019. It will not be possible to offer any refunds after that – sorry, although tickets are transferable.**

All lists must include a 50 – 500 word backstory for the force and/or general. This should accompany the list submission.

All lists must include 6 Hidden Agendas chosen from the Generals' Handbook 2019. A hidden Agenda must be chosen from this list for each game – once an Agenda has been attempted, it cannot be used again. For the avoidance of doubt, at the end of the event each player will have chosen 5 of their 6 Hidden Agendas and one will not be used.

TIMETABLE

DAY ONE

0930: Welcome, registration and snacks

0945: Event Briefing and the Badge of Shame

1000- 1245: Game 1

1245-1330: Voting for best Warlord and lunch

1330-1615: Game 2

1615-1645: Break

1645-1930: Game 3

1930 – later: Socialising

DAY TWO

0930: Welcome, set up and snacks

1000-1245: Game 4

1245-1330: Best Army voting and lunch

1330-1615: Game 5

1615-1630: Favourite Game Vote and Pack up armies

1630: Presentation of awards, prizes and more

As the Northern Invasion podcast will be hosting a narrative event in February 2020, rather than playing open war scenarios at Northern Invasion this year, scenarios will instead be drawn from the 12 new matched play scenarios listed in the 2019 General's Handbook. Scenarios and Realmscapes will be determined in advance of the event but after lists have been submitted...

AWARDS/PRIZES

Overall Tournament Champion (Most Tournament Points)

Best General in each of the Grand Alliances (Victory Points* Only)

The Consummate Commander (highest net kill points)

Lord of the Realm (Most Victory Points of armies from each Realm)

Last Placed (Spoonbearer)

Best Army and runners up prizes (nominated by TO)

1st, 2nd and 3rd placed best painted warlord (open entry, best army may not win)

The Finest Backstory (Immortalised by the Bards)

Beastkiller Award (Warlord's Narrative – most behemoths slain)

Master Assassin (Warlord's Narrative – most wounds inflicted during the shooting/combat phase)

Master of Magic (Warlord's Narrative – most spells successfully cast)

Blessed by Ranald (Warlord's Narrative – least wounds suffered)

A God Amongst Men (receives 5 favourite game votes)

TOURNAMENT POINTS (TPs)

Fully painted and coherently based army – 10 TPs

Voting in best-painted competitions and for naming favourite game – 10 TPs

Favourite Game Votes Received – 0-10 TPs (1 vote = 2 TPs, 2 votes = 5 TPs, 3+ votes = 10 TPs)

*Victory Points – 0-100 TPs (Major Victory = 18, Minor Victory = 12, Draw = 8, Minor Loss = 4, Major Loss = 0). Plus, each round, 1pt will be scored for achieving your chosen Hidden Agenda and 1pt will be scored for denying your opponent's Hidden Agenda.

Each Warlord's Narrative Award - 5TPs

Note: a 10 TP penalty will be applied for late list submissions or changes to lists.

In the event of a tie, the strength of schedule will be used as a first decider followed by Favourite Game votes. A final tie breaker will be net kill points.

PAINTING/MODELLING AT NORTHERN INVASION

Whilst it is not mandatory that all models are painted and cohesively based at the event, this is strongly encouraged to ensure your opponents have the best experience possible. To that end, having a fully painted and coherently based army will be awarded an extra 10TPs. Furthermore, only painted and based armies are eligible to receive the best general in each alliance or overall tournament champion awards.

Non-GW models and 'counts-as' models are fine if they look like what they are intended to represent in the theme of your army and your opponent is fully aware at the start of battle. Proxies are not allowed (e.g. clanrats are not stormvermin and a cabbage is not a MawCrusha ;)) All models should be 'What You See is What You Get' in terms of weapon choices and command groups.

FAVOURITE GAME VOTES

Following the 5th battle, players will name their favourite game from the event. This can be due to the theme of your opponent's army or due to the exciting way that the game played out. Take a minute or two to think about which game you had the most fun playing before you cast your vote.

REALMS

Realmscapes will be drawn along with scenarios after list submission and will be announced on Twitter and Facebook. Only armies from a given realm are able to use the command abilities specific to the realm. Realm spells and artefacts are in play as per the Malign Sorcery Expansion.

The Greatest Backstory – Immortalised by the Bards

It's not all about winning. Sometimes it is the outlandish actions of our forces that hold fast in the memory. Our guest bard for 2019 is Black Library author Josh Reynolds who will be choosing his favourite tale from all of those submitted as backstories with army lists (it is mandatory for all lists to have a 50-500 word backstory written in the theme or style of your choosing – if you have any questions or concerns, let me know).

– let's embrace the narrative!

THE WARLORD'S NARRATIVE

Northern Invasion encourages a narrative style of play and seeks to recognise those Warlords that are the best at what they do. This year there will be four 'Warlord's Narrative' awards, each of which will be worth 5TPs. In the event of a tie, each warlord will receive the TPs, but only one award can be presented. The competing Warlords may dice-off to see who is victorious or can battle it out in an arena whilst other entrants cheer on their favourite. Only generals that are non-unique and are not behemoths are eligible for the 'Warlord's Narrative' so, if you want to take part, choose your general wisely!

1. **The Beastkiller** – Awarded to the Warlord that personally slays the most Behemoths during the course of the event by any means.
2. **The Master Assassin** – Awarded to the Warlord that personally inflicts the most wounds during the combat/shooting phases throughout the event.
3. **Master of Magic** – Awarded to the Warlord who successfully casts the most spells throughout the event.
4. **Blessed by Ranald** – Awarded to the Warlord who suffers the least wounds throughout the event (wounds healed back are still considered to be wounds taken).

THE BADGE OF SHAME

Upon submission of the Army lists, they will be assessed for filth content by an independent adjudicator (this year AOS Shorts Dan will be taking on this honour). The force deemed to be the most tuned and powerful will earn its owner the 'badge of Shame', which they must wear throughout the event.

Shame.., Shame.., Shame...

Without evil there can be no good. Clint from Heralds of War will be assessing the lists and choosing his favourite themed list to identify Northern Invasion's 'Best Man' for 2019.

FAQs, Errata and additional Comp

1. The warscroll rules for Woods/Wyldwoods, fences/walls and buildings that may be garrisoned will be used throughout the event.
2. All terrain not mentioned in 1 above should be rolled randomly as per the rules in the 2019 Generals Handbook. If an item of scenery on the tabletop, which is not mentioned at 1 above, has its own warscroll (e.g. Arcane Ruins, Temple of Skulls, etc) this may be used if both players agree when terrain is being generated. If players do not both wish to use the terrain's warscroll, they may roll for it as a generic piece of mysterious terrain.
3. Scenery will be placed by the TO in advance of the event and should remain in place for the duration. Owing to the new rules on scenery placement, it may be necessary to move scenery slightly fr games 2, 3 and 5 depending upon the scenarios drawn. If this is the case, players will be notified on the day.
4. All woods will use the scenery rules for Citadel Woods, including Line of Sight blocking. For the avoidance of doubt, trees can be moved freely around the base of any wood if they are not fixed.

The most up to date FAQ and Errata documents from GW will be used at the event.