

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 2019.
- **All lists must be in BCP two weeks before the event, that would be January 13, 2020.**
- 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.
- Limited Realms of Battle Rules will be used at this event.
- Endless Spells may be used at this event.
- Any rules out three weeks before the event are usable at the event. Any FAQ posted 2 days before the event are in effect unless it changes point values, in which case it must be posted 2 days before lists are due.
- Models must be on round bases using the base size suggestions provided by GW in [CORE RULES & BASE SIZES](#). This is important due to advantages that can be gained due to base size.
- The Mysterious Landscape rules will be used for any piece of terrain. If the terrain has its own warscroll you may use it if both players agree.
- Models or terrain that cannot be engaged in any way due to any special rule may not block or hold objectives. As long as that restriction is in place (Changeling, etc.)
- All rules pertaining to Pitched Battles are in play save those for setting up the initial battlefield terrain (this will be done by the TOs). Faction terrain is deployed as per the GHB errata document: *"In a Pitched Battle, faction terrain must be set up more than 3" away from any other terrain features and more than 1" from any objectives, in addition to any other restrictions that apply to it. Sometimes this will make it impossible for a faction terrain piece to be set up; in this case, it is not used.."*
- When you choose an Ossiarach Bonereapers army, you can include 1 BONE-TITHE NEXUS (pg 85). Before any rolls are made for the battle, any BONE-TITHE NEXUS may replace where a large piece of terrain is already set up on the table, more than 1" from any objectives and more than 6" from the edge of the battlefield or other piece of terrain. This may not replace a piece of terrain that touches the very center of the battlefield. If both players can set up terrain features before any other terrain features are set up, the players must roll off, and the winner chooses who sets up their terrain features first, following the directions above.

Game scores At the end of the game, determine who won the battleplan and if they won a major/minor victory then input the appropriate value from the table below into the BCP app, followed by the points killed for the second value. Then turn in a results sheet to the TO's.

Major Loss: 0 points	Minor Loss: 5 points	Draw: 8 Points	Minor Victory: 12 points	Major Victory: 17 points	Other Objectives: +Variable (see below)
-------------------------	-------------------------	-------------------	-----------------------------	-----------------------------	--

Battleplan Secondary: Each round has one **Secondary** that is worth two (2) points and can only be scored by one player. Some are scored when they are first achieved while others are scored at the end of the game.

CENTER GROUND: You complete this **Secondary** if you control the objective in the center of the battlefield at the end of the battle. Count a hero as 10 models for controlling the center objective, only for the purpose of scoring this secondary.

SEIZE: You complete this **Secondary** if you control more the objectives at the end of the battle than your opponent. Count a battleline unit as double for controlling the center objective, only for the purpose of scoring this secondary. (Note this will not stack with the Might Makes Right allegiance ability of Ogor Mawtribes.)

BLOODTHIRSTY: You complete this **Secondary** if you are the first player to destroy a unit. If neither player destroys a unit by the end of the game then the one that killed the first model scores this secondary. Barring that roll off.

FINAL WORD: You complete this **Secondary** if you are the last player to destroy a unit. If neither player destroys a unit by the end of the game then the one that killed the last model scores this secondary. Barring that roll off.

LINEBREAKER: You complete this **Secondary** if you destroy more battleline units than your opponent. If you both destroyed the same number then the player that destroyed more points worth of battleline units scores this secondary. If that is also equal roll off. For the purposes of this secondary a unit is considered destroyed by the opponent once the last model in that unit is slain for the first time (for any reason).

Army Mission: When you submit your list, you must pick one army **Mission** you will have for the entire event. Each round you receive two (2) points if you achieve your mission, and an additional one (1) point if your opponent does not achieve theirs.

CONSERVE: You complete this **Mission** 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 **Mission** 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.

INVADE: You complete this **Mission** if a friendly unit with 3 or more models is wholly within your opponent's territory at the end of the battle.

DEFEND: You complete this **Mission** if there are no enemy units wholly within your territory at the end of the battle.

SLAY: You complete this **Mission** if the Hero with the highest points value from your opponent's starting army has been slain at the end of the battle. If two or more Heroes are eligible, slay either of them.

OVERRUN: You complete this **Mission** at the end of any battle round if you have at least one unit wholly within each of the four quarters of the battlefield, and your opponent does not.

Hidden Agenda: After both armies have been set up, but before the battle begins, you must secretly pick one of the **Hidden Agendas** from the list below. You must record this on the rounds battleplan/score sheet by writing it down on the line provided. Reveal your agenda at the end of the game or when you achieve it (whichever comes first). You can only choose each agenda once during the event. Each round you receive two (2) points if you achieve your hidden agenda, and an additional one (1) point if your opponent does not achieve theirs.

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.

DOMINATE: You immediately complete this **Hidden Agenda** if you control two more objectives than your opponent.

OBLITERATE: You immediately complete this **Hidden Agenda** if you destroy 3 or more enemy units in the same turn.

ONSLAUGHT: You immediately complete this **Hidden Agenda** if a friendly unit that is more than 9" from any enemy units attempts to charge and the charge does not fail.

RETAKE: You immediately complete this **Hidden Agenda** if you gain control of an objective that was controlled by your opponent.

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**.

SECRET MISSION: You complete this **Hidden Agenda** in any battleshock phase if a friendly **Hero** is wholly within an enemy territory, within 1" of the edge of the battle field, and more than 12" from a friendly territory. You can remove that hero from play to immediately complete this hidden agenda.

SORCERER SUPREME: You immediately complete this **Hidden Agenda** if an enemy **Hero** is slain by mortal wounds inflicted by a friendly wizard.

TERRIFY: You immediately complete this **Hidden Agenda** if an enemy unit is destroyed as a result of failing a battleshock test.

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). Also note that unless an agenda specifically refers to the player's starting army, any unit that meets the specifications is eligible to complete it.

Paint Scores: Will be collected and evaluated by the TOs during the event.

Favorite Opponent: Votes for favored opponent will be collected at the end of the fifth round.

Battleplan Rule Changes: Sometimes the rules for a battleplan will have slight alterations to close a loop hole, prevent an exploit, or clarify how a mechanic works. In such a case the modification will be in [brackets] to note that it is a deviation from the officially published material.

Round 1

Focal Points 2018 in the realm of Ghyran

In this region, five focal points of geomantic energy are arranged in a square formation. Energy surges between these focal points, and it can be harnessed for use in rituals of awesome power.

Set-Up: The players roll off, and the winner decides which territory each side will use. The territories are shown on the map. 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.

Objectives: This battle is fought to control five objectives. One is located in the centre of the battlefield and two in each player's territory, as shown on the map. Each player scores victory points for the objectives they control at the end of each of their turns, as follows:

Player controls objectives one and three: 3 victory points

Player controls objectives two and four: 3 victory points

Player controls the central objective: 2 victory points

Player controls any other objective(s): 1 victory point for each objective

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 **[minor victory]**. [If one player has at least **4 points** more than their opponent that player scores a **major victory** instead. If victory points are tied the result is a **draw**.]

Battleplan Secondary – Center Ground: You complete **Secondary** if you control the objective closest to the center of the battlefield at the end of the battle. Count Heroes as 10 models when determining control of an objective for this secondary.

Realmscape Feature - 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 - Ghyran

Shield of Thorns – 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.

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.

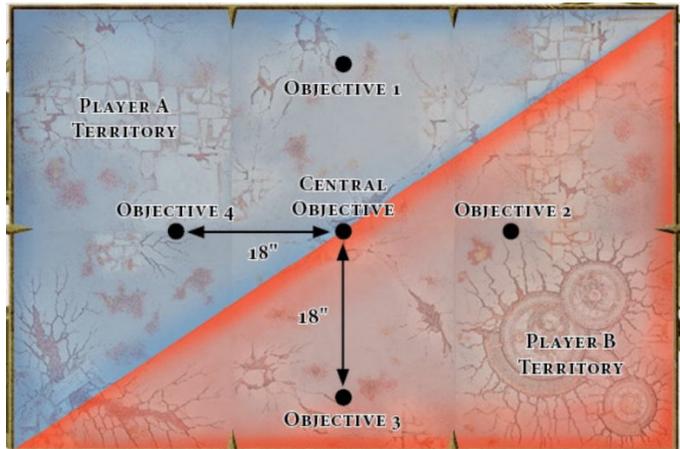
Mirrorpool – Casting value of 6. If successfully cast, remove the caster from the battlefield and set them up again anywhere within 18" of their previous position, more than 9" from any enemy models. It may not move in the subsequent movement phase.

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 wounds.



Round One Score Sheet

Your Name			Opponent's Name		
Your Victory Status (Circle One)	Major Win	Minor Win	Draw	Minor Loss	Major Loss
Your Points/Opponent's Points	17/0	12/5	8/8	5/12	0/17
Additional Points (Yours)			Additional Points (Opponent's)		
You	Yes	No	Opponent	Yes	No
Completed battleplan Secondary (only one player can score this)	+2	+0	Completed battleplan Secondary (only one player can score this)	+2	+0
Completed Army Mission	+2	+0	Completed Army Mission	+2	+0
Completed Hidden Agenda	+2	+0	Completed Hidden Agenda	+2	+0
Opponent completed their Mission	+0	+1	Opponent completed their Mission	+0	+1
Opponent completed their Hidden Agenda	+0	+1	Opponent completed their Hidden Agenda	+0	+1
Your Points Total:			Opponent's Total:		

Round 2

Duality of Death 2018 in the realm of Ghur

Two focal points of incredible power lie close to each other. Either place will grant a hero or monstrous beast that stands upon it incredible power and everlasting life – but only if they can defeat the jealous enemies that wish to steal the location for themselves!

Set-Up: The players roll off, and the winner decides which territory each side will use. The territories are shown on the map. 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 2 objectives. Each is located on the center line, 1 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 or is destroyed [or finishes a phase 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 that objective if they are within 3" of it.

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.

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 **[minor victory]**. [If one player has at least **4 points** more than their opponent that player scores a **major victory** instead. If victory points are tied the result is a **draw**.]

Battleplan Secondary - Bloodthirsty: You complete this **Secondary** if you are the first player to destroy a unit. If neither player destroys a unit by the end of the game then the one that killed the first model scores this secondary. Barring that roll off.

Realmscape Feature - Reckless Aggression: Any unit that is within 12" of an enemy unit at the start of their charge phase suffers 1 mortal wound unless they finish that charge phase within 3" of an enemy model. In addition, you can re-roll hit rolls of 1 for units that have made a charge move in the same turn.

Realmscape Magic - Ghur

Wildform: Wildform has a casting value of 5. If successfully cast, pick a friendly unit within 12" of the caster that is visible to them. Add 2 to charge and run rolls made for the unit you picked until your next hero phase.

The Amber Spear: 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.

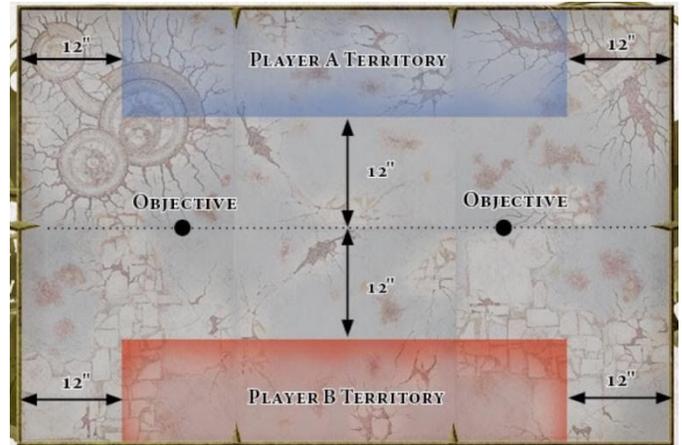
Bestial Spirit: Casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds. In addition, if the unit suffers 3 mortal wounds from this spell, subtract 1 from its Bravery characteristic until your next hero phase.

Flock of Doom: Casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them and roll 12 dice. For each 6+ that enemy unit suffers 1 mortal wound.

Impenetrable Hide: Casting value of 6. If successfully cast, you can re-roll failed save rolls for the caster until the start of your next hero phase.

Cower: Casting value of 6. If successfully cast, pick an enemy **Monster** within 12" of the caster that is visible to them and roll 2D6. If the result is higher than that **Monster's** Bravery characteristic, it cannot make a charge move in your opponent's next turn.

Primal Hunter: Casting value of 8. If successfully cast, pick a friendly **Hero** within 12" of the caster that is visible to them. Re-roll failed charge rolls and hit rolls for that **Hero** until your next hero phase.



Round Two Score Sheet

Your Name			Opponent's Name		
Your Victory Status (Circle One)	Major Win	Minor Win	Draw	Minor Loss	Major Loss
Your Points/Opponent's Points	17/0	12/5	8/8	5/12	0/17
Additional Points (Yours)			Additional Points (Opponent's)		
You	Yes	No	Opponent	Yes	No
Completed battleplan Secondary (only one player can score this)	+2	+0	Completed battleplan Secondary (only one player can score this)	+2	+0
Completed Army Mission	+2	+0	Completed Army Mission	+2	+0
Completed Hidden Agenda	+2	+0	Completed Hidden Agenda	+2	+0
Opponent completed their Mission	+0	+1	Opponent completed their Mission	+0	+1
Opponent completed their Hidden Agenda	+0	+1	Opponent completed their Hidden Agenda	+0	+1
Your Points Total:			Opponent's Total:		

Round 3

Blood and Glory in the realm of Aqshy

Two armies meet upon a battlefield, each ready to deal death and destruction upon their hated foe. The conflict will be settled in blood between the two rivals, with the spoils going to the victor, and death and dishonor to the loser.

Set-Up: The players roll off, and the winner decides which territory each side will use. The territories are shown on the map. 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.

Objectives: This battle is fought to control 4 objectives. The objectives are located at the centre of each quarter of the field of battle, as shown on the map.

Victory: Starting from the third battle round, one player immediately wins a **major victory** if they have control of all four objectives [at the end of their turn]. If neither player has won by the end of the fifth battle round, or the amount of time allocated for the battle runs out, then the player that controls the most objectives wins a **minor victory**. If both players control the same number of objectives at the end the game is a **draw**.

Battleplan Secondary - Final word: You complete this **Secondary** if you are the last player to destroy a unit. If neither player destroys a unit by the end of the game then the one that killed the last model scores this secondary. Barring that roll off.

Realmscape Feature - Clouds of Smoke and Steam: A model cannot see another model if a straight line drawn from the centre of its base to the centre of the other model's base passes across a terrain feature other than open ground and/or hills.

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 centre of its base to the centre of the other model's base passes across this terrain feature.

Realmsphere Magic - Aqshy

Fireball – 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 consist 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 – 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 – 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 – 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 – 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 – 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 – Casting value of 6. If successfully cast, subtract 1 from hit rolls for attacks that target the caster until your next hero phase.



Round Three Score Sheet

Your Name			Opponent's Name		
Your Victory Status (Circle One)	Major Win	Minor Win	Draw	Minor Loss	Major Loss
Your Points/Opponent's Points	17/0	12/5	8/8	5/12	0/17
Additional Points (Yours)			Additional Points (Opponent's)		
You	Yes	No	Opponent	Yes	No
Completed battleplan Secondary (only one player can score this)	+2	+0	Completed battleplan Secondary (only one player can score this)	+2	+0
Completed Army Mission	+2	+0	Completed Army Mission	+2	+0
Completed Hidden Agenda	+2	+0	Completed Hidden Agenda	+2	+0
Opponent completed their Mission	+0	+1	Opponent completed their Mission	+0	+1
Opponent completed their Hidden Agenda	+0	+1	Opponent completed their Hidden Agenda	+0	+1
Your Points Total:			Opponent's Total:		

Round 4

Battle for the Pass 2019 in the realm of Ulgu

Many kingdoms in the Mortal Realms are separated by towering mountain ranges that can only be navigated by traversing a narrow pass. These defiles are of vital strategic importance, and many blood battles are fought over their control.

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 4 objectives. Each objective is located halfway between the centre of the battlefield and the edge of the battlefield, as shown on the map. Each player scores victory points at the end of each of their turns for each objective they control, as follows:

The objective in their own territory: 1 victory point.

Each objective not in either player's territory: 2 victory points.

The objective in their opponent's territory: 4 victory points.



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 **[minor victory]**. [If one player has at least **3 points** more than their opponent that player scores a **major victory** instead. If victory points are tied the result is a **draw**.]

Battleplan Secondary - Linebreaker: You complete this **Secondary** if you destroy more battleline units than your opponent. If you both destroyed the same number then the player that destroyed more points worth of battleline units scores this secondary. If that is also equal roll off. For the purposes of this secondary a unit is considered destroyed by the opponent once the last model in that unit is slain for the first time (for any reason).

Realmscape Feature - 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. The unit may not move in the subsequent movement phase

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 the Shadow Realm realmscape feature above. 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 the realmscape feature above may be used in addition to any use(es) of this command ability.

Realmsphere Magic - Ulgu

Mystifying Miasma: 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 [but not the caster itself] 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 Four Score Sheet

Your Name			Opponent's Name		
Your Victory Status (Circle One)	Major Win	Minor Win	Draw	Minor Loss	Major Loss
Your Points/Opponent's Points	17/0	12/5	8/8	5/12	0/17
Additional Points (Yours)			Additional Points (Opponent's)		
You	Yes	No	Opponent	Yes	No
Completed battleplan Secondary (only one player can score this)	+2	+0	Completed battleplan Secondary (only one player can score this)	+2	+0
Completed Army Mission	+2	+0	Completed Army Mission	+2	+0
Completed Hidden Agenda	+2	+0	Completed Hidden Agenda	+2	+0
Opponent completed their Mission	+0	+1	Opponent completed their Mission	+0	+1
Opponent completed their Hidden Agenda	+0	+1	Opponent completed their Hidden Agenda	+0	+1
Your Points Total:			Opponent's Total:		

Round 5

Starstrike 2019 in the realm of Hysh

In certain places in the Mortal Realms, the land is bombarded by fragments of magical ore that fall burning from the skies. These remnants of stars are coveted by ambitious warlords, as they can be used to forge deadly blades that will cut through any armor.

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.

Objectives: This battle is fought to control 3 objectives, which are set up during the battle. 1 objective is set up on the border between the two players' territories at the start of the second battle round, before determining who has the first turn. 2 more objectives are set up at the start of the third battle round before determining who has the first turn, 1 in each player's territory. Roll 2D6 and refer to the map below to determine where each objective is set up.

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 the current battle round. For example, a player that controls 1 objective at the end of their turn in the third battle round scores 3 victory points.

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 **[minor victory]**. [If one player has at least **5 points** more than their opponent that player scores a **major victory** instead. If victory points are tied the result is a **draw**.]

Battleplan Secondary - Seize: You complete this **Secondary** if you control more the objectives at the end of the battle than your opponent. Count a battleline unit as double the number of models for controlling the center objective, only for the purpose of scoring this secondary. (Note this will not stack with the Might Makes Right allegiance ability of Ogor Mawtrimes.)

Realmscape Feature - Dazzling Glow: Subtract 1 from hit rolls made for attacks that target units that are in cover.

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.

Strike Quickly: 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.

Realmsphere Magic - Hysh

Pha's Protection – 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.

Exorcising Beam – 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 the enemy unit is a **Daemon** or **Death** unit, it suffers d6 mortal wounds instead.

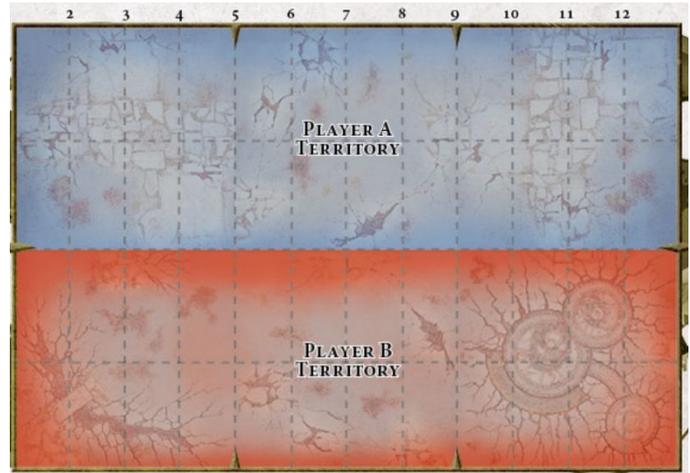
Light of Battle – Casting value of 5. If successfully cast, pick a friendly unit within 18" of the caster. Do not take battleshock tests for that unit until your next hero phase.

Vengeful Illumination – Casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Ad 1 to hit rolls for attacks made with missile weapons that target that unit until your next hero phase.

Aetheric Net – Casting value of 6. If successfully cast, pick a point on the battlefield within 18" of the caster. Roll a dice for each unit (friend or foe) within 3" of that point. On a 4+ that unit suffers 1 mortal wound, and its Move characteristic is halved until your next hero phase.

Healing Glow – Casting value of 7. If successfully cast, pick a friendly unit within 6" of the caster that is visible to them. Heal d3 wounds allocated to that unit.

Banishment – Casting value of 8. If successfully cast, pick 1 enemy unit within 12" of the caster that is visible to them. Your opponent must remove that unit from the battlefield and then set it up again, anywhere on the battlefield more than 24" from the caster and more than 9" from any other models from the caster's army.



Round Five Score Sheet

Your Name			Opponent's Name		
Your Victory Status (Circle One)	Major Win	Minor Win	Draw	Minor Loss	Major Loss
Your Points/Opponent's Points	17/0	12/5	8/8	5/12	0/17
Additional Points (Yours)			Additional Points (Opponent's)		
You	Yes	No	Opponent	Yes	No
Completed battleplan Secondary (only one player can score this)	+2	+0	Completed battleplan Secondary (only one player can score this)	+2	+0
Completed Army Mission	+2	+0	Completed Army Mission	+2	+0
Completed Hidden Agenda	+2	+0	Completed Hidden Agenda	+2	+0
Opponent completed their Mission	+0	+1	Opponent completed their Mission	+0	+1
Opponent completed their Hidden Agenda	+0	+1	Opponent completed their Hidden Agenda	+0	+1
Your Points Total:			Opponent's Total:		

Favorite Opponent	Round Played

LVO Army Painting Appearance Sheet

Player Name: _____

Army Allegiance: _____

Painted by Player: Y / N

Filled in by Judges
Total Paint Points

If you want your army judged for painting please remove this page and place it by your army before you leave for lunch on the 1st day.

Player: Please <u>Check ONE</u> Box (Judge may reselect your choice)	
<input type="checkbox"/> Base: The army is painted to a 3 color standard and based	5 Points
<input type="checkbox"/> Beyond: The Army is painted above and beyond the 3 color standard and shows a great deal of effort and care. (i.e. weathering and highlights) Well done!	10 points
<input type="checkbox"/> Exceptional: The Army represents 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.	15 points
Player: Please <u>check</u> all that apply to your models. (Judge may reselect your choices)	
<input type="checkbox"/> Painting is Uniform: Not a mix of schemes, styles, and looks uniformed	1 Point
<input type="checkbox"/> Clean Base Colors: Base colors are neatly painted	1 Point
<input type="checkbox"/> Weathering: Blood stains, rusted items, dirt on cloaks...etc.	1 Point
<input type="checkbox"/> Shading and/or Highlighting: Dry-brushing, lining, shading, inks...etc.	1 Point
<input type="checkbox"/> Details: The eyes, buckles, jewelry...etc. Are picked out.	1 Point
<input type="checkbox"/> Blending: Highlights have been blended, shaded, or layered.	1 Point
<input type="checkbox"/> Freehand: The army has unit markings, banner artwork, tattoos...etc.	1 Point
<input type="checkbox"/> Conversions: The army has a single conversion that makes the model different from the original cast. This also includes green stuff. (This does not include basing). Model that is converted: _____	1 Point
<input type="checkbox"/> Basing: Two or more elements like basing material, highlights, rocks, plants...etc.	1 Point
<input type="checkbox"/> Display Elements: Textured and/or colored display board.	1 Point
<input type="checkbox"/> Other special elements: A single model with Non-Metallic Metal, source lighting, LED's...etc. Model that selected: _____	1 Point

Judges: If Beyond or Exceptional is selected: Please check all that apply.

<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, dry-brushing is appropriate; inking is controlled and not sloppy.	1 Point
<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"/>	Exceptional Basing: Multiple elements used, or for noteworthy care taken in construction.	1 Point
<input type="checkbox"/>	Artistic: Exceptional/full army detail work (WOW freehand throughout the entire army, or major details of the army painted with exceptional detail)	2 Points
<input type="checkbox"/>	Minor Conversions: The army has multiple models converted from the original cast. Or you have a single model which is converted using multiple kits/green stuff throughout (This cannot be the same model from section on front page).	2 Points
<input type="checkbox"/>	Major Conversions: The army has one or more pieces that are converted with putty, cardstock, drilling, cutting...etc. (This model cannot be the same model already judged).	2 Points
<input type="checkbox"/>	Extreme Conversions: 50% of the army has been built from scratch, fully converted forces...etc.	3 Points
<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	1-3 Point(s)
<input type="checkbox"/>	Multiple special elements: Non-Metallic Metal, source lighting, LED's...etc. One point each after the first model selected for each element.	1-5 Point(s)
<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.	1-5 Point(s)