BLOOD&GLORY

**Warhammer
Age of Sigmar
Rules Pack
2018**

BAD DICE

Welcome to Blood and Glory Age of Sigmar Championship Rules pack. For those who don't know me, my name is Mark Wildman and I ran AoS last year at Blood and Glory. With a fantastic venue and desire to build upon last year's achievements I am returning for my second year as the AoS event organiser. This pack will give you all the information you need if you wish to play in the AoS event at Blood and Glory.

Arrival on Saturday morning:
The Blood and Glory Championship will be held on Saturday 3rd and 4th of November 2018.

Venue:
The Roundhouse, Derby College
Roundhouse Road
Pride Park
Derby
DE24 8JE

I cannot express to you how different this venue is! The Championship will be homed in the oldest roundhouse in the world (verified by the Guinness Book of World Records). It truly is a fantastic venue.

Army Roster Submission:
Army Rosters should be submitted to **armylists@baddice.co.uk** by Friday 2nd November at 10PM (This is the Friday night of Blood and Glory)

Your army list must include all the units you wish to take to the event, the total cost of each unit:

- Individual artefacts, spells, endless spells, Command Points and Command Traits must be included in your army list.

- List must be submitted using *Warscroll Builder SUMMARY* format in the BODY of an email and not an attachment. This is really important so please remember! A guide on how to do this will be posted to the Blood and Glory website closer to the event.

- Please bring multiple copies of your army list to the event, one to hand in at registration and at least one to show opponents at the start of each game. Dice, tape measures, glue, any required tokens and pen & paper etc. along with your rulebook, battle tomb and any FAQ associated to your army. If we're called upon to make a ruling on something the more information you have to give us will help us reach the correct ruling quicker.

FAQ's can be found on the Warhammer Community Website here:
https://www.warhammer-community.com/faqs/

General Rules:
We shall be using all of Games Workshop AoS rules and FAQs up to 1 week prior to the event.

Army Selection:
Armies can be unto 2000 points and are selected using the Battlehost Rules and Pitched Battle Profiles.

The following rules sections will be in use:

- Warscroll Battalions

- Allegiance Abilities

- Pitched Battles

- Realm of Battle

- Endless Spells

Terrain:
TERRAIN NOT REQUIRED. This year, we can happily tell you that all terrain will be provided for you. We'll have a good selection of area semi LOS blocking and full LOS blocking terrain available for every table, so most armies should feel at home. When arriving at a table. If a piece of terrain is a Games Workshop model and has a Warscroll, then that Warscroll will be in use. Otherwise you should generate a terrain type using the Scenery chart.

Battleplans:
Each round we will be playing one of the 18 Battleplans from the *Age of Sigmar Core Rules* and the *Generals Handbook* (listed on Pg49 of GHB18).

Additionally, we will be playing each round in a a different Realm of Battle and and using the **Realm Magic**, **Realm Commands** and **Realmscape Features** for that realm found in the Core Book and Malign Sorcery.

All of this will be announced after registration for the event.

Time table:

Saturday		Sunday	
8.00 – 9.00am	Registration	9.00 – 12.00pm	Game 4
9.00 – 12.00pm	Game 1	12.00 – 12.30pm	Lunch
12.00 – 1.00pm	Lunch	12.30 – 4.30pm	Game 5
1.00 – 4.00pm	Game 2	5pm	Awards
4.00 – 4.15pm	Break		
4.15 – 7.15pm	Game 3		

Gaming Scoring: (Up to 150 points)
Up to 150 points are available from gaming. At the end of each game you will receive one of the following:

- Major Win   -   30
- Minor Win   -   25
- Draw   -   15
- Minor Loss   -   5
- Loss   -   0

We will also record the number of Victory Points scored by each player along with the total number of army points destroyed. These will be used as tie breakers come the end of the event.

Sports:
It goes without saying that everyone should be a good sport at the table. This includes arriving at the game on time, with all the equipment needed to play, playing in a timely manner (more on this later) as well as being a nice guy. If you feel that your opponent is not doing all of this, please let the judges know and repeat offenders may receive penalties.

At the end of the last game players will be asked to vote for their most sporting opponents from their 5 games. These will then be totalled up and the player with the most votes will be awarded the trophy. In cases of a tie the player with the most TP's who isn't winning another award will be presented with the trophy.

Bonus Points: (Up to 30 points available)
Vote for Best Opponent: 10
Vote for a Best Army: 10
Army List submission (on time and in correct format): 10

Painting (25):
You must fulfill the first requirement in both **painting** and **basing** for your models to play at the event. Any models not painted or based will be removed. There are 31 points in total up for grabs in painting, but a maximum score will be **capped at 25.**

Part of what will make Blood and Glory a great event is the chance to see you models on Warhammer TV, Warhammer-Community.com or White Dwarf. In order to have the chance for to be featured in any of these you must only have Games Workshop models. This also means your opponent for that game might miss out on a chance too so please consider this in advance.

The painting judge has the right to decide the final outcome of a score and the points your army receives. For example, an army carry tray will not be considered as your display board.

Painting:
Entire model is painted (more than just
an undercoat) - 1 point
Washed/dry brushed - 2 points
Highlights - 3 points
Basing:
Painted: single/multiple colours - 1point
Textured: flock, sand. - 2 points
Sculpted base: raised, Milliput, scenic effects - 3 points
Display Board:
Painted: single, multiple colours – 1 point
Textured: flock, sand etc - 2 points
Scenic: raised up, buildings, scenic effects -3 points
Cohesive - The army is all tied together and looks like a cohesive force (we understand armies may contain components from different codex's, as a result we recommend tying them together with similar basing for example) - 5 points
Conversions - the army has at least one converted model. This can range from simple head swap to re-sculpting using greenstuff - 2 points
Free hand - at least one model has some freehand - 2 point
Wow - judges discretion. Does this army look great! Regardless of painting/basing/sculpting ability does this army look great on the table - 2 point.
Objective Markers - 6 Painted or themed disk objective models/markers. - 2 points

Winning Blood and Glory.
The winner will be the player with the highest overall score. Followed by Victory Point Difference, Sporting, Painting Score and finally total army points destroyed in that order.

Awards:
The Following Awards will be given out at the end of the event:
  – *Blood and Glory Warhammer Age of Sigmar Champion.*
  – *Best Army Player Voted*
  – *Best Army Judges Voted*
  – *Best Sportsman*
  – *Best in Race for the best finishing Imperium, Chaos and Xenos commanders.*
  – *Wooden Spoon*

Mark's final Thought…
• Are you unsure your army fits the painting criteria?
• Have you found a complex rule that feels needs a judge's decision?
• A contradictive rule which hasn't been addressed within the GW FAQ?
• Anything else controversial?

If so, please contact me before the event, I do not want you to come to the event, with a really funky idea/army list which you then find out is illegal, or we rule against! Contact me prior to the event to avoid disappointment.

If you have any event enquires please do not hesitate to email me at: markwildman1983@hotmail.com or on twitter @markthebeastman