

BLOOD & GLORY



1250pt/750pt
Vanguard
Events!

*Warhammer
Age of Sigmar
Rules Pack
2018*

**BAD
DICE**

Welcome to Blood and Glory Age of Sigmar Vanguard/Mini Vanguard Rules Pack.

Arrival on Friday:

The Blood and Glory Vanguard will be held on Friday 2nd of November 2018 starting at 12pm. The Mini Vanguard will run Friday evening starting at 8pm.

Venue:

*The Roundhouse, Derby College
Roundhouse Road
Pride Park
Derby
DE24 8JE*

Army Roster Submission:

Army Rosters should be submitted on the day of the event. They can be handed in to the organizer at registration. Please ensure you also have copies of your list for your opponents.

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.
- 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/faq>

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 up to 1250 points for the afternoon event and 750 points for the evening event. Armies should be selected using the Vanguard Rules and Pitched Battle Profiles from the Generals Handbook 2018/Compendium. Warscroll Builder (found at <https://www.warhammer-community.com/warscroll-builder/>) uses these points values to make army selection simple and quick.

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. 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 using one of the **6 Battleplans** from the **Generals Handbook 2018**

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

Battleplans and Realms will be announced at the start of Registration

Please note that we will not be using Realmscape Features in the Vanguard events.

Time table:

<u>Friday Afternoon Vanguard</u>		<u>Friday Evening Mini Vanguard</u>	
12.00 – 12.30	Registration	20.00 – 20.15	Registration
12.30 – 14.15	Game 1	20.15 – 21.00	Game 1
14.15 – 14.30	Break	21.00 – 21.15	Break
14.30 – 16.15	Game 2	21.15 – 22.00	Game 2
16.15 – 16.30	Break	22.00 – 22.15	Break
16.30 – 18.15	Game 3	22.15 – 23.00	Game 3
18.45 (or sooner)	Awards	23.00 (or sooner)	Awards

Gaming Scoring: (Up to 90 points)

Up to 90 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

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 3 games. These will then be totaled 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.

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 - 1 point
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 battletomes, 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 Vanguard Champion/Mini Vanguard Champion.*
- *Best Army Player Voted*
- *Best Army Judges Voted*
- *Best Sportsman*

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