

Warhammer Age of Sigmar at EtherLAN 2017.1 on April 1/2017

You will be playing 3 games using the match play rules from the General's Handbook.

Below is everything you need and need to know.

For more information, join us on Facebook at

<https://www.facebook.com/groups/WinklerWarhammer/>

Things you'll need

1. Up to 2 army lists from the same Grand Alliance
2. 2 print outs for each list (one for you, one for your opponent)
3. Your own Army
 - No painting requirement, but highly preferred
4. Dice and Tape Measure
5. A set of "The Rules" or access to a PDF or the Warhammer app on a tablet/phone
6. General's Handbook
7. A copy of all Warscrolls being used, or access to the Warhammer app (Free from GW)
 - Printed is recommended for quick reference
8. Glue for last minute repairs
9. Optional: Wound markers and Buff counters (recommended)
10. Optional: Cool Terrain!

Things you'll need to know

1. Armies will be 1500 points using minimum unit composition for 2000 point, following restrictions in the General's Handbook (p106 onward)
2. Each round will last 2.5 hours
 1. Results in before the end of the round
 2. Over the time limit results in the game stopping. Victory conditions will be worked out on the spot, regardless of equal turns
3. Distances measured from Base to Base
4. When measuring distance vertically, you will use a volume from the base foot print as high as the models head (or torso) whichever is the highest point (please note this excludes limbs, wings, weapons banners and weapons even if they have a head on a spear...)
5. Natural rolls of 6 to hit and wound will always succeed
6. Persisting effects & spells with the same name do not stack, however, two different abilities with the same effect do stack
7. Rolls for initiative at the start of each Battle Round may not be rerolled or modified in any way
8. For clarity, the "Battle Begins" section of the rules will not be used
9. The General, Traits and Artefacts are chosen immediately after you set up your last units in the Set Up phase. (you may change this each game)
10. Models which cannot be attacked or targeted are unable to score or contest objectives

Pre-Setup

Before starting your game, you should hand your opponent both of your lists and allow about 5 minutes to look at them and discuss any rules or questions. Then each player will select which list they will use and place it face down on the table. Once both lists have been selected the players will reveal and then commence the pre-game sequence. (This means sides, terrain, etc. won't be known, only what scenario is being played)

Scoring

Each Battleplan will tell you how to determine the winner for each game.

Points will be awarded as follows:

- Major Victory – 30 points
- Minor Victory – 20 points
- Draw – 15 points
- Loss – 5 points

A draw in the rankings will be decided by points killed.

Schedule

11:30 – 12:00 Registration and Setup

12:00 – 2:30 Game 1 (Gifts from the Heavens)

2:30 – 5:00 Game 2 (Blood and Glory)

5:00 – 6:00 Supper and Message

6:00 – 8:30 Game 3 (Three Places of Power)

8:30 – 9:30 Painting Contest

9:30 Awards

This schedule is subject to change