

Age Of Sigmar Campaign Day

General

Registration for the event can be done until the 31th of December 2016 on gaminglordsleuven@gmail.com or on the Demo-spel forum. Inscription is free for members or people that participate in the running Age of Sigmar campaign. Membership for, Gaming Lords Leuven for the remainder of 2017 is 15 EURO.

This campaign day is linked to a narrative map campaign which will be closed with this event. (Check Forum for more info). Both events are separately playable and free for members.

All players will be divided into factions and given a home realm. These will be the same as during the AOS campaign. If you did not participate in the campaign your faction will be posted the 2nd of January on the forum.

Realm rules can be found at the bottom of this document.

Each player will play 3 Vanguard pitched battles against Random(different) enemy players.

All tables will be in the Realm of change at the start of the tournament. Each time a faction is victorious that table will change into that faction's home Realm. Changes to the table will be made during the 30 min time between battles. Draws are considered to be Wins for The Gaunt Summoner of The Silver Tower and losses for both of the drawing parties.

If you score a major Victory you will be allowed to roll on the triumph table on the Age of Sigmar rules sheet at the start of your next battle, this is completely independent from the Pitch Battle triumph table rules from the General's handbook.

You will get 2,5 hours for each battle including setup. Each battle will last until victory conditions in the battleplan are met or until this period of time is over.

There will be a 30 minute break between each battle to socialize and prepare for the next battle.

Major Victories will count as 2 victories.

Minor victories will count as 1 victory.

This count will be done relatively too the number of players in each faction.

Armielists (campaignday)

- Your army may contain up to 1000 pts (Rules for Pitched battles, Vanguard Generals Handbook GW).
- You use the same army list the entire day.

- Fully painted is not an obligation, but we encourage people to paint their stuff by also giving prize support for painted minis.
- **You are expected to bring duplicates of all warscrolls and the army list you use for your opponents.**
- Traits and Artifacts are thrown by D6 at the start of each battle.
- Only formations and warscrolls that have a point cost associated with them in either Battletome or General's handbook (or any other official GW document), or that are allowed without point cost via GW's errata can be used.
- No further restrictions, just don't be "that guy"!

Battleplans

Each Table will be set up for a certain battleplan. That table will remain having that battleplan the entire day.

The battlefield will be 4' by 4' as per General's rulebook p 108.

The battleplans will be the following pitched battles:

- Table 1: Take and Hold
- Table 2: Blood and Glory
- Table 3: Escalation
- Table 4: Border War
- Table 5: Three places of power
- Table 6: Gifts from the heaven

If more than 12 people would participate, table 7 would be the same as table one etc....

You will only play 3 of these battles. Tables and opponents will be determined randomly for each round.

Day Schedule

The day will look like this:

- 10u Registration/Preparation
- First battle 10u30 – 13u00
- Second battle: 13u30 -15u00
- Third battle: 15u30 - 18u00

Special missions

Every Faction will be dealt a special mission at random on the day itself. These will be drawn from:

- Tactical cut-off: slay the enemy general
- Kill the infidels: slay all enemy wizards and priests, if non present, destroy the enemy unit with the highest number of models (if more then one have equal number of models, you have to destroy both)
- Slay the beast: slay all enemy Monsters, if none present kill the enemy unit with the highest point cost (if more then one are off equal point cost, you have to destroy all units with the highest point cost)
- Survival of the fittest: At the start of each battle name a hero or Monster from your army, that model must survive the battle.

Spoils of the day:

Winners of the campaign day are the faction that scores the most Victory points. The Gaunt Summoner has its own faction and it is possible that he wins and none of the other factions!

Ways to score Victory points or achieve bonuses:

- Best painted Army: 1 VP in the campaign (voted by the players)
- Best painted Hero: 1 VP in the campaign (voted by the players)
- Coolest game/opponent: 1 VP in the campaign/nomination (voted by the players you played)
- 1 VP in the campaign for each Realm where your Faction gets a positive score for Victories-Defeats. 1 VP for the Gaunt Summoner of the Silver Tower for each Realm your faction scored less then 0.
- 1 VP in the campaign for each Battle where your faction succeeds its special mission. Total score x2 if your faction is successful in all missions! 1 VP for the Gaunt Summoner of the Silver tower for each faction that did not manage to score a VP in this manner.
- 2 VP in the Campaign for the faction that won the most battles. In case of a draw the points go to the Gaunt summoner of the Silver Tower.
- 1 extra zone on the map in the campaign for your faction for each table that ends the day in your factions Realm. These will be the closest available to your factions HQ from zone 5-6-7-44-45-46-47 in case of more then one claim on the same zone, they are appointed randomly by the campaign leader.

Prize support

Prize support will be given too the players of the faction that scores the most VP on the day and separately for the winner of 'Best painted Hero'and 'Best Painted army', coolest game. Some GW merchandise will be distributed amongst all participants.

- Best painted army: 10 EUR Gift voucher @ Demo-spel (Decision by shopkeeper in case of a tie)
- Best painted Hero: 10 EURO Gift voucher @ Demo-spel (Decision by shopkeeper in case of a tie)

- Winning faction (of the day): 10 EURO Gift voucher @ Demo-spel/faction member (in case of tie shopkeeper will determine the winning players (3) randomly from amongst the winners)
- Coolest game/opponent: 10 Euro Gift voucher @ Demo-spel (in case of tie shopkeeper will determine the winner randomly).

Realm of Change

Realm Special rules

In the realm of change all is not what it seems... The gaunt summoners take great pleasure in changing battle conditions constantly as the battle unfolds. At the start of each game turn , roll on the Scenery table for each scenery piece. The new result takes effect immediately., the former result is discarded.

Realm of Ice

Realm Special rules

At the start of each battleround before rolling who gets first turn roll to determine the weather conditions in the realm:

1-2 Blizzard: Roll a dice for each unit. On a 4+ that unit's line of sight is limited too 3" for the rest of the turn.

3-4 Glazed Frost: All terrain features gain the Deadly rule in addition to any other they might have
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5-6 Snowy Bright weather: Normal conditions apply.

Wizards from the Realm of ice know the Ferocious blizzard spell in addition to any spells they already know.

Ferocious Blizzard:

To cast it pick a unit within 18" of the caster. The spell is successfully cast on a 5+. If successful the target unit's line of sight is limited too 3" and must immediately take a battleshock test with a -D3 modifier to their bravery as part of the unit might get lost in the snowstorm.

When in the realm of Ice **Generals** from the Realm of Ice know the following command ability in addition to any they already know:

Snow Camouflage:

When this command ability is used, until your next herophase, your General and a unit within 10" of your General become invisible as they blend in in the snowy landscapes. Line of sight can only be drawn to them from within 3" from them. Whenever an action is declared with them as a target (like charges, abilities, etc) (friend or foes) from further then 3" roll a dice. The action can only be carried out on a 3+

Realm of fire

Unstable realm:

When setting up place at least one geiser on every terrain part that gets more then one terrain feature.

At the start of each turn roll a d6, on a 6 the active player may place another **geiser** on the battlefield at least 6" away from any other terrain feature.

Geisers:

Geisers are openings in the realms crust going deep to the molten core.

At the start of each battleround roll a d6 for each unit within 6" of the center of a geiser. On a 4 + that unit is hit by the toxic vapors and boiling water, that unit suffers D3 Mortal wounds. If you rolled a 6 the unit suffers D6 Mortal wounds instead.

Wizards from the Realm of fire know the Cracking crust spell in addition to any spells they already know.

Cracking Crust:

The spell is successfully cast on a 6+. If successful place a magical geiser on the battlefield within 18" of the caster. Magical geisers are like normal geisers but can be unbound (and removed) by wizards or any model that has the ability to unbind spells like any other spell on a 6+. They can do so instead of casting a spell in their own hero phase.

When in the realm of Fire **Generals** from the Realm of Fire know the following command ability in addition to any they already know:

Geiserwalker:

When used, until your next herophase you can re-roll the dice to determine whether a friendly unit is hit by a geiser. Furthermore until your next herophase you can make your opponent re-roll the dice to determine whether a friendly unit of his is hit by a geiser.

Realm of Blood

Realm Special rules

In this Realm the Blood God's attention is never far. And Khorne cares not where the blood flow comes from...)

When in the Realm of Blood, in the battleshock phase, check the result of your battleshock on the table below to see if any extra effects apply. Alternate players/units when doing battleshock as this might have consequences. Active player goes first.

1 Berserk	No models flee, Until the next battleshock phase add 1 to one of the units melee attacks.
2 Scent of blood	Models are removed as normal, units that caught the scent of blood may immediately pile in and attack as if it were the combat phase. (Units take only one battleshock test per battleshock phase)
3 Sight of blood	The unit is nauseated by the sight of blood, twice as many models flee
4 No effect	Normal battleshock test
5 No effect	Normal battleshock test
6 Sight of blood	The unit is nauseated by the sight of blood, twice as many models flee

Wizards from the realm of blood know the **Berserker Frenzy** spell in addition to any other spell they know.

Berserker Frenzy:

Berserker Frenzy is successfully cast on a 6+. When successful choose a friendly unit within 18" of the caster, until your next hero phase, that unit goes into a Berserker frenzy. They can run and charge in the same turn, re-roll charging ranges and if they successfully charge this turn they double the attacks on their melee weapons, but they can no longer make saves.

When in the Realm of Blood, **Generals** from the Realm of Blood know the **Gore drenched Aura** command ability in addition to any other they might know.

Gore drenched aura

When used, whenever your general or a unit within 8" of him causes any wounds on an enemy unit, that enemy unit must immediately take a battleshock test as though it were the battleshock phase. (it still has to take a battleshock test in the battleshock phase too)

Realm of life

In this realm when you throw 1 on a battleshock test it is automatically past without taking casualties.

At set up, always place a sylvaneth wildwood on each square 2' where you would have more then one scenery piece.

At the start of each gameturn roll a d6, view on the chart below what happens

1-2: Roused by magic	All Sylvaneth wildwoods are roused by magic. Check the Sylvaneth wildwood warscroll for effects.
3-4: No effect	No effect
5-6: The flow of life	Each player may choose a model, that model heals D3 wounds.

Wizards from the realm of life know the Healing spring spell in addition to any other spell they know.

Healing Spring:

Healing spring is cast on an 6+. If successful you may place a healing spring onto the battlefield. At the start of the battleround any model(friend or foe) within 3" of the center of a healing spring heals D3 wounds. Healing springs on the battlefield can be unbound like any other spell during a players hero phase instead of casting a spell, or if the model in question has the ability to unbind spells, if they choose to do so it is always unbound on a 6+.

General's from the realm of life have the forest walker command ability in addition to any other command abilities they have

Forest walker:

Your superior knowledge of the forests can get you behind enemy lines. This command ability can only be used when your general and the target unit are in a Sylvaneth wildwood. Remove your general and/or target unit within 8" from the general (that is completely in a sylvaneth wildwood) from play. You may set them up again in your next herophase at least 3" away from enemy units fully within any Sylvaneth wildwood this counts as their movement for that turn.