

WARHAMMER AGE OF SIGMAR

MEETING ENGAGEMENT PACK



SUNDAY 21ST JULY 2019

WARHAMMER WORLD **EVENTS**

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Meeting Engagements are a fun, fast paced way to play Age of Sigmar. With fun new ways to construct an army, exciting deployment options and brand new Battleplans, you will find that a game of Meeting Engagement is no less of a challenge than a regular Pitched Battle. The Meeting Engagement events will soon become one of Games Workshop's signature matched play events, showcasing great gaming skills, sportsmanship and well-presented armies.

As a player you will need to demonstrate astute knowledge of the game, sound tactical decisions and appropriate unit selection to win your games. In addition, the Meeting Engagement event is a celebration of the hobby, so an attitude overflowing with good cheer, sincerity and positivity is essential – as is bringing along a fantastic-looking army to play with.

Combining all these elements to win the event is a mighty task worthy of the ages. In the end, only one of you will prove yourself worthy of this colossal achievement and be crowned the first ever Meeting Engagement Champion.

EVENT ESSENTIALS

Rules: The tournament will use all the Meeting Engagement rules laid out in the current Generals Handbook (Pages 72-75). The tournament will use the core rules – including those pertaining to any allegiance abilities, warscroll battalions and Realm of Battle rules - and the pitched Battle rules and the rules for Hidden Agendas from the latest Generals Handbook. In addition, it will use the rules for Endless Spells (including those in Forbidden Power), Spells of the Realms, and the artefacts of the realms from Malign Sorcery as well.

Army Size: 1,000 points

Battleplans: We will be using 3 of the Battleplans from the Meeting Engagement section of the current Generals Handbook. These will be announced on the day of the event.

Number of Games: Three

Army Selection: See the Picking Your Army restrictions outlined in the Meeting Engagement Section of the General's Handbook 2019.

Meals: Lunch is provided, however due to a change in service it will not be served in the Canteen.

MODEL REQUIREMENTS

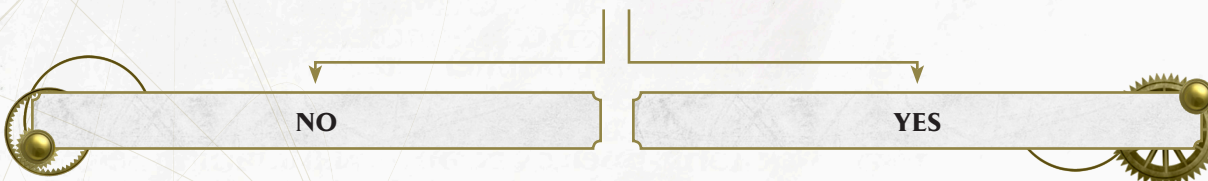
Playing exciting, atmospheric games with painted miniatures is a big part of our events at Warhammer World. With this in mind, all miniatures in your collection must be Citadel or Forge World miniatures, and be fully assembled, painted and based. Each model must completely and accurately represent its entry on your army roster (including all weapons and equipment).

Furthermore, you need to contact us to let us know about any conversions you are planning on using, and provide us with photos of the models in question where possible. Don't worry – we fully appreciate spectacular modelling skills, but we just want to make sure everything is absolutely clear for your opponent so that no confusion can arise during games.

To protect everyone's experience, we will politely ask you to remove any models that don't meet these standards.



ARE YOU PLANNING ON USING CONVERTED MODELS IN YOUR ARMY?



Carry on. There's nothing to worry about except getting it painted on time!

Contact us at: whworldevents@gwplc.com

...or call us on **0115 900 4994** and check to make sure your conversion is appropriate for our events.*

*This only applies to our gaming events at Warhammer World

Your local Games Workshop, independent stockist, gaming club or even regular gaming evening at Warhammer World may do things differently. Get in touch to see what their standards are concerning conversions, if they have any!

If you contact us, please include pictures of the models in question. And don't panic! We're very friendly and we love creativity in modelling.



MEETING ENGAGEMENT TOURNAMENTS

The following rules are used for the Meeting Engagement tournaments that we run ourselves. They can be used as written in your own tournaments, or modified as you see fit – as long as all attendees are made aware of any changes.

MEETING ENGAGEMENT TOURNAMENT RULES

The following rules apply to Warhammer Age of Sigmar Meeting Engagement tournaments unless noted otherwise in the tournament rules pack:

- 1 The tournament will use the core rules – including those pertaining to allegiance abilities, warscroll battalions and Realm of Battle rules – and the Pitched Battle rules and the rules for Hidden Agendas from the latest General's Handbook. In addition, it will use the rules for endless spells (including those from Forbidden Power), spells of the realms, and artefacts of the realms from Malign Sorcery.
- 2 In order to take part in a Meeting Engagement tournament you must bring along a painted army of Citadel Miniatures mounted on the recommended bases. You'll also need dice, a tape measure, all of the rules for the army you are using, and copies of your army roster.
- 3 The army you use must be chosen using the Meeting Engagement rules to a points value of 1,000 points. Terrain will be provided, but you may also bring two painted terrain features (one from the primary list and one from the secondary list, as described in the Meeting Engagement rules) that can be themed to your army. You can bring along additional painted models to allow you to summon units to the battlefield, and so you have suitable models should certain rules or abilities require you to set up an extra unit, or replace a model with a different one. You must use the same army, terrain features and additional models for all of the games you play in the tournament.
- 4 You must pick six Hidden Agendas for your army and record them on your army roster.
- 5 When you arrive at the event you must register. You will be given a name badge, a player number and a copy of the Player's Code (pg 5), and you must give a copy of your army roster to the event organisers.
- 6 You must pick a different Hidden Agenda from the six on your roster in each round of the tournament. If you complete the Hidden Agenda, you will receive a bonus to your points score for the game (see below), but you will not receive an extra triumph or count a tie or draw as a minor victory. You cannot pick the same Hidden Agenda more than once during the tournament – you must pick a different one in each round.
- 7 You will play three Meeting Engagements in a short tournament, and five Meeting Engagements in a long tournament. The time limit for each game is 1 ½ hours.
- 8 At the start of the event, the tournament organisers will tell you which battleplan is to be used in each round, in which realm the battles in that round are taking place, and which realmscape feature from the Realm of Battle rules for that realm will be used in that round.
- 9 In the first round, you will play against a randomly selected opponent. In each succeeding round, the players will be ranked according to the number of points they have scored for winning games (when scores are tied, all players with the same score will be ranked in a random order). The first-ranked player will play against the second-ranked player, the third-ranked player will play against the fourth-ranked player, and so on.
- 10 After each round, you must fill in a results form with both players' name and player number, the result your opponent achieved at the end of the game (note that a player suffers a minor loss if their opponent wins a minor victory, and a major loss if their opponent wins major victory) the number of your opponent's Hidden Agenda and if they completed it, and the painting and etiquette scores for your opponent. Then add up your opponent's total score.
- 11 You must also record the kill points your opponent scored on their results sheet. Your opponent's kill points are equal to the points value of units from your army that were destroyed during the battle, excluding any new units that were added to your army after the battle started.
- 12 After each round, you will receive points for how well you did in the battle (up to 60 points). To this will be added your painting score for that round (up to 25 points), your etiquette score for that round (up to 5 points), and if you completed your Hidden Agenda for that round (up to 10 points). The maximum possible score for a single round is therefore 100 points. Note that any additional models you bring are included when the painting score for your army is evaluated.
- 13 The winner of the tournament will be decided by adding together the points each player received in each round. In the case of a tie, the total painting scores of the tied players will be used as the first tiebreaker; the total etiquette scores of any remaining tied players will be used as the second tiebreaker; and the total kill points scored by any remaining tied players will be used as the third tiebreaker. If any players still remain tied, then the player with the best painted army in the opinion of the organisers is the winner.

MEETING ENGAGEMENT SHORT SCHEDULE

- 10.00 - 11.00 – Registration
- 11.00 - 12.30 – First Round
- 13.30 - 15.00 – Second Round
- 15.30 - 17.00 – Third Round
- 17.30 – Results & Awards
- 18.00 – Tournament Ends and Warhammer World Closes

RESULTS FORM

Round (circle) 1 2 3 4 5

Opponent's Name: _____ Opponent's Player Number: _____

Opponent's Result (tick 1 result)

- | | |
|---|--|
| <input type="checkbox"/> Major Victory (60 pts) | <input type="checkbox"/> Minor Loss (20 pts) |
| <input type="checkbox"/> Minor Victory (40 pts) | <input type="checkbox"/> Major Loss (0 pts) |
| <input type="checkbox"/> Draw (30 pts) | |

Hidden Agenda Attempted by Opponent (circle the number that was attempted and tick the result):

- | | | | | | |
|--|---|---|--|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 |
| <input type="checkbox"/> Opponent completed Hidden Agenda (10 pts) | | | <input type="checkbox"/> Opponent did not complete Hidden Agenda (0 pts) | | |

Opponent's Painting (tick all that apply to your opponent's army)

- | | |
|--|--|
| <input type="checkbox"/> All models were fully painted using at least three different-coloured basecoats (5 pts) | <input type="checkbox"/> All bases were fully painted with at least a basecoat, and more than a third had added features such as debris or grass (5 pts) |
| <input type="checkbox"/> All basecoats had shading and highlights (15 pts) | |

Opponent's Etiquette (tick all that apply to your opponent)

- | | |
|---|--|
| <input type="checkbox"/> Opponent arrived before the round started (1 pt) | <input type="checkbox"/> Opponent gave you a copy of their roster (1 pt) |
| <input type="checkbox"/> Opponent shook your hand before and after the game (or offered to do so) (2 pts) | <input type="checkbox"/> Opponent had all of the Citadel Miniatures, dice, measuring instruments and rules that they needed in order to play the game (1 pt) |

OPPONENT'S TOTAL SCORE: _____

OPPONENT'S KILL POINTS: _____

Your Name: _____ Your Player Number: _____

BEST PAINTED ARMY COMPETITION

During the event we will be holding the Best Army Competition. This has no bearing on your score or the overall rankings. It is here to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable. This is a prestigious award for hobbyists who take the time and put in the effort to achieve a truly excellent standard of modelling and painting consistently across their

whole army. The Events Team will nominate a shortlist of armies during round 1, and then the winner will be determined by player vote over lunch time. The Events Team may specify additional requirements during the event for any unusual or particularly large entries. To enter, you must have done the building and painting yourself. If you have any queries regarding the competition, feel free to contact us before the event.

CONCEDING

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede before the game has reached its natural conclusion, then

the conceding player earns a loss and zero points for enemy units destroyed. The winning player records a major victory and 1,000 points for enemy units destroyed.

THE AWARDS

There are awards for the players that finish 1st, 2nd, 3rd at the event.

FAVOURITE PLAYER

For the player with the most favourite game votes, with highest overall ranking as the tiebreaker.

BEST ARMY

For the winner of the best army painting competition.

CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, you can contact us through these channels:

Phone: 0115 9004994

Email: whworldevents@gwplc.com

Write: Warhammer World Events Team , Games Workshop, Willow Road, Nottingham, NG7 2WS

Catch up on all the latest Warhammer World news by finding us on at Games Workshop: Warhammer World

For more information regarding our event privacy note please follow the link provided:

<https://warhammerworld.warhammer-community.com>