

WARHAMMER AGE OF SIGMAR



THRONE OF SKULLS

ESCALATION

WARHAMMER AGE OF SIGMAR

Warhammer Age Of Sigmar Throne of Skulls: Escalation is a Matched Play event designed to take you on the journey of a valiant leader of a mighty Warhammer army. You will need to muster your strength, wisdom and courage to take to the battlefield and prove your skill as a general of war. As a player you will be primarily rewarded for your skill on the battlefield, but also your sportsmanship and beautiful army. Escalation also introduces a completely new mechanic to our events as you get to put yourself in the field of battle using the rules for your unique commander.

EVENT ESSENTIALS

Date: 8th-9th February 2020.

System: Warhammer Age of Sigmar Meeting Engagements and Warhammer Age of Sigmar Matched Play.

Format: Throne of Skulls Escalation.

Army Size: You will need a 1,000 points Meeting engagement army list and a 2,000 points matched play army list that includes at least 50% of the total units in your Meeting engagement list (rounded up).

Battleplans: Three of the available Meeting Engagements battleplans and three of the available pitched Battle battleplans from the Core Rulebook and the Generals Handbook 2019. These will be given to the players at the start of the weekend.

Meals: Lunch is provided on both days.

Number of games: Six.

Army Selection: Each player will follow the following limits when selecting their army:

Meeting Engagement Army List: Use the Meeting Engagements chart restrictions on pg. 72 of the GHB2019.

Pitched Battle Army List: Use the Battlehost restrictions from the Pitched Battle chart on pg. 54 of the GHB2019.

Also, each player must include a custom General in their army. The rules for which can be found later on in this events pack.

Publications in use: The Warhammer Age of Sigmar Core Book, all current and in-print Warhammer Age of Sigmar battletomes, warscroll compendiums (including those from Forge World), Generals Handbook 2019, Malign Sorcery, Forbidden Power and any warscrolls and warscroll battalions with a Pitched Battle profile, unless their release falls on the weekend of the event. We expect you to use the most current warscrolls for your models, e.g. those found in a battletome or warscroll compendiums. We will be using the latest FAQ's and Designers Commentaries which can be found on Warhammer Community as long as they are released at least one week before the event.

Other activities: Painting competitions and free entry to the Warhammer World exhibition.



MODEL REQUIREMENTS

Playing exciting, atmospheric games with fully painted miniatures is a big part of our events at Warhammer World.

Therefore all miniatures in your collection must be 100% Games Workshop miniatures, be fully assembled, and painted to a Battle Ready standard. Each model must fully represent what you have presented on your army roster (including all weapons and equipment).

We will be using the new base size guidelines found on the Warhammer Community Website. If you have a particularly unusual model that can't follow these requirements, get in touch with us explaining why and

we will consider it. Our expectation is that all players will read and follow the basing guide.

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

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



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.



3



YOUR ARMY AND THE GAMES

ARMY ROSTERS

We recommend using Azyr on the Warhammer Age of Sigmar app, or Warscroll Builder on www.warhammer-community.com. All text must be clearly readable for us and your opponents to check. You will each need to hand in one copy of your army roster at registration, and have at least one other copy to give to your opponents before each game.

You must use the same army rosters for each different sized game, and all choices available to you must be

noted down on your army rosters. Your rosters must include things like who your general is, Allegiance Abilities, Artefacts of Power, Command Traits, spells, any extra command points. Any kind of ability you can choose before the game must be decided on before the event and recorded on your army roster.

This includes things like Enclaves for the Idoneth Deepkin, or Skyports for the Kharadron Overlords. These choices are made for the tournament, and as they are part of your army roster, cannot be changed during the event.

PAINTING COMPETITIONS

During the event we will hold two painting competitions. These competitions are separate from your tournament score, so have no bearing on the overall rankings. They are there to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable. To enter you must have done the building and painting yourself and the models must be from the army you are using at the event.

The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding the competitions, feel free to contact us before the event. Please note that to win any of our Painting competitions, each player must have built and painted the models themselves.

LEGENDS PAINTING AWARD

This is perfect for any particular Warhammer Age of Sigmar models you are most proud of. Each player may enter models of their choice for peer judging - one entry per player per category. Please note these do not have to be models from your army - this is the perfect opportunity to show off your favourite painted models. The winning model from each category will win a Legend award for that player. The categories are as follows:

- Hero of Legend includes any single Battleline, Leader or uncategorised model on a 60mm base or less.
- Company of Legend includes any unit of 5 or less models.
- Icon of Legend includes any Artillery model (plus any attendant crew), any Behemoth model, or any model on a base larger than 60mm.
- General of Legend includes your army's custom general model.

BEST ARMY AWARD:

At lunchtime on Saturday please set up your army for display on the table you played on during your first game (include models from both the 1000 point force and the 2000 point force). The Events Team will go round and nominate a shortlist of players for the Best Army Competition. This is a prestigious award for hobbyists who manage to achieve a truly excellent standard of hobby consistently across their whole force. To be nominated for this award, you must build and paint your army yourself. Peer judging will take place with the winning player earning the Best Army award.



SCORING

The Warhammer Age Of Sigmar Throne of Skulls: Escalation event ranks players overall by a tournament score. This is a combination of gaming, sportsmanship and army presentation scores. Your gaming score is based on the results of your games – you can achieve a maximum of thirty points here for winning all five games. You can then achieve a maximum of thirty points for sportsmanship and army presentation scores. These scores are combined to create your tournament score.

GAMING SCORES

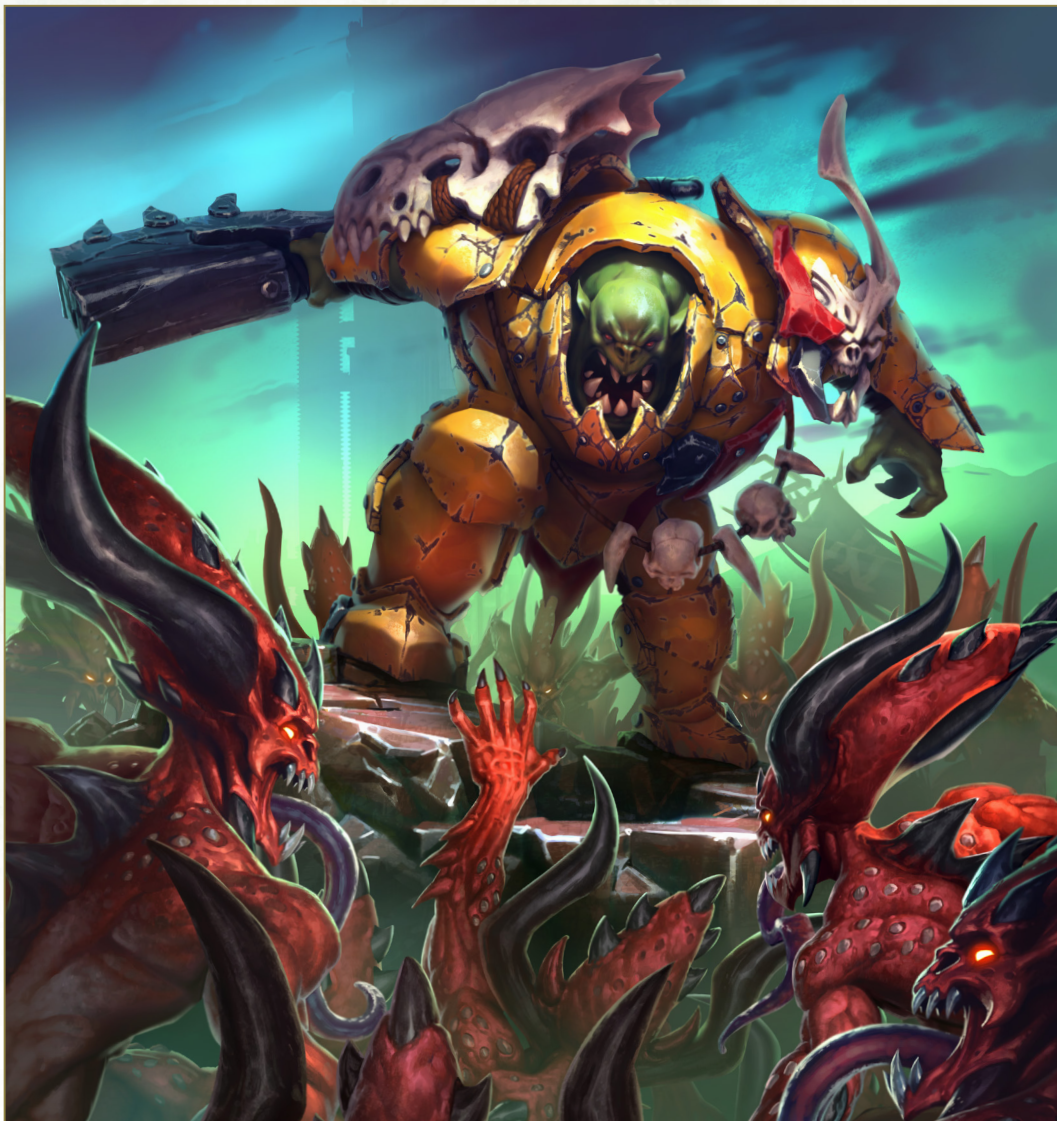
At the end of each game, you and your opposing player will need to record your results on your event card, and then hand in your results to the event staff at the same time.

We need you to do this as promptly as possible so that the next game can be organised straight away. Each

game lasts two hours and thirty minutes, and once the game ends, you will have five minutes to record your result with the events team. To determine the winner of each game, use the victory conditions as laid out in the mission. Once you know the result, you will record it on your event card using the following system:

- Major Victory 6 points
- Minor Victory 4 points
- Draw 2 points
- Loss 0 points

For each game you will also need to record the points value of enemy units destroyed (excluding endless spells, battalions and unused points left for Command Points and Triumphs) which will be used as a tiebreaker should the need arise (see the Tiebreakers box below). Summoned units DO NOT count towards this total.



FAVOURITE GAME AND ARMY SCORES

Favourite game and army scores are calculated by voting in the following two categories when you hand in your final results at the end of the event. You get two votes in each category, and you must vote only for the players and armies you played against. This is also a secret ballot, so don't let anyone see who you've voted for. Every player must use their four votes as they are integral to the event. Each vote you receive counts as three points towards your tournament score – this means you can receive a maximum of 15 points for Favourite Game votes and 15 points for Favourite Army votes.

Favourite Game – Vote for the two opposing players you enjoyed playing against the most (note that you can't vote for the same player twice!). Maybe they displayed excellent sportsmanship, perhaps they were positive and friendly, or it was generally a fun and engaging game.

Favourite Army – Vote for the two players armies you played against that you liked the look of the most (note that you can't vote for the same army twice!). Excellent painting standards, a fantastic centrepiece model, spectacular conversions or overall complimentary theme may make up your mind.

EXTRA VPS

During the weekend you will receive a pack of commander agenda cards. You will need to choose 6 agenda cards. At the start of each game, you will select one of your commander agenda cards secretly to be achieved throughout the game. Each agenda can only be used once throughout the tournament.

TIEBREAKERS

If players earn the same tournament score by the end of the event, we will use the following tiebreakers to establish final rankings. They are listed here in order of priority:

- | | | | |
|---|----------------------|---|---------------------------------------|
| 1 | Gaming Score | 3 | Favourite Army votes |
| 2 | Favourite Game votes | 4 | Points value of enemy units destroyed |

CUSTOM GENERAL

At the start of the weekend you will be supplied with a physical warscroll card and a deck of Hidden Agenda cards. You will need to select one of these agenda cards at the start of the battle to try and achieve.

◊ WARSCROLL ◊



COMMANDER

DESCRIPTION
A commander takes to the battlefield to lead their army into glorious battle. Your commander is armed with a Weapon of your Commander.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Reid	Damage
Weapon of a Commander	1"	4	4+	4+	-1	2

ABILITIES

A General In Their Own Right: Your Commander cannot be your general and can use command abilities on friendly units if they are within 12" instead of 6".

Something to Prove: Roll a dice each time you allocate a wound or mortal wound to this model. On a 3+, that wound or mortal wound is negated.

The Perfect Piece: This model counts as a friendly unit for the purposes of allegiance abilities and other rules. This model also counts as having any KEYWORD required for a friendly rule.

One of a Kind: When selecting a commander for your army you can choose any one of the following warscroll modifications:

- +4" to the Move Characteristic
- +2 to the Wounds Characteristic
- +1 to the Weapon of a Commander To Hit Characteristic
- +1 to the Weapon of a Commander To Wound Characteristic

○ Add the following weapon:

Missile Weapons	Range	Attacks	To Hit	To Wound	Reid	Damage
Thrown Weapon	8"	3	4+	4+	-2	2

○ Add the following rule:

MAGIC
A Commander is a wizard. It can attempt to cast two spells in each of your own hero phases, and attempt to unbind a spell in each enemy hero phase. A commander knows the Arcane Bolt, Mystic Shield and Renew Spells.


RENEW
Renew has a casting value of 6. If successfully cast, select a friendly unit wholly within 12" of the caster. You can heal D3 wounds to that unit or D6 wounds to that unit if your Commander is in enemy territory.

KEYWORDS COMMANDER, HERO



ESCALATION ROSTER EXAMPLE





Escalation: Meeting Engagements
Ben

Allegiance: Sylvaneth
- Mortal Realm: Ghyran
- Glade: Winterleaf

SPEARHEAD

3 x Kurnoth Hunters (200)
- Scythes

MAIN BODY

Spirit of Durthu (340)

20 x Dryads (200)


REARGUARD

3 x Kurnoth Hunters (200)
- Scythes

ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Extra Command Point (50)

TOTAL: 990/1000 EXTRA COMMAND POINTS: 1 WOUNDS: 62



Escalation: Pitched Battle
Ben

Allegiance: Sylvaneth
- Mortal Realm: Ghyran

LEADERS	M	S	W	B
Alarielle the Everqueen (660) - General - Deepwood Spell : Throne of Vines	16**	3+	16	10
Arch-Revenant (100) - Artefact : Greenwood Gladius	12"	4+	5	8

UNITS	M	S	W	B
5 x Spite-Revenants (60)	5"	5+	1	6
5 x Spite-Revenants (60)	5"	5+	1	6
5 x Spite-Revenants (60)	5"	5+	1	6
6 x Kurnoth Hunters (400) - Scythes	5"	4+	5	7
9 x Kurnoth Hunters (600) - Greatbows	5"	4+	5	7

ENDLESS SPELLS / TERRAIN / COMMAND POINTS

Extra Command Point (50)

* See Warscroll

TOTAL: 1990/2000 EXTRA COMMAND POINTS: 1 WOUNDS: 111

LEADERS: 2/6 BATTLELINES: 3 (3+) BEHEMOTHS: 1/4 ARTILLERY: 0/4

ARTEFACTS: 1/1 ALLIES: 0/400

Steve has written a Meeting engagement army list with a total of 4 units. 2 units of 3 Kurnoth hunters, 20 Dryads and a Spirit of Durthu. When writing his Pitched Battle Army List he needs to make sure he uses at least 50% of the units in his Meeting Engagement list, for this, Steve has selected the 2 units of Kurnoth Hunters and has combined them into one. Steve has chosen to drop the rest of the units from his army in favour of the mighty Alarielle.

THE AWARDS

At the end of the event we will hold an award ceremony to celebrate particular feats of achievement over the weekend. The awards available are:

- First place for the player that ranks highest overall.
- Second place for the player that ranks second.
- Third place for the player that ranks third.
- Most Sporting Player for the player with the most Favourite Game votes, with highest overall ranking as the tiebreaker.
- Best Army (1st - 3rd place) as voted by you, for the most impressive looking army.
- Hero Of Legend as voted by you, for the winner of the Hero category.

- Company Of Legend as voted by you, for the winner of the Company category.
- Icon Of Legend as voted by you, for the winner of the Icon category.
- General Of Legend as voted by you, for the winner of the General category.
- Master of Massacre for the player whose custom general has killed the most models overall.
- Honoured Healer for the player whose custom general has healed the most wounds overall.
- Supreme Strategist for the player whose custom general has scored you the most victory points.

EVENT SCHEDULE

Saturday

- 8.30am - Bugman's opens for registration
- 9.10am - Briefing
- 9.15am - Game 1 (Meeting Engagements)
- 10.45am - Break
- 11.00am - Game 2 (Meeting Engagements)
- 12.30pm - Lunch, Legends Painting Competition and display armies for judging
- 1.30pm - Game 3 (Meeting Engagements)
- 3.00pm - Break
- 3.15pm - Game 4 (Pitched Battle)
- 6.00pm - Gaming Hall Closes
- 7.00pm - Evening Entertainment in Bugman's

Sunday

- 9.00am - Bugman's Opens
- 10.00am - Game 5 (Pitched Battle)
- 12.30pm - Lunch and Best Army Voting
- 1.30pm - Game 6 (Pitched Battle)
- 4.00pm - Break
- 4.30m (or sooner) - Awards



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>



CODE OF CONDUCT

At Warhammer World we place great emphasis on playing excellent games of Warhammer Age of Sigmar with like-minded people at the home of Games

Workshop. Therefore we expect teams to play each game with a certain code of conduct to support this.



9

THE WARHAMMER AGE OF SIGMAR PLAYER'S CODE

CARDINAL RULES

- Always be polite and respectful.
- Always tell the truth and never cheat.



PRINCIPLES

- Arrive on time with all of the things you need to play the game.
 - Offer to shake your opponent's hand before and after the game.
 - Avoid using language your opponent might find offensive.
 - Ask your opponent's permission if you wish to use unpainted models or proxy models.
 - Offer your opponent a chance to examine your army roster before the battle starts.
 - Answer any questions your opponent has about your army and the rules that apply to your army.
 - Measure moves and distances carefully and accurately.
 - Give your opponent the chance to examine your dice rolls before picking up the dice.
 - Ask permission before touching any of your opponent's miniatures.
 - Remind your opponent about rules they may have forgotten to use or which they have used incorrectly, especially when doing so is to your opponent's advantage rather than your own.
 - Never deliberately waste time during a game.
- Avoid distracting an opponent when they are trying to concentrate, and be careful to respect their personal space.
- Never complain about your bad luck or your opponent's good luck.
 - Never collude with an opponent to fix the outcome of a game.

