



MATCHED PLAY

WARHAMMER WORLD

# WARHAMMER AGE OF SIGMAR

## CHAMBER INITIATES



# AGE OF SIGMAR: CHAMBER INITIATES

This event has been carefully crafted to present a format that appeals to younger gamers who are looking to attend their first Warhammer Age of Sigmar tournament. Will you fight to defend the ferocious realm of Thondia, or be its downfall? Muster your army and prepare to test your tactics, implement your strategies and meet your ultimate fate on the Age of Sigmar Battlefield.

## EVENT ESSENTIALS

<b>System:</b>	Warhammer Age of Sigmar - Matched Play
<b>Location:</b>	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
<b>Battle Size:</b>	1000 points
<b>Board Size:</b>	60" x 44"
<b>Missions:</b>	Battleplans from the Chamber Initiates - Age of Sigmar Battlepack at the end of this rules pack
<b>No. of Games:</b>	Three
<b>Army Selection:</b>	See the Chamber Initiates restrictions chart below. Use the most current and up to date points for your army.

### Tools of War and Battle Honours

If this is your first event there are a number of things you need to make sure you have to attend. We call these your Tools of War. An excellent way to prepare for this event is to take part in the Battle Honours programme. You can pick up a Battle Honours booklet from your local Games Workshop store which will take you through all aspects of the Warhammer hobby and guide you through the steps required to prepare for the event.

Attendees are expected to bring the following equipment:

- A copy of the Age of Sigmar Rules
- Dice, tape measure and a pen
- 6 objective markers
- A battle ready army

## MODEL REQUIREMENTS

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. Painting your miniatures, taking them from bare plastic to fully realised warriors, is also one of the most satisfying parts of the Warhammer hobby.

With this in mind, all miniatures in your collection must be Games Workshop or Forge World miniatures (excluding basing or scratchbuilt components), and be fully assembled and painted to a Battle Ready standard. Battle Ready models have all areas coloured and a simple finish on their bases. Check out our Battle Ready tutorials for inspiration or head to your local Warhammer store where the friendly staff can help you find the paints you need and answer your questions.

Don't forget, each model must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG). For example, if your army includes a Chaos Warrior equipped with a halberd, the model must be equipped with a halberd. Any equipment that is included on every model within a unit, but not included on every model of that type, need not be modelled.

For any converted or scratch built models, you must seek permission from [whworlddevents@gwplc.com](mailto:whworlddevents@gwplc.com) including photos of the models in question where possible, at least two weeks before the event. If you do not obtain permission for conversions before this date, you run the risk of them being removed from play, or possibly incurring score penalties.

**A Note on Basing:** Many models are no longer produced on the bases they originally came with. Wherever possible, base your models according to their current boxed kit. As with other exceptions, if you wish to have a model reviewed, please contact us for approval.



## SCHEDULE

09:00 - 10:00	Registration in Bugman's Bar
10:00 - 10:15	Event Briefing
10:15 - 12:00	Game 1
12:00 - 13:00	Lunch and painting competition voting
13:00 - 14:45	Game 2
14:45 - 15:15	Break
15:15 - 17:00	Game 3
17:00 - 17:30	Break
17:30	Awards Presentation
18:00	Warhammer World Closes

## GAME SPEED MILESTONES

Outside of tournaments, many players may not complete their games against a set clock. Rather than simply calling time left, event staff will announce time based upon the place in the game you should on average be at. These timings exist to help keep the flow of play moving, and are not binding. For clarity, this provides each player with, on average, the following time breakdown for the typical game:

- Pre-Game Mission, Review army lists
  - 5 Minutes (both players)
- Deploying models -
  - 10 Minutes (both players)
- Playing your First Turn -
  - 15 Minutes per player
- Playing your Second Turn -
  - 10 Minutes per player
- Playing your Third Turn -
  - 10 Minutes per player
- Playing your Fourth Turn -
  - 5 Minutes per player
- Playing your Fifth Turn -
  - 5 Minutes per player

## THE GAMES

At this event you will play three games using the Battleplans that are outlined at the end of this rules pack.

## SCORING AND PAIRING

The player with the most Victories will be the winner. In the case of a tie the players will be split using the following tiebreakers, in order of priority:

- Major Victories
- Minor Victories
- Draws
- Battle Tactics completed
- Grand Strategies completed

Your opponent for your first game will be randomly determined. Subsequent rounds will be organised using a swiss system, following the above ranking. If you ever find yourself facing off against a player you have faced previously, please contact a member of the events team.

## **PAINTING COMPETITION**

During the lunch break between Game 1 and 2, all players will have a chance to display their armies on the table they played their first game on. Players will then have a chance to vote for the army they feel is the best, be that for painting, conversions or anything else worthy of recognition. The player whose army receives the most votes will win the Best Painted award. Any ties will be broken by the event organisers' vote. Please note that to enter you must have built and painted your army yourself

## **GUARDIAN OF LEGEND**

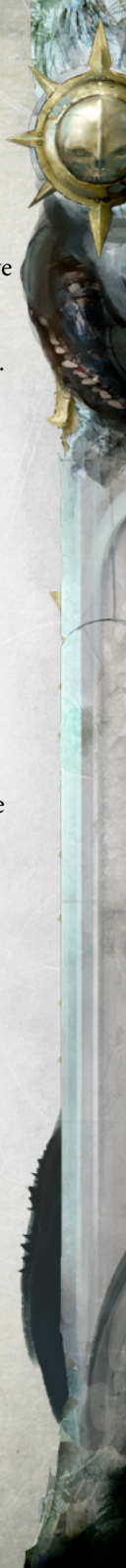
One for the parents and guardians! To enter you need to have built and painted the model yourself and it must have a base size of 50mm or less (or 75x42mm or less for an oval base). Entry is open to anyone attending the event, and the winner is determined by player vote.

## **MY FIRST MODEL**

During the event there will be space set up in the gaming hall for any parent or guardian who has never painted a model before to have a go! If you take part in this you may enter your creation into the My First Model competition. The winner will be determined by player vote.

## **FAVOURITE GAME VOTES**

After your final game, you'll be asked to vote for the player you enjoyed playing against the most. Maybe they displayed an excellent sporting attitude, perhaps they were positive and friendly, or it was generally a fun and engaging game. The player who receives the most votes will win the Most Sporting Player award.



## AWARDS

At the end of the event we will conduct an awards presentation to celebrate players achievements! For this event we will be awarding the following:

- 1st, 2nd, 3rd - For the players who rank highest overall.
- Best Painted Army 1st, 2nd 3rd - As voted by you, for the most impressive looking armies.
- Most Sporting Player - For the player with the most Favourite Game votes, with highest overall ranking as the tiebreaker.
- Guardian of Legend - for the parent or Guardian who received the most Legend votes.
- My First Model - for the parent or Guardian who received the most My First Model votes.

## CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, please feel free to get in touch with us:

**Email:** [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com)

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

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

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## CHAMBER INITIATES ARMY CONSTRUCTION RULES

You will require an army of no more than 1,000 points to play at this event. Details for choosing your army can be found below.

**No more than 300 points can be spent on a single unit.**

When building your army, use all the most up to date Warhammer Age of Sigmar Pitched Battle Profiles. Tome Celestial updates found in White Dwarf can also be used. We will also be using all of the latest FAQ and Errata documents found on Warhammer Community, including the latest version of the Battle Scroll, with the cut off date for being in use 1 week before the event. Army lists should be presented in an easy to read format. Please ensure you record your Grand Strategy, all relevant weapon selections and unit upgrades that should be selected prior to a game.

<b>Chamber Initiates</b>	
Points Limit	1000
Individual Unit Point Limit	300
Leader Units	1-3
Battleline Units	2+
Behemoth Units	0-2
Artillery Units	0-2
Endless Spells and Invocations	0-2
Reinforced Units	0-2
Understrength Units	0
Allied Units	0-200
Battlefield Size	44" x 60"

### BATTLEFIELD ROLES

The Chamber Initiates table lists the minimum number of Leader and Battleline units you must include in your starting army, and the maximum number of Leader, Behemoth and Artillery units you can include in your starting army.

### FACTION & GENERAL

All of the units in your army must be from a single faction. Your general must have the Leader battlefield role.

### ENDLESS SPELLS AND INVOCATIONS

The Chamber Initiates table lists the maximum number of endless spells and invocations you can include in your army. You cannot include the same endless spell or invocation more than once in your army.

## UNDERSTRENGTH AND REINFORCED UNITS

The Chamber Initiates table lists how many understrength units and reinforced units you can include in your army. The same unit cannot be reinforced more than once.

## ALLIED UNITS

The maximum number of points that you can spend on allies from your points allowance is shown on The Chamber Initiates table. Allied units do not count towards the number of Battleline units in your army. However, they do count towards the maximum number of Leader, Behemoth and Artillery units in your army.

## COALITION UNITS

Coalition units do not count towards the number of Battleline units in your army. However, they do count towards the maximum number of Leader, Behemoth and Artillery units in your army. In addition, coalition units are ignored when determining if the units in your army are from a single faction.

## FACTION TERRAIN

Faction terrain features must be set up more than 3" from all other terrain features and more than 3" from all objectives. These restrictions are in addition to the set-up rules in the battletome in which they appear. If it is impossible for a faction terrain feature to be set up, then it is not used.

## BATTALIONS

You cannot include core battalions or warscroll battalions in your army.

## SONS OF BEHEMAT

If you are using a Sons of Behemat army in this event, you must use the following special rule:

### **BOSS BULL-STOMPER**

It takes a particularly fierce Mancrusher Gargant to convince their wilful mates to fight with anything approaching unity.

**Crusher Tribe:** Your general must be a **Mancrusher Gargant**.

When you pick the general for your Sons of Behemat army, you must pick a Mancrusher Gargant to be your general. If you do so, that unit gains the Leader battlefield role and the Hero keyword.

*Designer's Note: This general can only be given universal enhancements (core rules, 27.5).*



## SPECIAL RULES

The following special rules apply to the battle:

### RESTRICTED REINFORCEMENTS

If a rule allows you to summon a unit during a battle, halve the number of models that are summoned (rounding up). This rule does not apply to units that are replaced after being destroyed. In addition, summoned units may not exceed the Individual Unit Point Limit of 300.

### STEALING THE INITIATIVE

Do not roll off to determine who has priority (core rules 4.1) in the first battle round. Instead, the player who finished deploying their army first has priority in the first battle round.

### GRAND STRATEGIES

After you have picked your army, you must pick 1 grand strategy from the list below or from your Battletome and record it on your army roster.

<p><b>Hold the Line:</b> When the battle ends, you complete this grand strategy if there are any Battleline units from your starting army on the battlefield.</p>
<p><b>Beast Master:</b> When the battle ends, you complete this grand strategy if there are any Monsters from your starting army on the battlefield.</p>
<p><b>Pillars of Victory:</b> When the battle ends, you complete this grand strategy if there are any Heroes from your starting army on the battlefield.</p>

## BATTLE TACTICS

At the start of your hero phase, you must pick 1 battle tactic from the list below or from your Battletome. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

**Seize the Centre:** You complete this tactic if there are more friendly than enemy models within 6" of the centre of the battlefield at the end of this turn.

**Desecrate their Lands:** Pick 1 terrain feature or faction terrain feature that is partially or wholly within enemy territory. You complete this battle tactic if any friendly models are contesting that terrain feature at the end of this turn and no enemy models are contesting that terrain feature.

**Conquer:** Pick 1 objective marker on the battlefield that your opponent controls. You complete this tactic if you control that objective marker at the end of this turn.

**Slay the Warlord:** You complete this tactic if the model chosen to be your opponent's general is slain during this turn.

**Broken Ranks:** Pick 1 unit from your opponent's starting army that is on the battlefield. You complete this tactic if that unit is destroyed during this turn.

**Natural Expansion:** You complete this battle tactic at the end of your turn if there are more friendly units wholly outside your territory than there are friendly units within your territory.

# BATTLEPLAN

## HEAD-ON COLLISION

### THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.

### THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objective markers as shown on the map. Then, they set up the number of terrain features shown on the Weekday Warhammer table. Each terrain feature must be set up more than 3" from the battlefield edge, more than 6" from all other terrain features and more than 3" from all objectives. If it is impossible for a terrain feature to be set up, it is not used.

### DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then alternate setting up units one at a time, starting with the attacker. Each player must set up their units wholly within their territory. The players continue to set up units until both armies have been set up. If one player finishes setting up their army first, their opponent must set up the rest of the units in their army, one after another.

### GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

### BATTLE LENGTH

The battle lasts for 5 battle rounds.

### VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

### GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a major victory.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a minor victory.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a minor victory. If both players or neither player completed their grand strategy, the battle is a draw.

**BATTLEPLAN**

**HEAD-ON COLLISION**



# BATTLEPLAN

## SPOILS OF WAR

### THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.

### THE BATTLEFIELD

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### BATTLE LENGTH

The battle lasts for 5 battle rounds.

### PILLAGING

From the start of the second battle round, after you score victory points, you can pillage 1 objective that you control, that is on the border of your opponent's territory and that is within 1" of a friendly unit. If you do so, you score 1 additional victory point. The objective marker is then removed from play. You cannot pillage more than 1 objective marker per turn.

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**BATTLEPLAN**  
**SPOILS OF WAR**



# BATTLEPLAN

## RISING POWER

### THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.

### THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objective markers as shown on the map. Then, they set up the number of terrain features shown on the Weekday Warhammer table. Each terrain feature must be set up more than 3" from the battlefield edge, more than 6" from all other terrain features and more than 3" from all objectives. If it is impossible for a terrain feature to be set up, it is not used.

### DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then alternate setting up units one at a time, starting with the attacker. Each player must set up their units wholly within their territory. The players continue to set up units until both armies have been set up. If one player finishes setting up their army first, their opponent must set up the rest of the units in their army, one after another.

### SHIFTING PRIORITIES

At the start of each battle round, after determining which player will take the first turn, the player taking the second turn must roll a dice. The objective corresponding to the dice roll counts as two objectives when scoring victory points at the end of each turn in that battle round.

### VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

### GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

### BATTLE LENGTH

The battle lasts for 5 battle rounds.

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**BATTLEPLAN**  
**RISING POWER**

