

# WARHAMMER

AGE OF SIGMAR

## CONTEST OF GENERALS V



# *Greetings from the Mortal Realms*

Back in January 2023, the Warhammer Age of Sigmar Design Team descended upon Warhammer World to take part in the very first Weekday Warhammer: Age of Sigmar tournament. Needless to say, the event was a great success and we all had a blast playing with the smaller 1000 points limit.

On top of a great day's gaming, we also had the rare opportunity to ask our players for some face-to-face feedback. Overall, things were very positive, with the majority of the Contest of Generals battlepack playing well at 1000 points. However, we did observe some areas of improvement including: battleplans, grand strategies and battle tactics, as well as single powerful units (normally 500 points or more) that were skewing the balance of battles in general.

As a result, we're happy to share a custom 1000 point Contest of Generals battlepack for Warhammer World events to ensure that more factions and more players can get the most out of these smaller battles. Additionally, we don't want our Sons of Behemat players to feel left out, so within the following pack you will find a special rule that allows one of your Mancrusher Gargants to be taken as your general.

## **BETA RULES**

A beta rule is one that we want to test with the community to be sure that we're making the best possible ruling before we set anything in stone. If you use this custom battlepack, we're looking for your feedback on how the changes affect you. Let us know your thoughts, alternative ideas and feedback from your games at our official feedback inbox, [aosfaq@gwplc.com](mailto:aosfaq@gwplc.com).

We hope you enjoy the event, good luck and have fun!



# WEEKDAY WARHAMMER AGE OF SIGMAR BATTLEPACK

Contest of Generals V is a single day tournament for Warhammer Age of Sigmar, using the Contest of Generals - Age of Sigmar Battlepack. Whether you're a newer player, an experienced veteran, or a fantastic hobbyist itching to show off your recently painted models, this one day event is a perfect opportunity to spend a day with like-minded hobbyists.

This document covers the specific details for the event. Please refer to the Weekday Warhammer Overview and Guidelines Document for full details regarding the policies, model requirements and the painting competition rules that will be present at this event, which can be found [here](#)

## EVENT ESSENTIALS

<b>System:</b>	Warhammer Age of Sigmar - Matched Play
<b>Registration:</b>	Sunday 19th May 2024, at 09:00am
<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 Weekday Warhammer - Age of Sigmar Battlepack
<b>No. of Games:</b>	Three
<b>Army Selection:</b>	See the Weekday Warhammer restrictions chart below. Use the most current and up to date points for your army.
<b>Tools of War:</b>	Attendees are expected to bring their army, dice, a tape measure, all relevant rules publications, and a copy of their army roster.

## 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
- Total Victory Points scored in games (these are the cumulative points gained from objectives, battle tactics and grand strategies, not kill points from units destroyed).

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. This is instead of the single miniature painting competition described in the Weekday Warhammer Overview and Guidelines Document.

## ARMY CONSTRUCTION

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 on the next page. 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.

## WEEKDAY WARHAMMER - AGE OF SIGMAR

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"
Number of Terrain Features	8

### BATTLEFIELD ROLES

The Weekday Warhammer 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 Weekday Warhammer 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 Weekday Warhammer 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 Weekday Warhammer 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 and record it on your army roster. You may also select a Grand Strategy from your Battletome.

**Hold the Line:** When the battle ends, you complete this grand strategy if there are any Battleline units from your starting army on the battlefield.

**Beast Master:** When the battle ends, you complete this grand strategy if there are any Monsters from your starting army on the battlefield.

**Pillars of Victory:** When the battle ends, you complete this grand strategy if there are any Heroes from your starting army on the battlefield.



## BATTLE TACTICS

At the start of your hero phase, you must pick 1 battle tactic from the list below or one from your Batletome. 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

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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.
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# BATTLEPLAN

## RISING POWER



## SCHEDULE

10:00 - 10:25	Registration in the Gaming Hall
10:25 - 10:30	Event Briefing
10:30 - 12:00	Game 1
12:00 - 13:00	Lunch and painting competition voting
13:00 - 14:30	Game 2
14:30 - 15:00	Break
15:00 - 16:30	Game 3
16:30 - 17:00	Break
17:00	Awards Presentation
18:00	Warhammer World Closes

## TERRAIN

Terrain will be set out on tables prior to Game 1. Before each game please adjust the terrain to follow the rules for objective and terrain placement. A provided Terrain Chart will list what Scenery Rules each piece of Terrain has. For example, a Shattered Stormvault is Defensible and Garrisonable. If the terrain is based then that base is used to define if a model is Wholly On Terrain.

Every effort should be made to allow players to use their faction terrain that they have spent time painting. If you have any issues with terrain placement, please ask one of the Event staff for assistance.

## AWARDS

The awards for this event will be as described in the Weekday Warhammer Overview and Guidelines Document.

