Timings: Registration starts at 8:00

Round 1	9:15 to 12:00	Round 4	10:00 to 12:45
Lunch	12:00 to 1:00	Lunch	12:45 to 1:45
Round 2	1:00 to 3:45	Round 5	1:45 to 4:30
Round 3	4:15 to 7:00	Awards	5:00

Tournament/House Rules:

- When measuring distances, you will use the volume from the base's footprint to as high as the models head (or torso) whichever is the highest point. (please note this excludes limbs, wings, weapons, and banners even if they have a head on a spear...)[1]
- Terrain will have one or more of the following rules (please agree on what terrain does after placement):
  - LARGE AND VERY LARGE TERRAIN: Terrain features that are extremely big are referred to as large or very large terrain features. A terrain feature that is more than 12" and up to 19" across at its widest point is a large terrain feature. A terrain feature that is more than 19" across at its widest point is a very large terrain feature.
  - COVER: A target unit is in cover if all of the models in the unit are wholly on a terrain feature or behind a terrain feature. Add 1 to save rolls for attacks that target a unit that is in cover. A unit that has a Wounds characteristic of 10 or more or that has made a charge move in the same turn does not receive the benefit of being in cover.
  - DEFENSIBLE TERRAIN: Defensible terrain features are structures that it is possible for entire units to enter and defend, such as intact buildings or fortifications like towers or bastions. Defensible terrain features can be garrisoned. You cannot move models over a defensible terrain feature unless the model can fly, and you cannot move a model onto a defensible terrain feature (even if it can fly) unless it is garrisoning the terrain feature.
  - WYLDWOOD TERRAIN: Forests and woods in games of Warhammer Age of Sigmar are called wyldwoods. Targets that lie within them are concealed from sight by thick foliage. A wyldwood terrain feature includes the base and any area between the trees are considered to be part of the wyldwood terrain feature. Visibility between 2 models is blocked if a straight line 1mm wide drawn between the closest points of the 2 models passes across more than 3" of a wyldwood terrain feature. Visibility to or from models with a Wounds characteristic of 10 or more is not blocked by wyldwood terrain features. (Note: Any wyldwood can be awakened by the spell **Verdant Blessing**)
  - IMPASSABLE TERRAIN: Impassable terrain features are features that it is impossible move models over the terrain feature unless the model can fly, and you cannot move a model onto an impassable terrain feature even if it can fly.
  - GARRISONS: Units can garrison defensible terrain features. Up to 15 models can garrison other defensible terrain features. Models with a Wounds characteristic of 10 or more cannot garrison terrain features. Units and models garrisoning a terrain feature are in that terrain feature's garrison.
- Realm Rules: Special Rules, Magic, Realm Command
  - **Predators and Prey**: Once per battle round, you score 1 additional victory point if an enemy **Monster** were slain in the battle round.
  - **Seismic Shift**: At the start of the third battle round, after the players roll off to determine who has the first turn, the player taking the second turn in that battle round can pick 1 objective marker, that is not a prime objective, and remove it from play.
  - (Spell) **Metamorphosis**: Has a casting value of 5 and a range of 12". If successfully cast, pick 1 friendly **Hero** that is not a **Monster** and that is within range and visible to the caster. That **Hero** gains the **Monster** keyword until your next hero phase.
  - (Command) **Feral Roar**: You can use this command ability at the start of the combat phase. The unit that receives this command must be a **Monster**. Until the end of that phase, when you look up a value on that unit's damage table, it is treated as if it has suffered 0 wounds.
- Basic steps to set up:
  1. Players roll off, the winner chooses which player is the **attacker** and which is the **defender**.
  2. The defenders sets the battlefield up. First, they place the objectives as shown on the map. Then they set up the 8 pieces of terrain in the positions shown on your battle map for that round (see the other side). Then the defenders roll 6 dice on the mysterious terrain chart (GHB p.94). Next they decide which effect from the rolls go on what piece of terrain. One die applies to one piece of terrain, and as there are 8 two will have no effect.
  3. The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker…
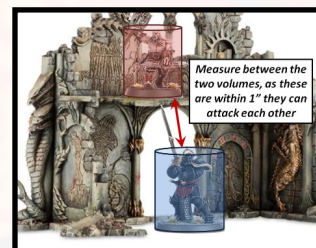
Scoring

A. Find the difference in scores higher scores get higher points.

B. Record the number of Battle Tactics you achieved, not the points, and circle yes of you got your Grand Strategy.

C. Check your score with your opponent, when both of you agree on the score…

D. Then enter your score in the BCP App. Under Battle Points enter your split score from the chart below. Then in points killed enter the number ok Battle Tactics achieved as a tens place, the a 1, if you achieved you Grand Strategy, or 0 in the ones place if you did not.

   If this was the winning player's score they would put **7 Battle Points** in the score card and **31** in the **points killed** box.

Score Difference	0	1	2	3	4-5	6-7	8 plus		Battle tactics	*3*		BP	PK
Battle Points (w/l)	5/5	7/5	8/4	9/3	10/2	11/1	12/0		Grand Strategy	Y N		*7*	*31*

If you are confused about how this is to be scored please find a TO to help. Also after you and your opponent put it in scores if you need them changed both people need to come to the TO and receive the change before the next round.

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[1] Words and Picture from South Coast GT

First Blood

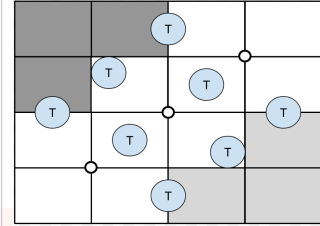**Deployment**: each player must set up their unity whole within their territory

Vantage Point: At the start of each battle round, after the players have received their start-of-round command points, the player taking the second turn must pick 1 objective on the battlefield be the vantage point. When a player receives their start-of-round command points, they receive 1 extra command points.

Victory Points

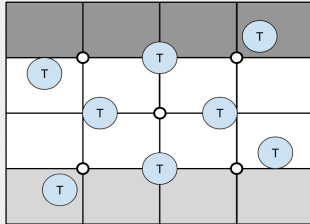Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective
- Score 1 victory point if you control two or more objective
- Score 1 victory point if you control one more objective than your opponent
- Score 2 victory point if you complete the battle tactic you picked that turn
- Score 3 points if you achieve your grand strategy.

Round 1

Score Differance	0	1	2	3-4	5-6	7-8	9 plus		Battle tactics			BP	PK
Battle Points (w/l)	5/5	7/5	8/4	9/3	10/2	11/1	12/0		Grand Strategy	Y/N			

Round 2

Power Struggle

Deployment: each player must set up their unity whole within their territory

Hold Your Ground: In this battle, some victory points are only scored for objectives you control once you have controlled that objective for two of your turns consecutively. These turns carry over into the next 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 have controlled at least one objective for two of your turns consecutively.
- Score 1 victory point if you have controlled at two or more objective for two of your turns consecutively.
- Score 1 victory point if you control one more objective than your opponent
- Score 2 victory point if you complete the battle tactic you picked that turn
- Score 3 points if you achieve your grand strategy.

Score Differance	0	1	2	3	4-5	6-7	8 plus		Battle tactics			BP	PK
Battle Points (w/l)	5/5	7/5	8/4	9/3	10/2	11/1	12/0		Grand Strategy	Y/N			

The Vice

Deployment: each player must set up their unity whole within their territory and 12" from the opponent's territory.

The Vice: At the start of the second battle round, before determining who has the first turn each objective is moved to a new location as shown on the map.

At the start of the fourth battle round, before determining who has the first turn, remove 3 objectives from the battlefield so that 1 remains and place it at the center of the table.

Victory Points

Each player scores victory points at the end of each of their turns as follows:
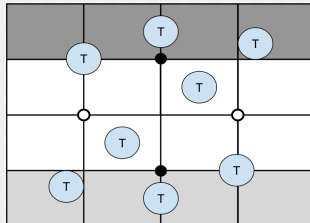
- Score 1 victory point if you control at least one objective
- Score 1 victory point if you control two or more objective
- Score 1 victory point if you control one more objective than your opponent
- Score 2 victory point if you complete the battle tactic you picked that turn
- Score 3 points if you achieve your grand strategy.

Round 3
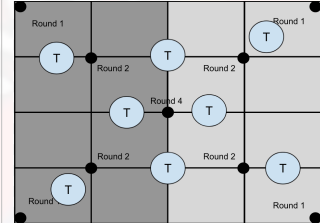
Score Differance	0	1	2	3	4-5	6-7	8 plus		Battle tactics			BP	PK
Battle Points (w/l)	5/5	7/5	8/4	9/3	10/2	11/1	12/0		Grand Strategy	Y/N			

Round 4

Savage Gains

Deployment: each player must set up their unity whole within their territory

Victory Points

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

- Score 1 victory point if you control the objective on the boarder of your territory.
- Score 2 victory point if you control an objective that is not on the boarder of either player's territories.
- Score 4 victory point if you control the objective on the boarder of your opponent's territory.
- Score 2 victory point if you complete the battle tactic you picked that turn
- Score 3 points if you achieve your grand strategy.

Score Differance	0	1	2-3	4-5	6-7	8-9	10 plus		Battle tactics			BP	PK
Battle Points (w/l)	5/5	7/5	8/4	9/3	10/2	11/1	12/0		Grand Strategy	Y/N			

Feral Foray

Deployment: each player must set up their unity whole within their territory and more than 9" from their opponent's territory.
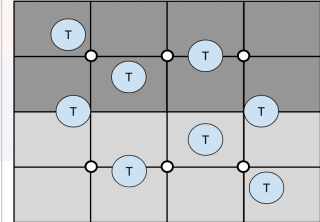
Raiding Objectives: From the start of the second round, after you score victory points, you can raid 1 objective that you control, that is wholly within your opponent's territory and that is within 1" of a friendly unit. If you do so, you score 1 additional victory point. The objective is then removed from play. You cannot raid more than 1 objective per turn.

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 objective
- Score 1 victory point if you control one more objective than your opponent
- Score 2 victory point if you complete the battle tactic you picked that turn
- Score 3 points if you achieve your grand strategy.

Round 5

Score Differance	0	1	2-3	4-5	6-7	8-9	10 plus		Battle tactics			BP	PK
Battle Points (w/l)	5/5	7/5	8/4	9/3	10/2	11/1	12/0		Grand Strategy	Y/N			