

EVENT FORMAT

The event will consist of a series of five 1750 point games spread over two days. Players will be grouped into teams of four based on their Grand Alliance. Each player will play individual games and contribute their scores.

TICKETS AND TEAMS

When purchasing tickets, you will be required to pledge to a Grand Alliance. You must pledge to the Grand Alliance which your army is aligned.

Players will be grouped based off their pledged allegiance into teams of 4, these will be randomly chosen.

If you wish to be on a team with another specific player or to form your own team of 4 then please send your requests to Jake@firestormgames.co.uk clearly outlining the Players first and last names you wish to team up with, and we will do our best to accommodate these requests.

However, please note that players can only be on a team if their army share the same Grand Alliance.

THINGS YOU NEED TO BRING

Below are a few of the things you will need to remember when attending the event:

- To book accommodation.
- A fully painted army. (including any Spells or army specific scenery- eg Sylvaneth Wildwoods)
- The main Age of Sigmar rule book, Battle tomes, and relevant FAQ's.
- Dice, tape measures and any additional gaming aids you require.
- Plastic/Super glue for repairs. (There is a Hobby area on site, please don't glue at the gaming tables)

TIMETABLE

| SATURDAY | | SUNDAY | |
|-----------------|-------------|---------------|-------------|
| Registration | 8.30-8.50 | Arrival time | 9.00-9.30 |
| Announcements | 8.50-9.00 | Round 4 | 9.30-12.30 |
| Round 1 | 9.00-12.00 | Lunch | 12.30-13.30 |
| Lunch | 12.00-12.45 | Round 5 | 13.30-16.30 |
| Round 2 | 12.45-15.45 | Scoring Break | 16.30-16.45 |
| Round 3 | 16.00-19.00 | Presentation | 16.45-17.00 |

ARMY LISTS

Army Lists are to be selected to a maximum of 1750 point Battlehost. With the following exception: No single unit to exceed 500 points.

You can select units with up to date matched play profiles from the General's Handbook 2018, Compendiums, Battletomes, Forgeworld as well as Endless Spells from Malign Sorcery/Battletomes. Every player will be expected to use the most recent version of any Warscroll in the case of duplicates.

Allegiance, Realm, General, Command Traits, Artefacts, Battletome specific spells etc are all to be picked on your army list and should not change over the course of the event.

ARMY LIST SUBMISSION

Lists are to be submitted no later than midnight on the 28th of September, one week before the event. Please send these to jake@firestormgames.co.uk

Please title the email as follows; *“Firestorm Fours – Grand alliance (XXX) - Player Name”*

Army lists should be placed in the main body of the email Please ensure that they are submitted as per the following format:

[Player Name], [Grand Alliance], [Total Command Points]

*BATTLEFIELD ROLE: unit name, number of models: Weapon/Unit options, Spells/Artefacts/Traits
Total unit points cost.*

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Etc...

Although we will be carrying out a basic check when lists are submitted we ask that players remain vigilant. At the start of the round when you are given your opponent’s lists please look through these and if any errors are noted please inform a judge immediately.

MODELLING AND PAINTING REQUIREMENTS

All models are expected to be fully painted and based in a cohesive manner so that all models from the same army follow a distinguishable scheme, be it through colour, theme or basing. This applies to any Endless Spells, Battlefield terrain, and Summoned Units which your army requires in order to play.

All models are expected to be WYSIWYG to a reasonable standard where possible.

“Counts as” models using non-Games Workshop models and conversions are acceptable so long as they are clearly recognisable as their intended doppelganger. If you are uncertain, please contact jake@firestormgames.co.uk

CHALLENGES AND PAIRINGS

Before each round the Diplomats of each team will do the pairings using the following system:

- Both teams determine who team A is and who is team B. In order to determine this, the Diplomats will consult the order of the Grand alliance banners which will be laid out based off current standings. The banner closest to the top will be player A and the banner the closest to the bottom will be Team B.
- Both Diplomats play an army face down and then reveal both when ready.
- Both Diplomats play 2 opponents face down at the same time and then reveal them when both ready.
- Both Diplomats choose an opponent from the 2 proposed at the same time and reveal at the same time.
- Team A’s choice will play on the first table.

- Team B's choice will play on the second table.
- The refused army from step 4 faces the remaining opponents' army.
- Team A's refusal will play on the third table.
- Team B's refusal will play on the fourth table.

For example:

Team A: Stormcast Eternals, Seraphon, Sylvaneth, Idoneth Deepkin

Team B: Skaven, Tzeentch Arcanites, Everchosen, Maggotkin of Nurgle

1.) 1st Pairings.

Team A chooses to place Stormcast Eternals (presented face down) and **Team B** chooses to put forward Skaven (presented face down).

Selections are revealed.

2.) 2nd Pairings.

Team A chooses to put down Idoneth Deepkin and Seraphon as options to play against the revealed Skaven (presented face down).

Team B chooses to put down Everchosen and Maggotkin of Nurgle as options to play against the revealed Stormcast Eternals (presented face down).

Choices are then revealed.

Team A chooses between Everchosen and Maggotkin of Nurgle as to who their Stormcast Eternals will face (let's say Maggotkin of Nurgle for Example). This will be game 1.

Team B chooses between Idoneth Deepkin and Seraphon as to who their Skaven will face (lets say Idoneth Deepkin for example). This will be game 2.

3.) These choices are revealed.

The Army **Team A** refused at step 3a (Everchosen) faces their remaining army (Sylvaneth). This will be game 3.

The army **Team B** refused at step 3b (Seraphon) faces their remaining army (Tzeentch Arcanites). This will be game 4.

So the end result would be:

Game 1 - Maggotkin of Nurgle vs Stormcast Eternals

Game 2 – Skaven vs Idoneth Deepkin

Game 3 – Everchosen vs Sylvaneth

Game 4 - Tzeentch Arcanites vs Seraphon

ROUND TIMINGS AND GAME LENGTH

In order to ensure that the event will run smoothly we ask that the time table is adhered to as strictly as possible. We will look to make announcements throughout the round indicating the amount of time remaining. Once we announce 30 minutes remaining. We ask that players finish up their current battle round and do not start a new battle round with less than 30minutes to go on the game round. This will ensure that players each play an even number of turns without affecting the game time table.

Prior to each round will consist of 15 minutes allocation for teams to swap army lists, issue their challenges to decide pairings and complete their team decision.

Each game round will then consist of 2 hours 30 minutes to complete the game. Announcements will be made during play to remind players of time left on the round.

Each player then has 15minutes to submit their results and prepare for their next battle.

TEAM ROLES AND MISSIONS

Each team will have 4 roles to divide among its players at the start of the event. These will grant a player boons during the whole event. The first of these events are as follows:

Diplomat – When conducting a team votes on things such as team events, challenges etc, their vote counts as two. In addition the Diplomat is required to act as the team representative and will have duties to perform pm the day. They will be required to collect the team's event at the start of each round, as well as initiate the Challenges pairing system with their opposing team.

There will be a further 3 Team roles to be announced along with the unique Grand Alliance themed missions in scheduled updates to this pack as the event draws closer, we will announce the release of these on the Firestorm Games Ages of Sigmar Facebook page.

PRIZES AND AWARDS

Winning Alliance - Order, Chaos, Death, Destruction. This is decided by highest number of Tournament Points, each Alliance player across will receive an award.

Best in Alliance - Order, Chaos, Death, Destruction

Best Painted Army Overall – Voting will take place over Sunday Lunch time.

Depending on ticket sales additional prizes and support may be added.