

DURBAN TABLETOP CLUB PRESENTS



REALM WAR

TOURNAMENT



EVENT OVERVIEW

**Date: Saturday, May 24th to
Sunday, May 25th, 2025**

Time: Doors open at 09:30 for 10:00

Location: Westville German Club

TO: Jonathan

TOURNAMENT FORMAT

Number of games: 4 rounds of intense 2000pts Warhammer Age of Sigmar action

Each round: 180 minutes

Breaks: enjoy a 30 minute gap between each round

Important Notes

Event Restrictions

- Models must be painted to a tabletop standard. All units must have consistent basing. Models not meeting this minimum standard may be removed from the table.
- All models must be on correctly sized bases.
- Dice must be standard. D6 should be 1-6 cubes, with symbols only allowed in place of a 6. Symbols on any other face are not allowed.

WYSIWYG / Proxy models / counts as models

- All models are expected to be WYSIWYG to a reasonable standard. Exceptions will be made for themed units or armies, with prior discussion with TO.
- No proxy models are permitted.
- We recommend all models be based according to standard Games Workshop basing standard for standardisation and fairness, deviation from this will be ruled in favour of the party raising the concern.
- If in doubt, send a picture of a model to your TO in advance to ask if it is acceptable.

Gaming aids / army lists / rules and FAQ

- Ensure you bring necessary gaming tools: dice, rules, tape measure, and any other accessories needed to play the games.
- If intending on using Tactical Mission secondary objectives, you are expected to have a set of mission cards available. Fixed mission objectives will be contained in the tournament pack for use.
- You are expected to have an easily available format of all your rules available for your opponent, TO or judge to view, this includes and errata or FAQs.
- A non-editable copy of every army list must be available for your opponent.
- Your army list should be submitted on BCP 2 days before the event commencement.

Rulesets

- Familiarise yourself with the tournament rules and missions laid out later in this pack.
- Age of Sigmar 4.1.2. rules will be in use.
- Rules and restrictions provided in the latest Pitched Battle Profiles document and Army Composition rules.
- Rules updates and FAQ updates will be allowed, lists have to be registered before the 22nd of May 2025.

Conduct

Taking some inspiration from other global tournaments, sportsmanship is going to be handled with a Thumbs Up, Thumbs Down format. We default games to a Thumbs Up from both players.

If your opponent was acting in an unsportsmanlike manner, which we define as being verbally abusive, physically aggressive, was more than 15 minutes late for a round, hiding dice rolls, or knowingly cheated on a rule, you are free to give him or her a Thumbs Down on sports. This rule does not exist to express displeasure in a game because you didn't like your opponent, your opponent's army, or you had rules debates, etc.

A player that receives two or more Thumbs Down on Sportsmanship will be met with administrative action up to and including ejection from the event with no refund of the ticket cost.

Ready to Conquer? Join the Battle! See you at the Westville German Club for two days of Warhammer Age of Sigmar glory!

Table and Terrain Layout

- Each battleplan will use terrain maps from the General's Handbook. The GHB offers alternative maps for each battleplan, and this tournament will allow the defender to choose which map to use.
- This pack contains a set of terrain maps mimicking those from the GHB. The missions outlined in this pack will indicate which of the maps are appropriate for the mission, with the GHB's default map noted in red.
- The rules for setup are then:
- The players roll off. The winner chooses which player is the attacker and which is the defender.
- Next, both players set up the objectives in the locations indicated by gold circles on the battlefield map. Then, the defender selects which terrain map to use, and sets up the terrain features according to the selected map. The defender may choose which piece of terrain will count as each terrain type designated by the map.
- Each terrain feature must be set up more than 3" from the battlefield edge, more than 3" from all objectives and more than 6" from all other terrain features.
- After objectives and terrain have been set up, the attacker picks which territory is their territory. The other territory is the defender's territory. The players then resolve the deployment phase. The attacker begins deployment.
- Note that we will change Unstable to: Models cannot move across, be set up on, or end any type of move on any part of this terrain feature that is more than 1" tall.

Terrain set-up

Battle Round 1 to 2

Battle Round 3 to 4



The The Jaws of Gallet

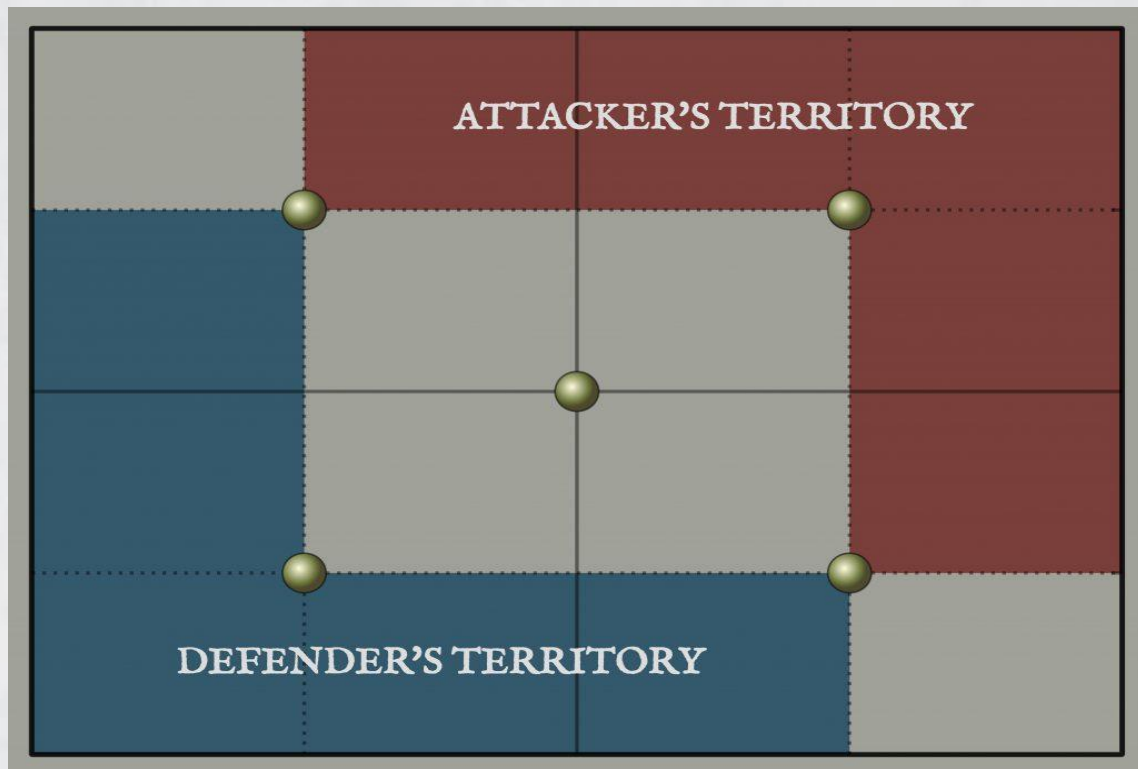
Battle Round 1

Twist

From the second battle round, at the end of their turn, after scoring and victory points, the underdog can pick 1 objective. That objective is removed from play. If there is no underdog, no objective gets removed.

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

- Score 2 victory if you control at least 1 objective.
- Score 2 victory points if you control 2 or more objectives.
- Score 2 victory points if you control more objectives than your opponent.
- Score 4 victory points if you completed the battle tactic you chose to attempt this turn.



The Better Part of Valour

Battle Round 2

Twist

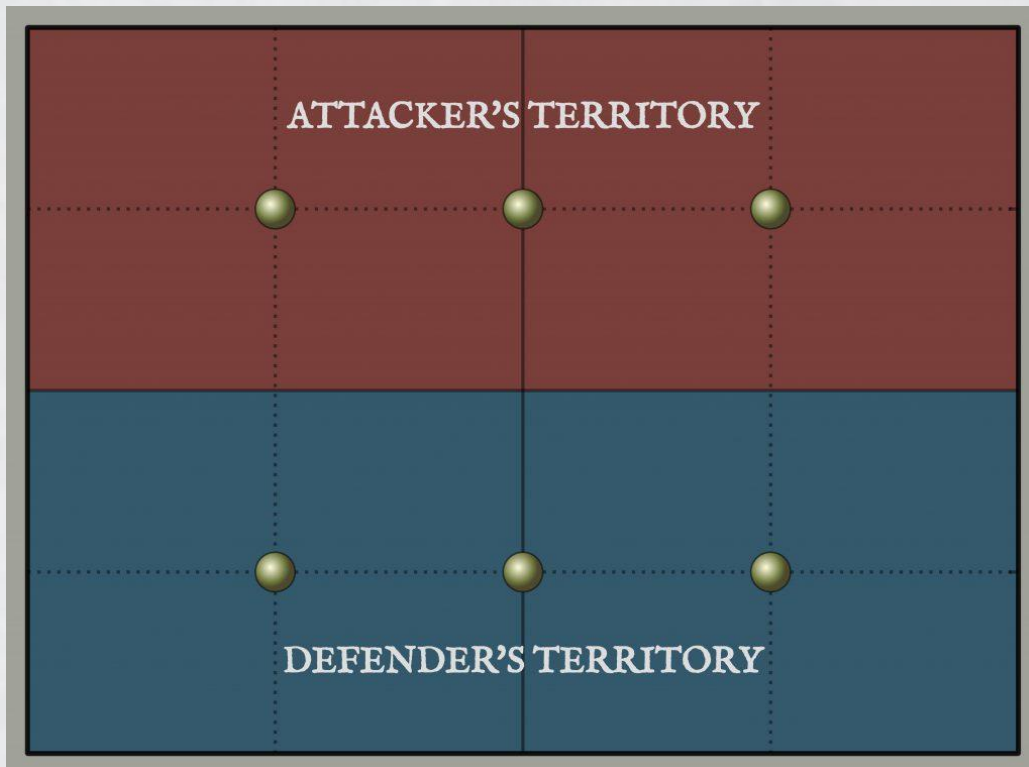
Each time an enemy unit contesting an objective is destroyed by a **FIGHT** ability used by a friendly non-**HERO** unit contesting the same objective, that friendly unit gains the **DOMINANT** keyword. If that friendly unit stops contesting that objective, it is no longer **DOMINANT**.

Add 10 to the control scores of **DOMINANT** unit.

Add 1 to hit rolls for combat attacks made by units in the underdog's army that target a **DOMINANT** unit.

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

- Score 2 victory if you control at least 1 objective.
- Score 2 victory points if you control 2 or more objectives.
- Score 2 victory points if you control more objectives than your opponent.
- Score 4 victory points if you completed the battle tactic you chose to attempt this turn.



Focal Points

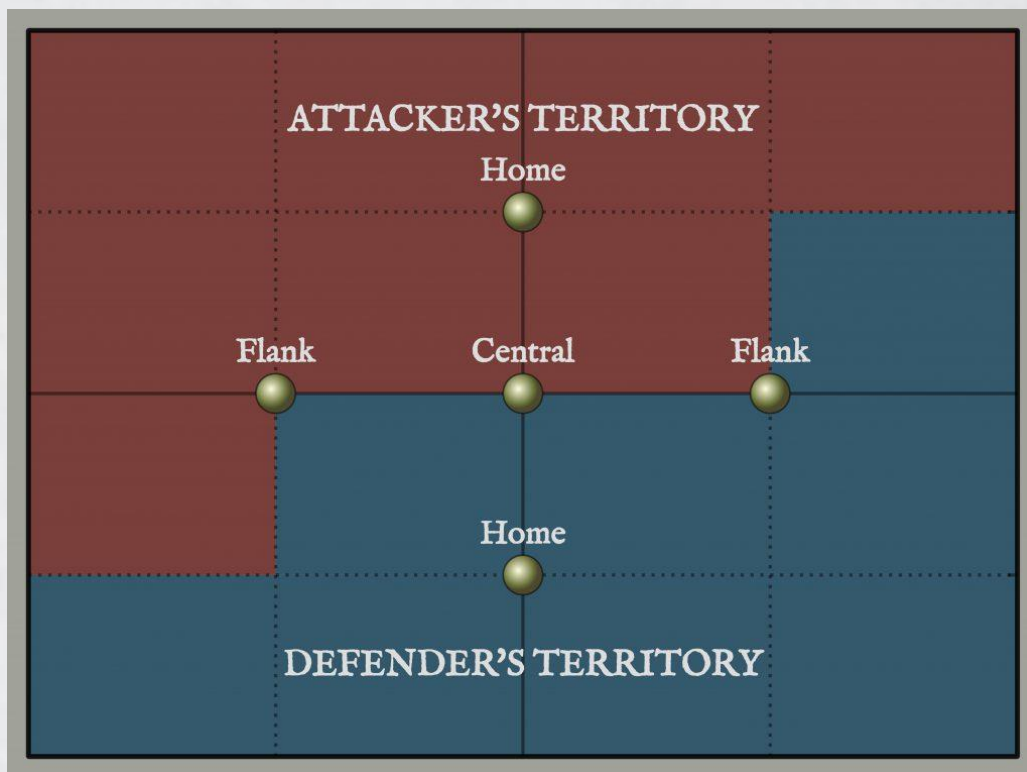
Battle Round 3

Twist

At the start of each battle round, after determine which player is the underdog and before the players use any start the battle round abilities, the underdog can change the central objective to be a home objective or flank objective until the start of the next battle round.

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

- Score 1 victory if you control at least 1 objective.
- Score 1 victory points if you control 2 or more objectives.
- Score 1 victory points if you control more objectives than your opponent.
- Score 3 victory point if you control 2 or more home objective and/ or 2 or more flank objectives.
- Score 4 victory points if you completed the battle tactic you chose to attempt this turn.



Border War

Battle Round 4

Twist

Victory points scored by each player from controlling objective are capped at maximum of 6 per turn.

Add 1 to hit rolls for units in the underdog's army if they charged this turn and are contesting the objective wholly within enemy's territory.

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

- Score 1 victory if you control at least 1 objective.
- Score 2 victory points if you control 2 or more objectives.
- Score 5 victory points if you control more objectives in the enemy's territory
- Score 4 victory points if you completed the battle tactic you chose to attempt this turn.

