



**DURBAN TABLETOP CLUB
PRESENTS**

Accursed Land

Age of Sigmar Tournament

30 August 2025

German Club, Westville

09h30-17h00

TO: Madison L



TOURNAMENT FORMAT

Number of games: 3 rounds of intense 1500pts Warhammer Age of Sigmar action

Each round: 135 minutes

Breaks: enjoy a 30-minute lunch break between rounds 1 and 2, and a 15-minute break between rounds 2 and 3

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.
- 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; this must contain battle tactics, spell lore, manifestation lore, artefacts of power, and heroic traits
- Your army list should be submitted on Milarki 2 days before the event commencement.

Rulesets

- Familiarise yourself with the tournament rules and missions laid out later in this pack.
- Age of Sigmar 4th edition rules will be in use, included any updates and errata as of the date of the tournament.
- Rules and restrictions are provided in the latest Generals Handbook document and Army Composition rules.
- Army lists have to be registered before the 28th of August 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 a Saturday of Warhammer Age of Sigmar glory!

Table and Terrain Layout

- Each battleplan will use terrain maps from the General's Handbook.
- This pack contains a set of terrain maps mimicking those from the GHB.
- The players roll off. The winner chooses which player is the attacker and which is the defender.
- 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.

Round 1: Creeping Corruption

TWIST: If you are the **underdog**, you can use the 'Pulsing Life Energies' ability:

**☼ Once Per Battle Round,
Start of Battle Round**

PULSING LIFE ENERGIES

Declare: Pick an objective you control and 1 other objective (whether you control it or not). Draw a line between the centres of those objectives. Then, choose **propagation** or **corruption**.

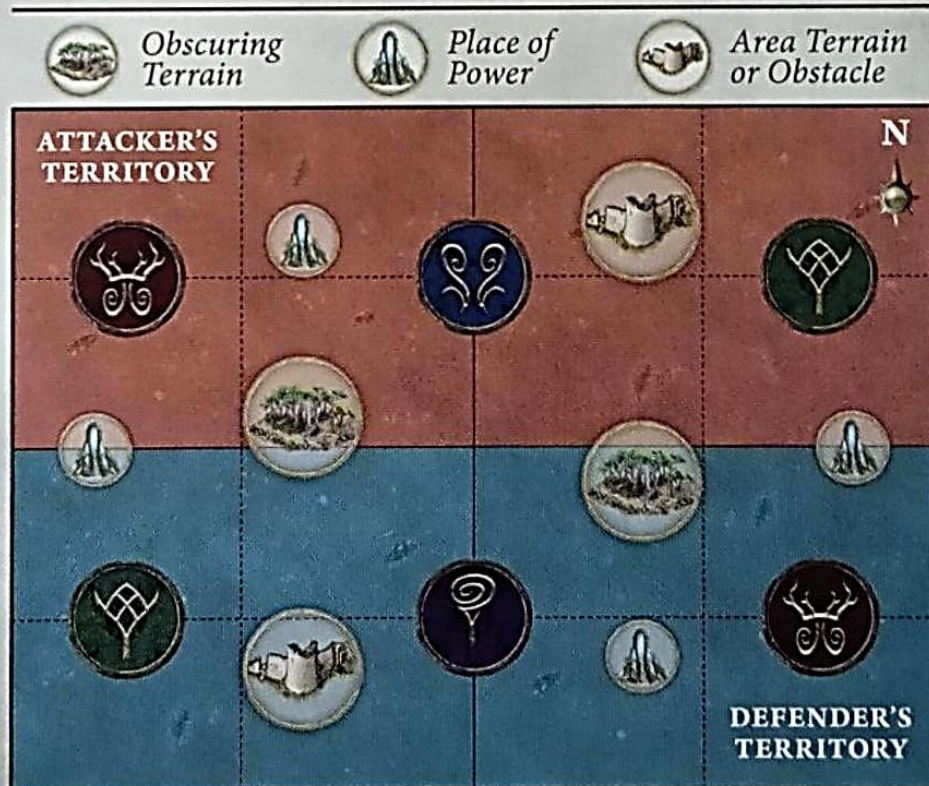
Effect: Apply the appropriate effect:

Propagation: Add 1 to casting rolls, chanting rolls and banishment rolls for each unit crossed by the line for the rest of the turn.

Corruption: Inflict D3 mortal damage on each unit crossed by the line.

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

- Score 5 victory points if you control at least 1 objective.
- Score 3 victory points if you control 2 or more objectives.
- Score 2 victory points if you control more objectives than your opponent.



Round 2: Grasp of Thorns

TWIST: If you are the **underdog**, you can use the 'Carnivorous Flora' ability:

☼ Once Per Battle Round, Start of Battle Round

CARNIVOROUS FLORA

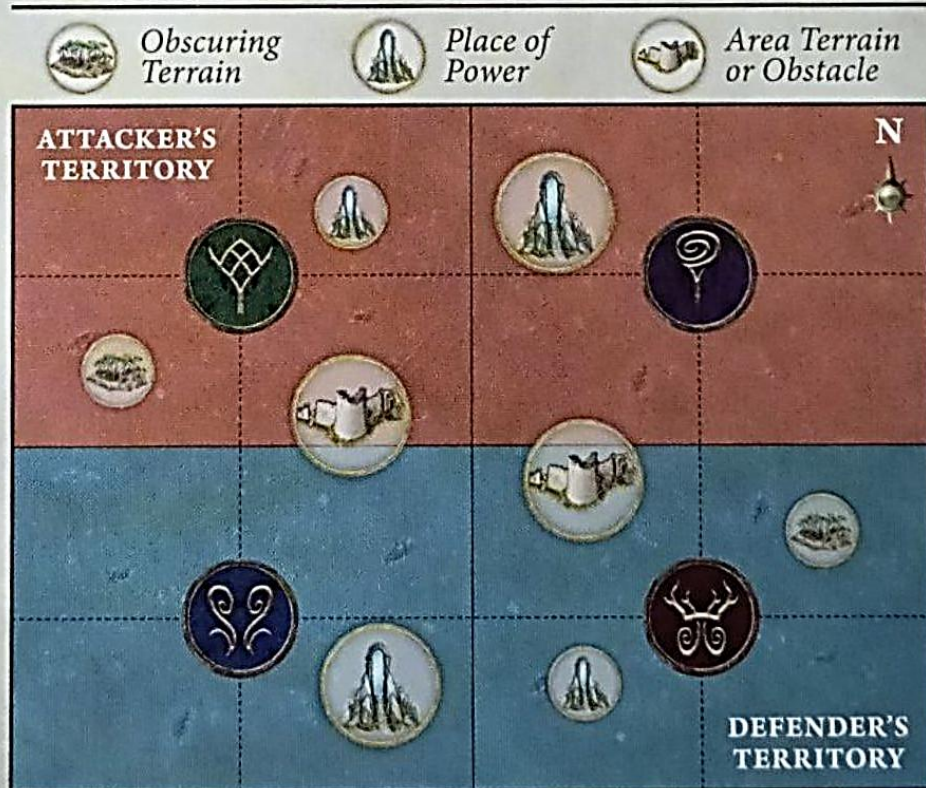
Declare: Pick an objective to be **grasping**.

Effect: Roll a dice for each unit contesting that objective. On a 3+, every model in that unit that is within the control zone of that objective is **entangled** for the rest of the battle round.

Entangled models must stay within the control zone of the **grasping** objective for the rest of the battle round. While a unit has any **entangled** models, it cannot be removed from the battlefield by an ability that would allow it to be set up elsewhere on the battlefield.

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

- Score 5 victory points if you control at least 1 objective.
- Score 3 victory points if you control 2 or more objectives.
- Score 2 victory points if you control more objectives than your opponent.



Round 3: Noxious Nexus

TWIST: If you are the **underdog**, you can use the 'Caustic Sap' ability:

✂ Once Per Battle Round, Start of Battle Round

CAUSTIC SAP

Declare: Pick an objective. Each unit contesting that objective is a target.

Effect: Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll. If you picked the **Heartwood** 🌳 objective, roll a D6 for each target instead.

Objectives cannot be controlled in the first battle round.

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

- Score 5 victory points if you control the **Oakenbrow** 🌳 objective.
- Score 3 victory points if you control the **Gnarlroot** 🌳 objective.
- Score 2 victory points if you control the **Heartwood** 🌳 objective.

In addition, at the end of the battle, a player scores 10 victory points if they control the **Heartwood** 🌳 objective.

