



MWW9

MALMÖ WARGAMING WEEKEND IX

Player pack





THE SCOURING OF WHISPERWOOD

The air in the Whisperwood was thick with the scent of ozone and rot. It clung to Sergeant Gorlag's rusted helm, a miasma that soured his already grim mood. His patrol, a weary column of Iron Golems, stomped through the petrified undergrowth, their movements a counterpoint to the distant, rhythmic chanting of the enemy.

"How much further, Sergeant?" grunted a warrior named Grul. His voice was a harsh rasp, worn from endless marches.

"Until we find the source of this filth," Gorlag replied, his voice a low growl. "The whispers have reached the outposts. The War-master will not tolerate such heresy on his borders."

Whispers. The very name of the wood was a torment. It was said that the Sylvaneth, the fey protectors of this realm of Ghyran, had gone mad with the taint of Chaos. Their once-soothing songs were now jagged screeches, their beautiful forms warped into mockeries of life. It was a tragedy of the realms, a brutal footnote in the unending war.

Ahead, the whispers grew louder. They were no longer just a sound, but a feeling—a creeping dread that coiled in the guts. Gorlag raised a fist, and his men halted. He signaled for a scout to move forward, a gaunt, fast-moving warrior of the Untamed Beasts. The scout melted into the shadows of the petrified trees, a fleeting wraith of fur and bone.

Minutes crawled by, each one a torment of waiting. Then, a sharp cry pierced the air, followed by a sickening snap. The scout was dead. Gorlag didn't need to ask how. The whispers had found their target, a chorus of sibilant malice.

"Form up!" Gorlag commanded, his voice cutting through the unease. "Shield wall! They know we are here."

The Iron Golems moved with practiced ease, their heavy shields locking together to form a bulwark of scarred iron. From the trees, they came. Not the graceful, wood-wrought warriors of the Sylvaneth that the legends spoke of, but horrors of splintered bark and gnarled roots. Their limbs were twisted, their faces carved into shrieking masks of agony. Their eyes glowed with the sick light of Chaos, and their voices, the source of the whispers, slithered into the minds of Gorlag's men, trying to pry open the cracks of their sanity.

One of the creatures, a monstrous Treelord whose head had been replaced by a jagged, rune-carved boulder, charged the shield wall. Gorlag braced himself, the impact shaking the ground. He thrust his spear forward, feeling the point sink into the rotted wood. But the creature didn't fall. It simply laughed, a sound like grinding stone, and brought a massive fist down.

Gorlag's world exploded in a shower of sparks. He was thrown back, his armor groaning under the strain. He hit a tree with a sickening thud, his vision swimming. Through the haze, he saw his men fighting, their grim faces contorted in furious effort. They were losing ground. The corrupted Sylvaneth were faster than they looked, slipping between gaps in the shield wall, their thorny claws finding the chinks in the Iron Golems' armor.

A whisper slithered into his mind. Give up. You are already lost. Your master does not care.

Gorlag spat a curse. He cared. He was a servant of the War-master, and his duty was to bring order to this fractured realm. He was a cog in a vast machine of conquest, and a single cog must not fail. He forced himself to his feet, his chainaxe humming to life in his hand.

The whispers intensified, a cacophony of fear and despair. Gorlag ignored them. He focused on the closest foe, a creature of warped vines and cruel thorns. He swung his chainaxe, the serrated teeth biting deep into the living wood. The creature shrieked, a sound of agony and rage, before collapsing into a tangle of lifeless branches.

Gorlag pressed forward, a single-minded engine of destruction. He would not stop until every corrupted creature was purged from the Whisperwood. He was not a hero. He was not a champion. He was an Iron Golem, and he would do what was required. He would scour this filth from the earth. And as his axe rose and fell, the whispers began to falter, replaced by the grim symphony of iron and steel. For in the Mortal Realms, there was no sound so final as the silence of a grave.

ABOUT MWW 9

MALMÖ WARGAMING WEEKEND IX

Malmö Wargaming Weekend IX (MWW9) is held at the Quality Hotel View in Hyllie, Malmö. It will be two days of gaming in well ventilated and lit gaming rooms in a hotel with a bar and a restaurant, you can probably buy lunch here in advance. There will be free coffee, tea and ice cream and everyone will receive a goodie bag with a printed booklet version of this player pack, so you don't have to print this document.

The venue itself is perfectly located just at the Hyllie train station, 10 min from Malmö C and 10 min from Kastrup Airport. If you drive it's along the E6 highway with plenty of parking. Outside of the hotel is a large mall with lots of restaurants if you want something different, or quicker like McDonalds.

AOS TOURNAMENT QUICK INFORMATION

- 32 players
- 2000 point armies
- 3 hour rounds
- Cutoff for faq's and erratas is the 11th of October 2025

CODE OF CONDUCT

MWW has a general code of conduct for all participants at MWW. It basically boils down to be a good sport. We expect you to behave in a pleasant manner and conduct yourself with dignity and respect to any and all other participants no matter their gender, gender identity, ethnicity, religion or belief system, functional impairment, sexual orientation or age. If you don't conduct yourself we reserve the right to throw you out of the event.

The hotel sells alcohol and we reserve the right to throw out anyone from the event that drinks or in any other way intoxicates themselves so much that they are a hazard or a nuisance to others or themselves.

We will not reimburse any of your costs involved with MWW9 for any reason if you are asked to leave the event for the above stated reasons.

BEST PAINTED

This year there will be a single hobby award for painted miniatures, featured in 5 categories. Tickets are free for participants, but only 100 spots in total, so first come first serve! All entries will be on display Saturday with voting open all day. Please check with event organizers on the day for correct information on Best Painted.

MALMÖ WARGAMING WEEKEND

Malmö Wargaming Weekend started in a small sportshall but quickly evolved into the premium event we always wanted. The last few years we have resided at the Quality Hotel View using all their conference space to put on the best tournaments we can muster. The core of the experience is our 128 player Warhammer 40.000 grand tournament, but around it we have other singles and team events. Please check our presence on Facebook for more up to date information on other events and tournaments at MWW9.

MALMÖ FIGURSPELSFÖRENING

Malmö Figurspelsförening (Malmö Wargaming Association) or MFF is a Malmö based association that does wargaming. We regularly meet at Spelens Hus every Tuesday to pit dice and miniatures against each other and have a good time doing it. During the year we also host different smaller tournaments in many gaming systems, not just Games Workshop. To become a member you need to pay an annual fee and then you have access to all the terrain, mats and knick knacks needed to play more or less anything.

Saturday		Sunday	
Registration opens	08:00		
Information	08:45	Information	08:45
Game 1	09:00	Game 4	09:00
Game 2	13:00	Game 5	13:00
Game 3	16:30	Awards	16:30

COMPETING AT MWW9

ARMIES

Games will be played using the rules included in the Core Rules and General's Handbook 2025-26, as well as any FAQs/erratas published before 11 October 2025. This includes all Battlepack rules included in the GHB 2025-2026 for playing your games.

Armies are 2000 points, with all point costs taken from the latest edition of the General's Handbook or more recent publications. When submitting your army list, use the list building tool storm forge from the age of sigmar app or use the listbot 4.0 - Listbuilding companion at <https://aoslistbot.herokuapp.com/listbot/?faction=2979>.

Make sure to fill out all unit options, regiments, enhancements, Battle formations and lores correctly. Should any questions arise, you will have to play with your list as submitted.

When your list has been made copy the list into the body of an email.

Submit your list to malmofigurspel@gmail.com on Sunday, October 16 at the latest.

PAINTING

All models, including army specific terrain pieces, brought to the event need to be painted to a minimum standard and based. Base sizes have to be consistent with the base size document / FAQ by Games Workshop (found here: <https://www.warhammer-community.com/faqs/>)

The minimum standard is using a color scheme of at least three colors, and applying them in the right places on the model. The minimum basing standard is applying some gravel to the base and painting it, or applying some other structure or flock. Models failing to live up to these requirements will be removed from the battles and count as being slain. In the case that a model's standard of painting/basing is up for debate, please summon the TO for a verdict.

Please note that new players (such as those playing their first 2-day tournament) will be showed more leniency than experienced veterans, once again at the TO's discretion.

Conversions and 3rd party models are allowed, on the condition that they are fully painted and based as described above, are clearly identifiable as the unit/model they represent and are roughly the correct size. Base sizes have to follow the base size guide, just as for all other models. If you are unsure, please contact the TO via Facebook or post in the event page with attached images and measurements if possible.

SCENARIOS AND SCORING

The tournament will consist of 5 rounds. Each round will feature the same scenario for all matches, and no scenario will be played twice. See this document for which scenarios will be played during each round.

The tournament will use a Win/Loss/Draw system. The victory point difference will be used as the first tiebreaker and Strength of Schedule will be the second tiebreaker.

ABOUT THE GAMES

PHASES AND TIMING

Please make sure to use the right abilities at the appropriate time, such as combat abilities before fight abilities. As a rule of thumb always declare to your opponent when you are done with your abilities in each phase so that they have time to state if they want to use any abilities before moving into the next phase. If you remember that you forgot to use something once the timing has passed, ask your opponent if you can do it now. If they say no, you need to respect that as that is a part of the game. A good rule of thumb is also that, if you forget something, and a dice roll or ability has been made that could influence your decision, take backs should generally be avoided.

TERRAIN

Scenery will be set up on each table at the start of each day by the organisers. Each table will include at least 8 pieces of terrain of varying sizes.

The players will need to agree on which terrain features are obstacles, obscuring terrain, area terrain or place of Power and arrange them according to the terrains maps provided in the GHB before each game. If players are unsure or disagree on the appropriate type or placement of terrain, then this should be raised with an organizer who will help adjust the terrain for the players.

Objectives should be placed so that they are flat on the table and should be of an appropriate size so that their exact position is clear to both players.

DICE

Always present your dice to your opponent before the game and ask for approval to use them. If the opponent finds them unclear or otherwise problematic, use other dice. This is to ensure clarity for all dice rolls. Do not question your opponents motives unless they are blatantly spiteful, as there can be various reasons for a dice being hard to read, such as astigmatism or colour blindness.

When rolling your dice, always give your opponent time to verify your roll before picking them up or moving them. The courteous way of playing is to always remove your misses.

After rolling your dice, any dice that do not lay flat on the table, dice tray, mat and/or flat objective markers (see image below) must be considered invalid and be re-rolled until they meet this requirement.

TOKENS

Bring tokens for all effects your army might use and always make an effort to use them on the table to indicate which unit is affected by which ability. In case a TO judgement is needed, units that are not marked with tokens are judged as not being affected by those specific abilities.

TIME MANAGEMENT

We want to ensure that everyone has a great experience at our event. Therefore, we encourage the use of chess clocks (or apps with the same function) in order to promote fairness and minimize conflict and frustration. If at least one player requests the use of a clock, it will be mandatory for that game. Therefore, please discuss this with your opponent at the start of the match. A good allocation of time would be 1 hour and 20 minutes per player, with 20 minutes to spare for presenting lists, conferring with a TO and such. Remember that the TO will have a round-timer that shows the time remaining for the current game. This overrides the chess clocks at the table. Be mindful of this when setting your own clocks.

If a player runs out of time while playing with a clock, that player can now only roll save rolls and may only score objectives that they currently hold. They are not allowed to pick a battle tactic and can only pass their turn.

If players choose to not use a clock, they may not start a new battle round if both players can't finish it within the time frame. When the time allocated for the tournament round is over, it is dice down.



CHESS CLOCK RULES

The following rules will be in use regarding chess clocks:

- The responsibility is on both players to ensure time is used correctly.
- Switching time is the responsibility of both players, if either player forgets to return the time to their opponent, the lost time will still count towards their game time.
- The position of the chess clock cannot be moved without the consent of both players.
- Players in the game and TO are the only people allowed to switch the use of time.
- The Active player is the player who is currently taking their turn and has the clock running on their time. - During rolloff for a new turn, the time is on the active player from the last turn until the roll is completed, once the roll is made, the player who won the rolloff becomes the active player.
- The Inactive Player is the player who is not currently taking their turn.

PAUSING OR CHANGING TIME

Time may only be paused/added/subtracted on a clock in two instances:

- By a TO.
- To reset the time at the start of the round. Each player receives 1hrs 20 minutes of time. This leaves 20 minutes for pre-game discussions and post game scoring.

TIME USAGE - SETUP

- The chess clock is activated once the roll for deployment or deployment zones is made. The player who wins the roll begins the clock on their time. Only the active player can deploy their units.
- After armies are deployed, the Player who deployed first becomes the active Player and can decide who goes first or second.
- Any interruption caused by an ability can be carried out, and the Player, whose ability is triggered, becomes the active Player. Time then resumes with the player who is taking their turn (see below)

TIME USAGE - DURING GAME

Time will always be used by the active player with the following exceptions.

An inactive player becomes active in the following cases:

- The Inactive player asks active player to look up a rule.
- A rule that requires any action during the active player's turn (reactions that require (re)moving models or rolling dice for instance)

TIME EXPIRATION

Should one player run out of time, they are not allowed to take any action in the game, and they immediately become the inactive player.

When time is expired control and scoring of objectives can still be done if applicable.

Battle tactics can be scored in the turn a players time expires, but not in turns starting without any time on their clock.

They cannot interact with the game except by performing the following actions:

- To assign wounds and remove models.
- To roll saves.
- To finish the attacks of a unit that was in the midst of attacking while the clock ran out or to finish moving or setting up a unit that was being moved or set up.
- Other mandatory rules and abilities that are not attacks

During these exceptions the active player may pause their time only during these actions. Should both players run out of time; they will become inactive players with the mentioned exceptions above. If the players cannot agree on the outcome, a referee that will assess the situation is to be called.

In case a chess clock is broken, stop the game, take note of the time spent and call a TO. It is the TO's job to guide you to a solution.

MWW MATCHED PLAY

1. PICK YOUR ARMIES

Each player picks an army using the rules in Army Composition 2025-26. In addition to the Core Rules and the Season Rules 2025- 26, this battlepack uses the following Advanced Rules:

Battle Tactics 2025-26

Commands 2025-26

Terrain 2025-26

Magic 2025-26

Army Composition 2025-26

Command Models

2. DETERMINE THE BATTLEPLAN

The battleplans for MWW9 is predetermined.

MWW9 Battleplans

Game 1	Roiling Roots
Game 2	Noxious Nexus
Game 3	Bountiful Equinox
Game 4	Passing Seasons
Game 5	Surge of Slaughter

3. SET UP THE BATTLEFIELD

ATTACKER AND DEFENDER

The players roll off. The winner chooses which player is the attacker and which is the defender.

OBJECTIVES AND TERRAIN

This battlepack contains 6 special objectives called Ghyranite objectives: 2 Oakenbrow objectives, 2 Gnarlroot objectives, 1 Winterleaf objective and 1 Heartwood objective. The objective itself is the 40mm-diameter circle located in the centre, while the surrounding area extending 3" from the objective is the control zone. To contest a Ghyranite objective, a unit must be within the control zone of that Ghyranite objective.

The defender sets up Ghyranite objectives in the locations indicated on the battlefield map. The objectives must be those indicated on the battlefield map; for example, if the map shows an Oakenbrow objective, the Oakenbrow objective must be set up in that location.

Then, the defender sets up terrain features. We recommend 4 small and 4 medium terrain features. Each terrain feature must be set up more than 3" from the battlefield edge, more than 3" from all Ghyranite objectives and more than 6" from all other terrain features. Alternatively, the battlefield can be set up as shown on the corresponding battlefield terrain layout map while maintaining the distance restrictions between the battlefield edge, objectives and other terrain features as detailed above.

TERRITORY

After Ghyranite 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 (Core Rules, 10.0).

BATTLE LENGTH

Battles that use this battlepack last for 5 battle rounds.

GLORIOUS VICTORY

Each battleplan will describe how to score victory points. At the end of the battle, the player with the most victory points has won the battle. If the players are tied on victory points, the battle is a draw.

GAME 1: ROILING ROOTS

TWIST: If you are the underdog, you must use the 'Tangling Tendrils' ability:

Once Per Battle Round, Start of Battle Round

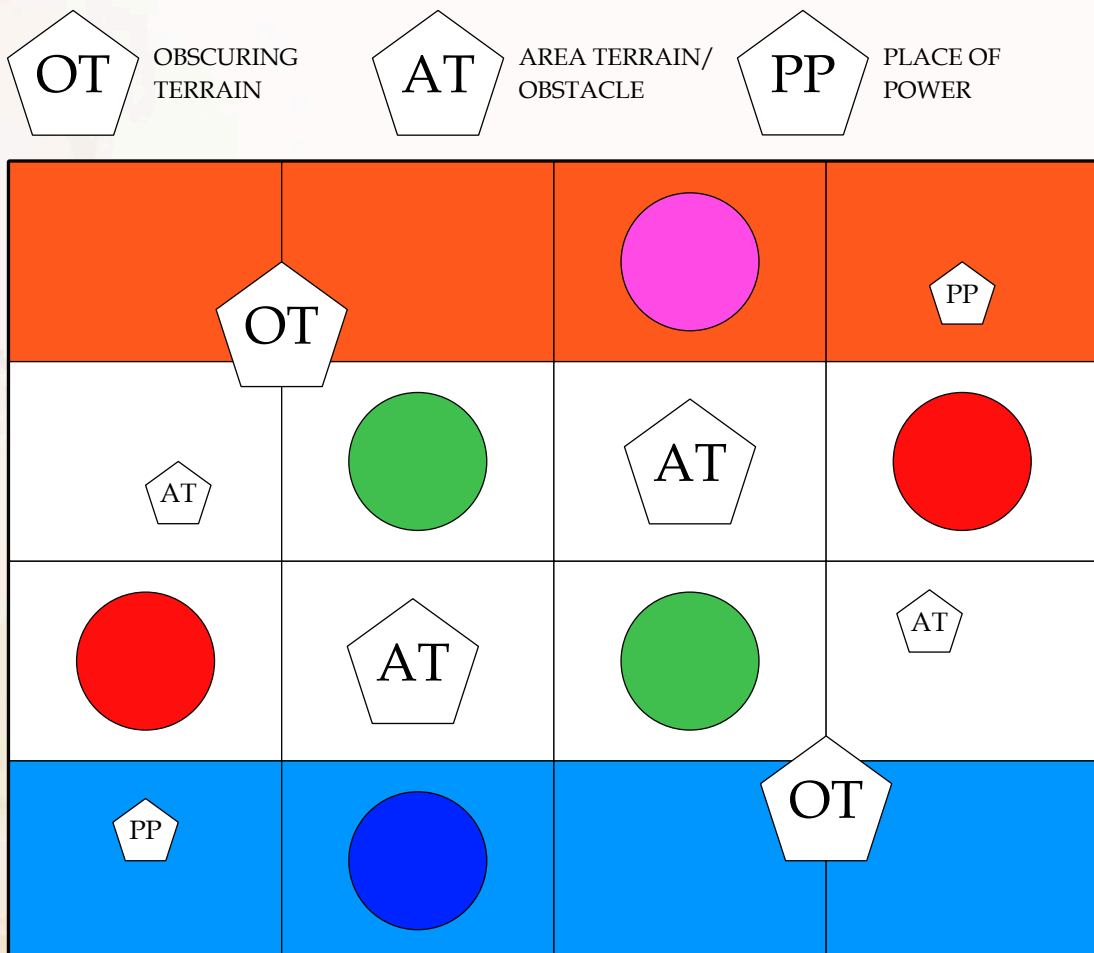
TANGLING TENDRILS

Declare: Pick a pair of objectives to be the targets.

Effect: For the rest of the battle round, units (friendly and enemy) have STRIKE-LAST while they are contesting either target objective.

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 any pairs of objectives.
- Score 2 victory points if you control more objectives than your opponent.



MWWIX SCORE SHEET

ROILING ROOTS

ATTACKER

NAME:

FACTION:

BATTLE ROUND	BATTLE TACTICS 1			BATTLE TACTICS 2			VICTORY POINTS SCORED	PRIORITY
	A	S	D	A	S	D		
1	☐	☐	☐	☐	☐	☐		☐
2	☐	☐	☐	☐	☐	☐		☐
3	☐	☐	☐	☐	☐	☐		☐
4	☐	☐	☐	☐	☐	☐		☐
5	☐	☐	☐	☐	☐	☐		☐

TOTAL POINTS SCORED:

DEFENDER

NAME:

FACTION:

BATTLE ROUND	BATTLE TACTICS 1			BATTLE TACTICS 2			VICTORY POINTS SCORED	PRIORITY
	A	S	D	A	S	D		
1	☐	☐	☐	☐	☐	☐		☐
2	☐	☐	☐	☐	☐	☐		☐
3	☐	☐	☐	☐	☐	☐		☐
4	☐	☐	☐	☐	☐	☐		☐
5	☐	☐	☐	☐	☐	☐		☐

TOTAL POINTS SCORED:

ROILING ROOTS

GAME 2: 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.

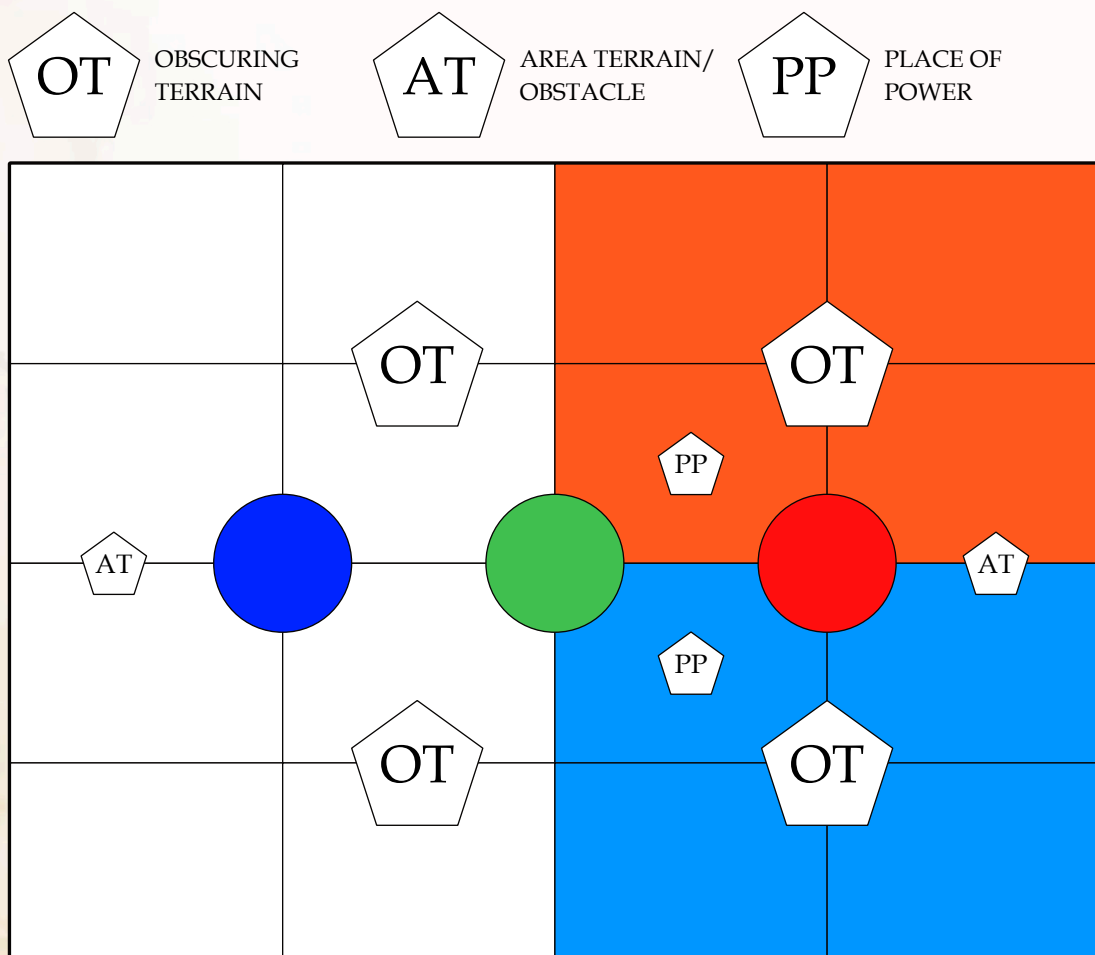
Effect: Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll. If you picked the Heartwood objective, roll a D6 for each target instead.

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.



MWWIX SCORE SHEET

NOXIOUS NEXUS

ATTACKER

NAME:

FACTION:

BATTLE ROUND	BATTLE TACTICS 1			BATTLE TACTICS 2			VICTORY POINTS SCORED	PRIORITY
	A	S	D	A	S	D		
1	☐	☐	☐	☐	☐	☐		☐
2	☐	☐	☐	☐	☐	☐		☐
3	☐	☐	☐	☐	☐	☐		☐
4	☐	☐	☐	☐	☐	☐		☐
5	☐	☐	☐	☐	☐	☐		☐

TOTAL POINTS SCORED:

DEFENDER

NAME:

FACTION:

BATTLE ROUND	BATTLE TACTICS 1			BATTLE TACTICS 2			VICTORY POINTS SCORED	PRIORITY
	A	S	D	A	S	D		
1	☐	☐	☐	☐	☐	☐		☐
2	☐	☐	☐	☐	☐	☐		☐
3	☐	☐	☐	☐	☐	☐		☐
4	☐	☐	☐	☐	☐	☐		☐
5	☐	☐	☐	☐	☐	☐		☐

TOTAL POINTS SCORED:

NOXIOUS NEXUS



GAME 3: BOUNTIFUL EQUINOX

TWIST: If you are the underdog, you can use the ‘*Rejuvenating Bloom*’ ability:

Once Per Battle Round, Start of Battle Round

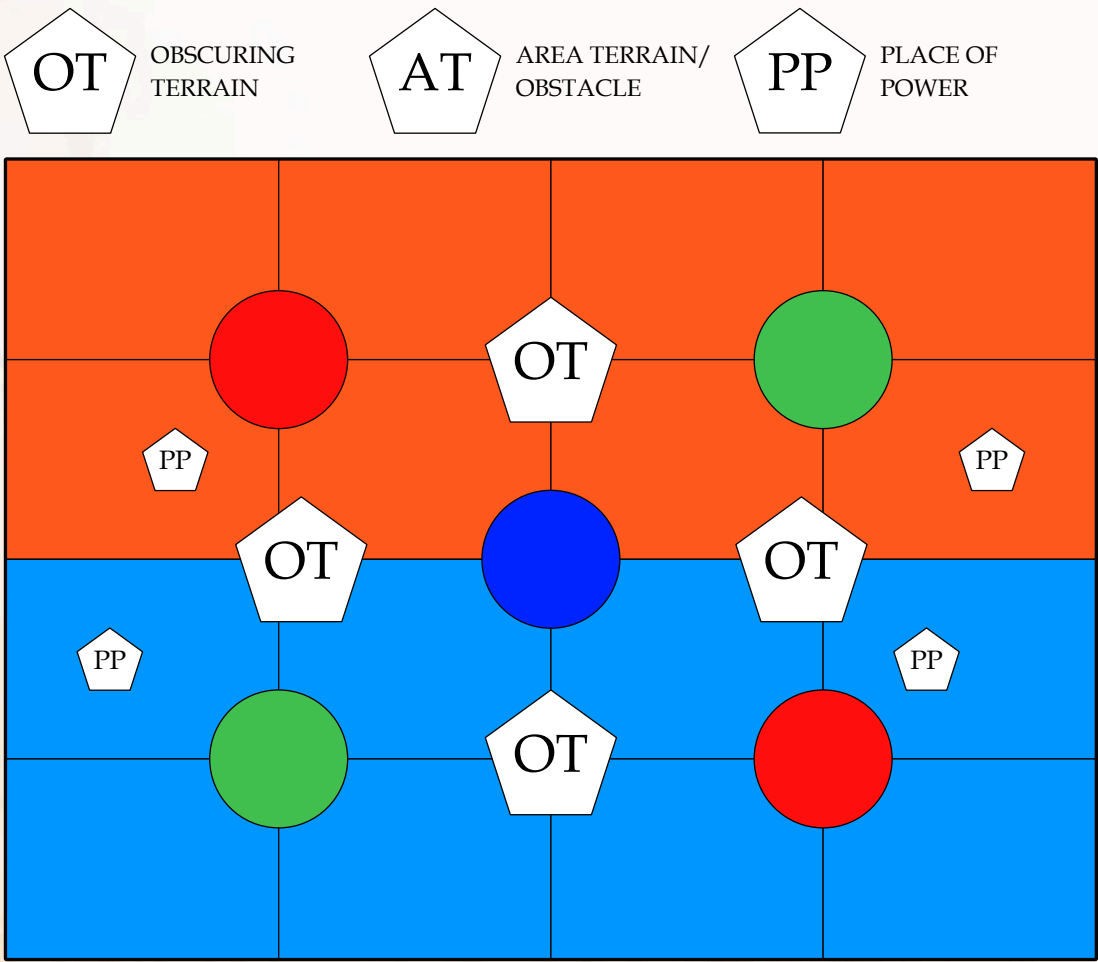
REJUVINATING BLOOM

Declare: Pick an objective to be the target.

Effect: Heal (3) each unit (friendly and enemy) contesting the target objective.

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 at least 1 Oakenbrow, 1 Gnarlroot and 1 Heartwood objective.



MWWIX SCORE SHEET

BOUNTIFUL EQUINOX

ATTACKER

NAME:

FACTION:

BATTLE ROUND	BATTLE TACTICS 1			BATTLE TACTICS 2			VICTORY POINTS SCORED	PRIORITY
	A	S	D	A	S	D		
1	☐	☐	☐	☐	☐	☐		☐
2	☐	☐	☐	☐	☐	☐		☐
3	☐	☐	☐	☐	☐	☐		☐
4	☐	☐	☐	☐	☐	☐		☐
5	☐	☐	☐	☐	☐	☐		☐

TOTAL POINTS SCORED:

DEFENDER

NAME:

FACTION:

BATTLE ROUND	BATTLE TACTICS 1			BATTLE TACTICS 2			VICTORY POINTS SCORED	PRIORITY
	A	S	D	A	S	D		
1	☐	☐	☐	☐	☐	☐		☐
2	☐	☐	☐	☐	☐	☐		☐
3	☐	☐	☐	☐	☐	☐		☐
4	☐	☐	☐	☐	☐	☐		☐
5	☐	☐	☐	☐	☐	☐		☐

TOTAL POINTS SCORED:

BOUNTIFUL EQUINOX

GAME 4: PASSING SEASONS

TWIST: In battle rounds 2 and 4, if you are the underdog, you can use the ‘*Burgeoning Rejuvenation*’ ability. In battle rounds 3 and 5, while you are the underdog, your army has the ‘*Powerful Resurgence*’ ability.

Once Per Battle Round, Start of Battle Round

BURGEONING REJUVENATION

Effect: Pick 1 of the following:

- Heal (D3) every friendly unit contesting an Oakenbrow objective.
- For the rest of the battle round, while a friendly unit is contesting a Gnarlroot
 - a. If it has a ward save, add 1 to ward rolls for that unit.
 - b. If it does not have a ward save, it has WARD (6+).

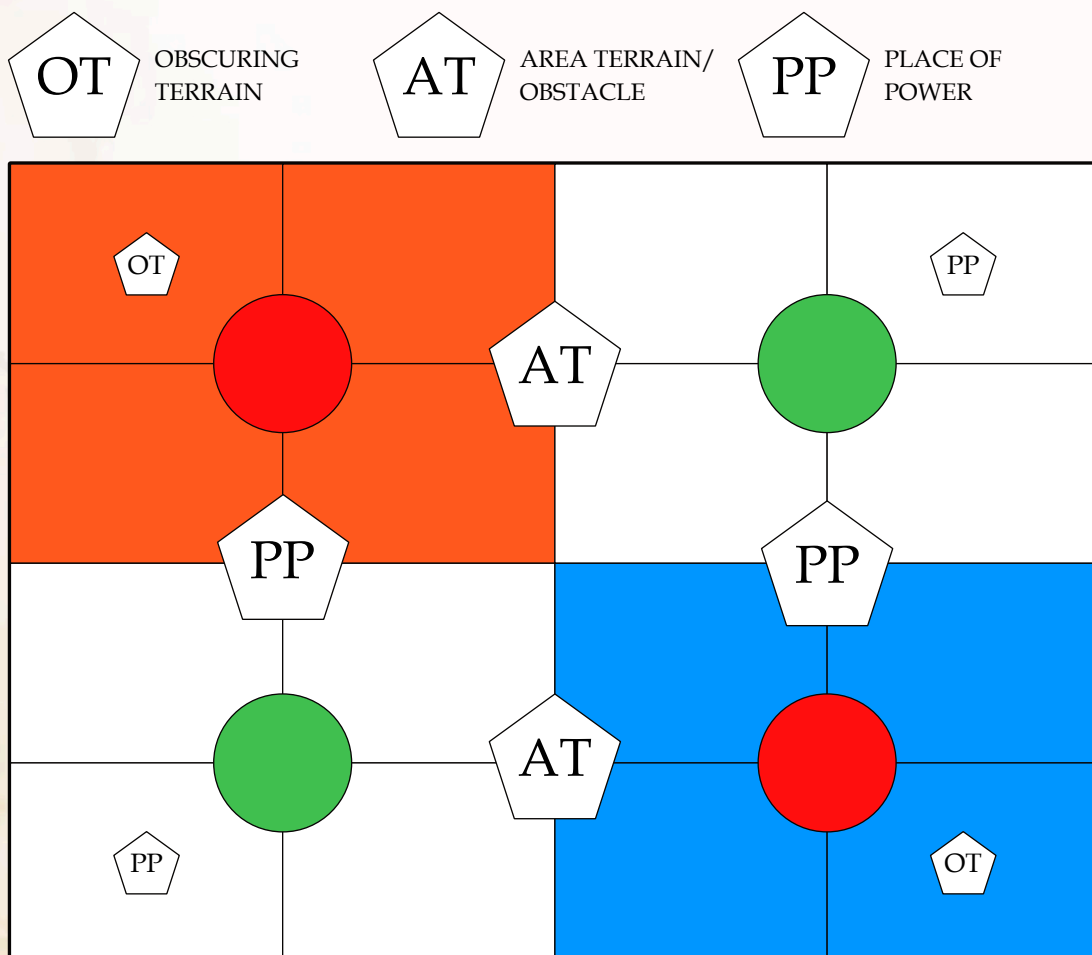
Passive

POWERFUL RESURGENCE

Effect: Add 1 to wound rolls for combat attacks made by friendly units while they are contesting a Gnarlroot objective.

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

- In battle rounds 1, 3 and 5, score 5 victory points for each Gnarlroot objective that you control.
- In battle rounds 2 and 4, score 5 victory points for each Oakenbrow objective that you control.



MWWIX SCORE SHEET

PASSING SEASONS

ATTACKER

NAME:

FACTION:

BATTLE ROUND	BATTLE TACTICS 1			BATTLE TACTICS 2			VICTORY POINTS SCORED	PRIORITY
	A	S	D	A	S	D		
1	☐	☐	☐	☐	☐	☐		☐
2	☐	☐	☐	☐	☐	☐		☐
3	☐	☐	☐	☐	☐	☐		☐
4	☐	☐	☐	☐	☐	☐		☐
5	☐	☐	☐	☐	☐	☐		☐

TOTAL POINTS SCORED:

DEFENDER

NAME:

FACTION:

BATTLE ROUND	BATTLE TACTICS 1			BATTLE TACTICS 2			VICTORY POINTS SCORED	PRIORITY
	A	S	D	A	S	D		
1	☐	☐	☐	☐	☐	☐		☐
2	☐	☐	☐	☐	☐	☐		☐
3	☐	☐	☐	☐	☐	☐		☐
4	☐	☐	☐	☐	☐	☐		☐
5	☐	☐	☐	☐	☐	☐		☐

TOTAL POINTS SCORED:

PASSING SEASONS

GAME 5: SURGE OF SLAUGHTER

TWIST: If you are the underdog, you can use the 'Defence of the Realm' ability:

Once Per Battle Round, Start of Battle Round

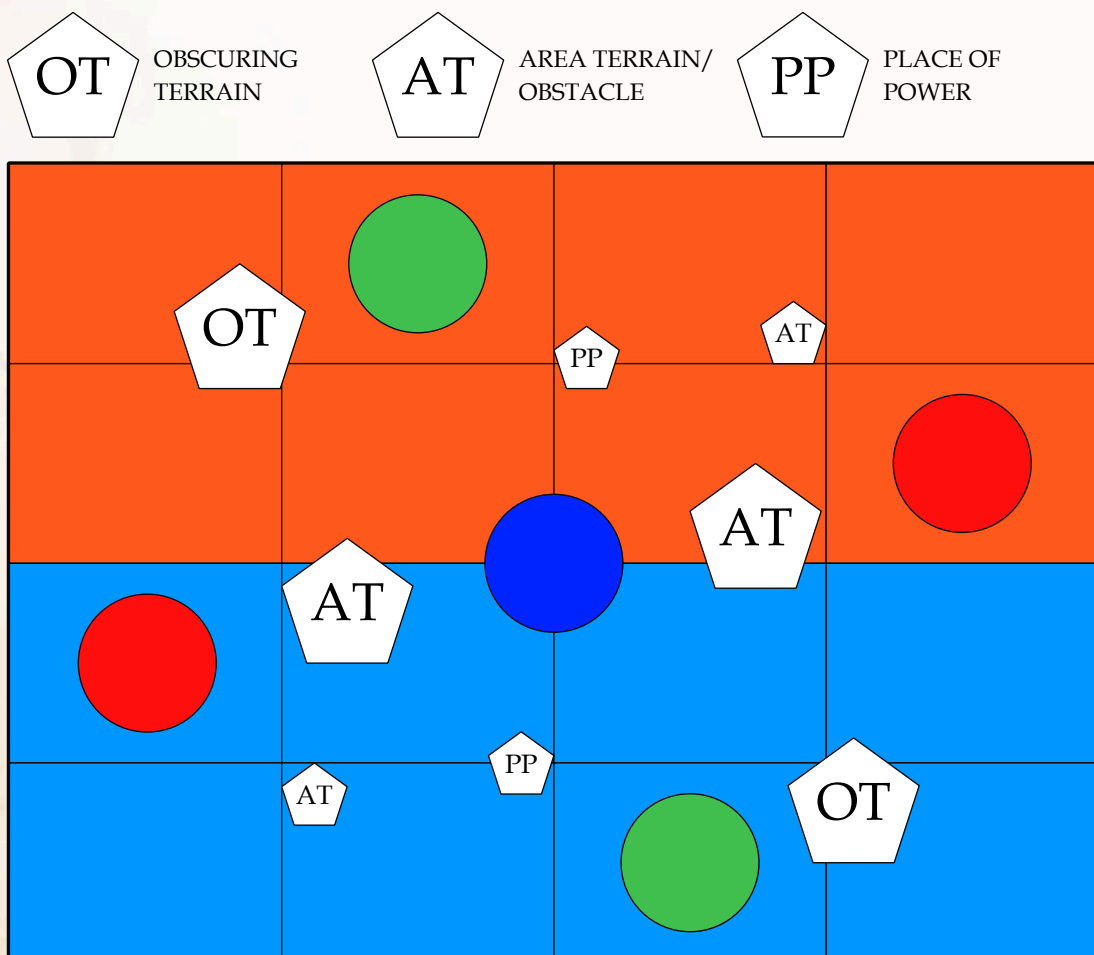
DEFENCE OF THE REALM

Declare: Pick a pair of objectives to be the targets.

Effect: For the rest of the battle round, add 1 to the Rend characteristic of friendly units' melee weapons while they are contesting either of the target objectives.

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 any pairs of objectives.
- Score 2 victory points if you control more objectives than your opponent.



MWWIX SCORE SHEET

SURGE OF SLAUGHTER

ATTACKER

NAME:

FACTION:

BATTLE ROUND	BATTLE TACTICS 1			BATTLE TACTICS 2			VICTORY POINTS SCORED	PRIORITY
	A	S	D	A	S	D		
1	☐	☐	☐	☐	☐	☐		☐
2	☐	☐	☐	☐	☐	☐		☐
3	☐	☐	☐	☐	☐	☐		☐
4	☐	☐	☐	☐	☐	☐		☐
5	☐	☐	☐	☐	☐	☐		☐

TOTAL POINTS SCORED:

DEFENDER

NAME:

FACTION:

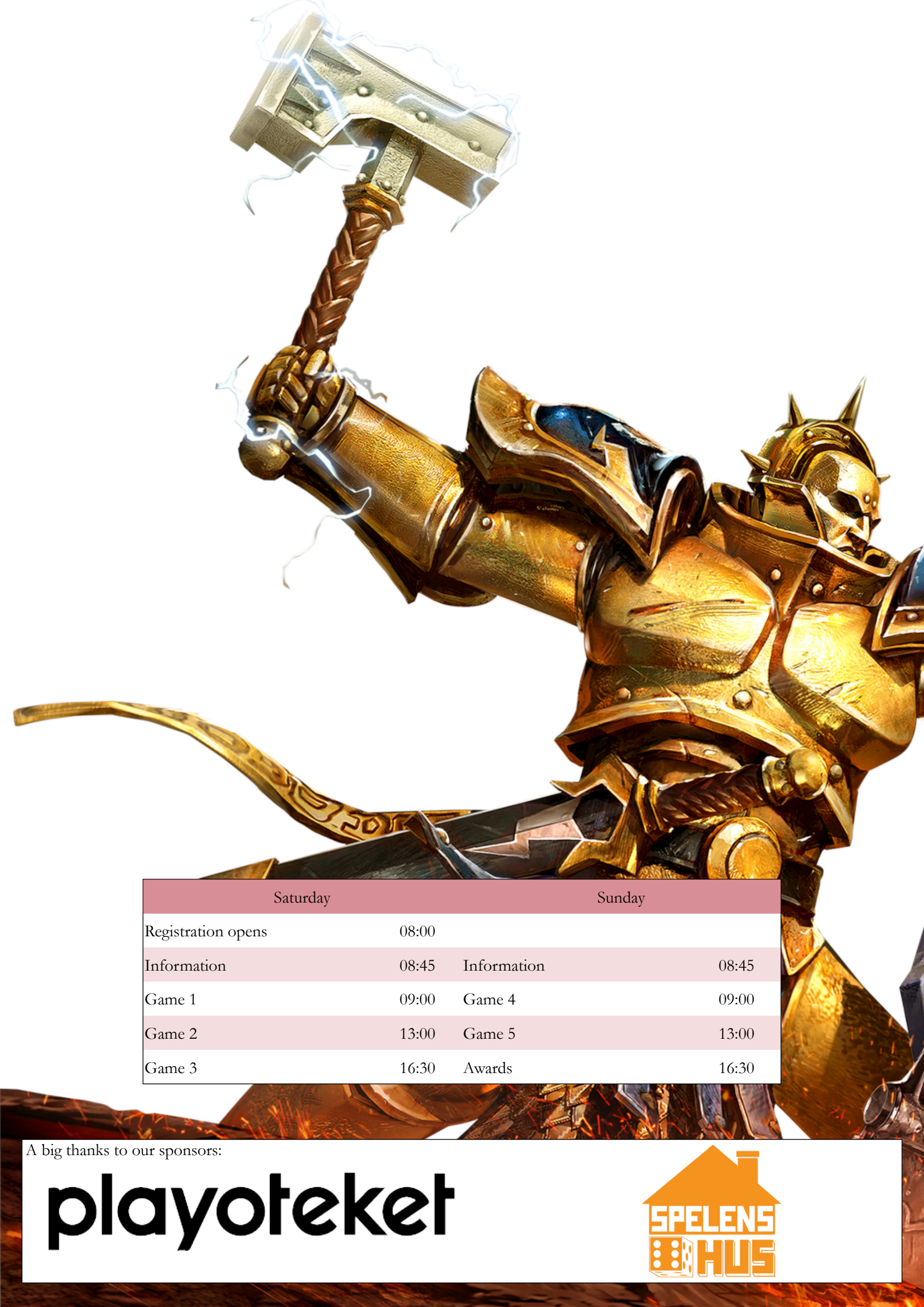
BATTLE ROUND	BATTLE TACTICS 1			BATTLE TACTICS 2			VICTORY POINTS SCORED	PRIORITY
	A	S	D	A	S	D		
1	☐	☐	☐	☐	☐	☐		☐
2	☐	☐	☐	☐	☐	☐		☐
3	☐	☐	☐	☐	☐	☐		☐
4	☐	☐	☐	☐	☐	☐		☐
5	☐	☐	☐	☐	☐	☐		☐

TOTAL POINTS SCORED:

SURGE OF SLAUGHTER



A series of horizontal dotted lines for writing, spanning the width of the page.

A golden armored figure, possibly a knight or a deity, is shown from the waist up. The figure is wearing intricate golden armor with blue accents on the shoulder and chest. It holds a large, ornate golden hammer in its right hand, which is raised high. The hammer's head is rectangular with a cross-like shape in the center, and it is surrounded by bright blue and white lightning bolts. The figure's left hand is resting on its hip. The background is a plain white.

Saturday		Sunday	
Registration opens	08:00		
Information	08:45	Information	08:45
Game 1	09:00	Game 4	09:00
Game 2	13:00	Game 5	13:00
Game 3	16:30	Awards	16:30

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