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Presents



A



Miniatures

800 Point

WARLORD

2nd Edition One Day Tournament



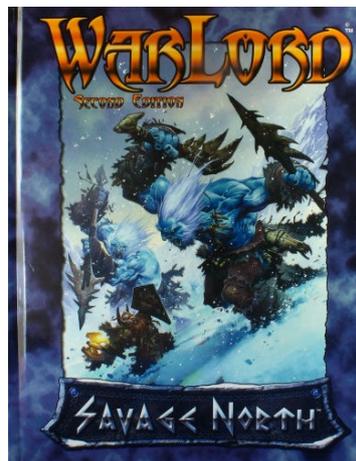
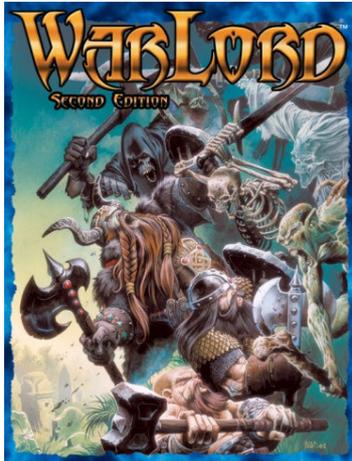
TGAPERTH.COM

Version 1.0

WHAT YOU WILL NEED



The following event will use the rules taken from either the standard 2nd Edition Warlord rulebook, or the latest hard cover version 'Savage North'.



Both books contain the rules (Savage North includes all the updated errata which can also be found at the official Reaper Miniatures website: www.reapermini.com) but for those players looking to play a specific faction it is recommended you get that rule book first as they are split over the two books. Having both books if possible would help you to understand your opponents forces and give you an advantage, but not necessary.

You will also need:

- At least one Ten Sided Dice (D10). Six with a mix of two or more colours is preferred.
- Tape measure with inches marked on it.
- Pen and paper
- A deck of cards
- Colour markers to indicate a models condition eg. Poisoned, Stunned, etc.
- Correct templates for spell effects, breath weapons, etc
- 800 points worth of correct miniatures to represent your faction on the battlefield.

Important: Please see the 'Final Notes' section for more information about miniatures

To take part in this tournament a player must both pay an entry fee of \$30 and submit an 800 point electronic format army roster to the tournament organiser no later than **Sunday, 14th September 2014.**

Adam 'Ivoryskull' Jones – Savage North: Unleashed' tournament organiser.

Email: tgaperth@live.com.au or sales@alphastrike.com.au

Mobile: 0404 949 289

Players can pay:

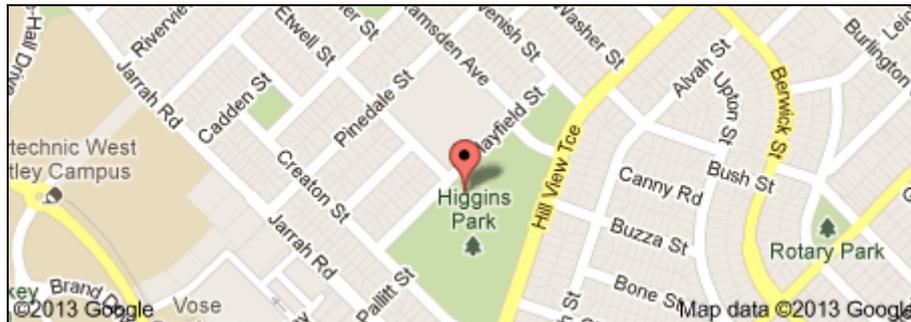
- In person at Tabletop Gamers Association during operating hours.
- Via the Alpha Strike website under the 'Event/Tournament Tickets' section. Payment methods accepted are Direct Debit, Paypal, and Debit/Credit Card via eWay.

TOURNAMENT RULES



Games will be played **Sunday, 21st September 2014** between 10:00am and 5:00pm at the Tabletop Gamers Association club rooms located:

**TABLETOP GAMERS ASSOCIATION MAIN HALL
HIGGINS PARK TENNIS CLUB
PLAYFIELD STREET, EAST VICTORIA PARK, PERTH**



Food and drink are available from the club.

This tournament will consist of four rounds each having a different scenario. The daily schedule is as follows:

9:30am – 10:00am: Registration
10:00am – 11:30am: Round One Scenario: 'Holy Ground'
11:45am – 1:15pm: Round Two Scenario: 'Assassin!'
1:15pm – 1:45pm: Lunch
1:45pm – 3:00pm: Round Three Scenario: 'Stand-up Fight'
3:15pm – 4:30pm: Round Four Scenario: 'Treasure Hunt'
4:30pm – 5:00pm: Presentations & Discussions



SCENARIO RULES



Unless stated otherwise all scenario games will be played on a 4'x4' table using the standard deployment rules. Each game will play the full 5 turns unless time is called. Results are recorded on the recording sheet provided at each table by the tournament organiser before each round begins. This is then handed back to the tournament organiser (or designated aid) at the end of each round. Players are to check that the information recorded is correct as once it is handed in the results stand.

SCENARIO ONE: HOLY GROUND

The stars have aligned showing the location of a powerful magical node that must be claimed before the enemy.

A piece of terrain, or flat marker to represent an area of open ground, with a footprint no larger than 10" diameter will be in the exact centre of the battlefield. The player with the most points worth of models with their bases touching this terrain piece (or its designated border as defined by its base) at the end of turn 5 will win this scenario. Both players add up the points value of the miniatures they have lost and removed from play during the battle (wounded miniatures count as zero points). This total is awarded to the opposing player. In addition, the winner of the scenario also adds the value of all their models touching the central terrain piece at the end of the game.

SCENARIO TWO: ASSASSIN!

Like the snake, if you remove its head the body will die.

The enemy leader must be killed. If a player has a Warlord then this miniature is the leader for this scenario. Otherwise, a player must choose one of the leader miniatures in their force to protect while attempting to assassinate the opponent's leader. At the end of turn 5 both players add up the points value of the miniatures they have lost and removed from play during the battle (wounded miniatures count as zero points). This total is awarded to the opposing player. In addition, if a player's nominated leader is still alive at the end of the game that player only allocates half the points value of miniatures they have lost (rounding any decimal points up) to their opponent.

SCENARIO THREE: Stand-up Fight

No enemy leaves this battlefield....Kill them all!

This is the standard battle scenario from the main rulebook. At the end of turn 5 both players add up the points value of the miniatures they have lost and removed from play during the battle (wounded miniatures count as zero points). This total is awarded to the opposing player.



SCENARIO FOUR: TREASURE HUNT

It is here somewhere! Quickly now, before they find it!

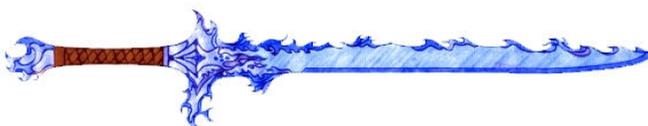
A player must exit the treasure off their home edge of the battlefield. Place three pieces of terrain, or flat marker to represent an area of open ground, with a footprint no larger than 10" diameter within 12" of the exact centre of the battlefield. One of these will contain the treasure and it is not known which until a model searches for it. During it's activation a model may spend a Special Action to search a piece of terrain it has base contact with. A miniature flying, burrowing, or in base contact/reach range of an enemy miniature cannot search.

If the controlling player rolls a natural '10' on 1D10 the treasure has been found and is now held by the miniature that was searching. This miniature must exit the battlefield and is not able to pass the treasure to another miniature. If the miniature is killed the treasure falls to the floor and can be picked up by a miniature that moves into base contact with it and spends a Special Action. If the miniature is burrowing or flying when killed the treasure is placed on the ground at the same point the miniature was removed.

At the end of turn 5 both players add up the points value of the miniatures they have lost and removed from play during the battle (wounded miniatures count as zero points). This total is awarded to the opposing player. In addition, if a player exits the treasure off their deployment side edge they earn 300 points at the end of the game.



PRIZES



FIRST PLACE

**Exclusive Alpha Strike Branded Swag
\$30 worth of Reaper Miniatures**

EVERY ENTRANT

A random Reaper Miniatures Bones blister pack

FINAL NOTES



As this is a fun tournament players are not restricted to using the official miniatures to play. It is expected that if a substitute miniature from another company is used it is to match closely to the troop choice. For example, using a Games Workshop High Elf miniature to represent a Tembrithil Wood Elf is not acceptable, even though they are both elven miniatures.

The game is designed to use square bases (with a minimum of 25mm size) as some figures have special abilities that measure 'one side of a flat edge'. If a miniature has a round base you are NOT allowed to use it in the tournament. If you have any doubts about anything then please ask the tournament organiser first who will make a ruling for you. It is supposed to be fun and not a chore to play after all!

Miniatures do not need to be painted, but it is recommended as they will look so much better on the battlefield giving the player a sense of pride and achievement.



The fantastic miniatures you see in the pictures in this player pack are from the Reaper Miniatures range and are official miniatures used in sanctioned 'Warlord' tournaments and events. If you would like to see more then visit TGA's official sponsor Alpha Strike, an online retail store based in Perth who carry a large range of these miniatures, plus more!



www.alphastrike.com.au
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