Into the Belly of the Beast



Sunday 2nd June 2024

at

Imps Gaming, Lincoln

Into the Belly of the Beast

Welcome all to the Mortal Realms, join us in the Belly of the Beast. a single-day tournament for Warhammer: Age of Sigmar.

This is open to all comers, from newer players taking their first steps onto the battlefield, grizzled veterans of many campaigns, or the ones talented in the crafts to make their armies shine. This is a great opportunity to play with like-minded individuals.

This document covers the specific details of this event, giving each of you an overview of everything you will need for the event.

EVENT ESSENTIALS

System:	Warhammer Age of Sigmar – Matched Play
Registration:	9.30 am, Sunday 2nd June 2024
Location:	Imps Gaming, 15 Crofton Close, Lincoln, LN3 4NT
Battle size:	2,000 points
Board size:	60” x 44”
Battle plans:	Pitched Battleplans from General Handbook 2023 - 2024
No. of games:	3
Tools of war:	You are expected to bring your army, dice, a tape measure, objective markers, all relevant rule publications, and a copy of your army roster.

ENTRY DETAILS

To confirm a space at the event, a payment of **£15.00** per entrant will need to be sent via **PayPal** and selecting **'friends and family**' to edster.evans@gmail.com
Please include your name, BCP e-mail, and phone number on the payment.

Payments are to be made by **Saturday 4th May**, for those who have reserved a ticket. If monies have yet to be received, we might not be able to reserve your space.

If you purchase a ticket and then are unable to attend, we will do our best to help sell your ticket. Unfortunately, we are unable to process refunds.

There are 28 total tickets available, be sure to secure yours as soon as possible.

SCHEDULE

- Registration: 9:30 am
- Game 1: 9:45 am - 12:15 am
- Lunch: 12:15 pm - 1:00 pm
- Game 2: 1:00 pm - 3:30 pm
- Game 3: 3:40 pm - 6:10 pm
- Prizes: 6:15 pm - 6:30 pm

EVENT RULES

We will be playing three 2,000-point games of Pitched Battles from the General's Handbook 2023.- 2024

Game 1 - No Reward Without Risk (Page 22)
Game 2 - Geomantic Pulse (Page 28)
Game 3 - Every Step is Forward (Page 42)

All the latest FAQs, Warscrolls, and Compendium PDF Updates issued will be in play. Please take time to familiarise yourself with the FAQs to avoid any issues on the gaming table.

They can all be found here: https://www.warhammer-community.com/faqs/

HOUSE RULES

- Proxies are allowed, if they clearly can be identified as the model they are representing. Please share details with the events team and your opponent.
- We all love to see fully painted and based armies, but to give all an opportunity to bring a force of their chosing there is **no painting requirement**. However, your models **must be fully assembled and on the correct base size.**

LISTS

You should submit your army list to the Into the Belly of the Beast event via Best Coach Pairings (BCP) app (event link below):.
https://www.bestcoastpairings.com/event/CK7CCLRG3N

We recommend using the Warscroll Builder on the Warhammer Community website or using the Age of Sigmar App for writing your army list.

Please ensure you write your army in a clear format including allegiances, sub-factions, and your grand strategy.

Each unit should demonstrate upgrades, including:

- Spells / Prayers
- Artefacts
- Command Traits
- Number of times a unit is reinforced

Please be sure to note any club affiliation, if applicable (to help avoid first-round match-ups with your club mates).

Lists need to be submitted by **Saturday 25th May** at **23.59**.

SCORING & PAIRINGS:

The player with the most victories will be the winner. In the case of a tie, the rankings will be split using the following tiebreakers, in order of priority:

- Major Victories
- Minor Victories
- Draws
- Total Victory Points scored in each game (these are cumulative points gained from objectives, battle tactics, and grand strategies)
- Battle Tactics completed
- Grand Strategies completed.

After the end of each game, along with your opponent, please upload the final score onto the BCP app.

Your opponent for the first game will be randomly determined. Subsequent rounds will be organised using the Swiss system, following the above rankings. If you ever find yourself facing off against the same opponent you have faced previously, please contact a member of the events team.

AWARDS

- 1st Place
- 2nd Place
- 3rd Place
- Best Painted - player voted
- Best Sports - player voted
- Last Place (the true winner).
- There will be spot prizes throughout the day!

FOOD & DRINK

Lunch will not be provided, however, there are shops and takeaways within a mile of Imps.

There's also plenty of additional delivery options available thanks to Deliveroo/Uber Eats/Just Eat/etc.

There is also a range of snacks and drinks available to purchase throughout the day. at the store.

PARKING & TRAVEL

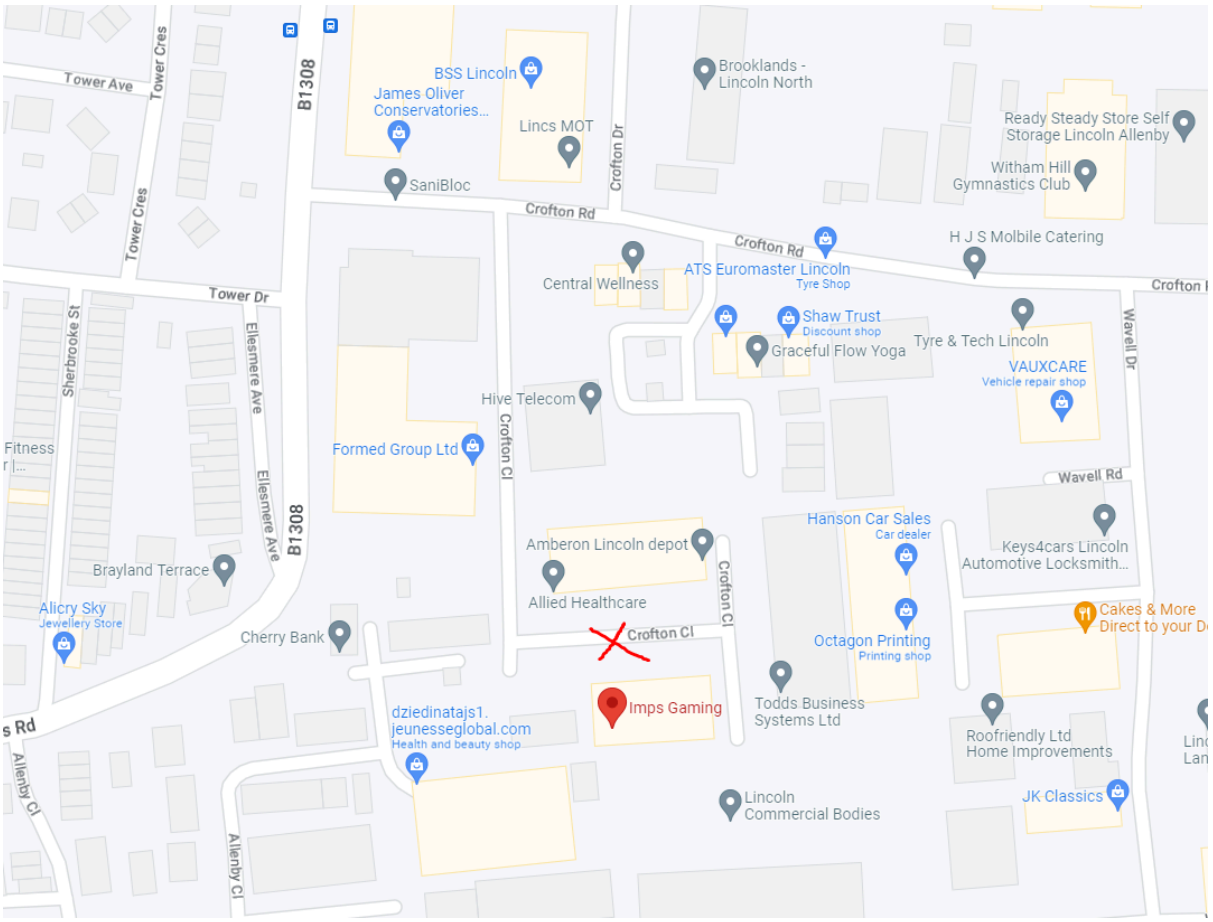
Imps Gaming is a large gaming hall in an industrial estate on the edge of Lincoln. If you are arriving by train it is 40 minutes walk away (the nearest station is Lincoln),

If you are driving there is plenty of free parking space outside of Imps or in the adjacent industrial units.

CONTACT US

Via email: edster.evans@gmail.com
Via Twitter/X https://twitter.com/bottomtablegoal

STORE INFORMATION



www.imps-gaming.com
www.facebook.com/ImpsGaming
Address: 15 Crofton Close, Lincoln, LN3 4NT