

NWO's Carnival of Excess and Terror 2023 (Oct. 28, 2023)

Age of Sigmar Halloween Tournament and Costume Contest

Tournament/House Rules:

- The pitched battle rules for GHB 2023-2024 will be used in this event.
- Grand Strategies and Battle Tactics may be chosen from those in General's Handbook 2023-2024, newest battletomes and White Dwarf magazines.
- Start each game in the following order:
 - Roll off. Reroll ties. The higher roll chooses which players are the **Attacker** and **Defender**.
 - The **Defender** sets up the terrain using the map per each battleplan listed below. And after the defender has placed the terrain they will determine which terrain will have which features for that battle round. (see below what each terrain feature does)
 - Protruding features of terrain must be more than 6" apart. This is to preserve terrain layout intent while protecting our models and terrain. This does not apply to Wyldwoods.
 - Resolve any terrain ambiguity (e.g. footprint for cover)
 - The **Defender** generates 6 random Mysterious Terrain Keywords and assigns them to different pieces of terrain.
 - The **Attacker** chooses which territories are the Attacker's and Defender's.
 - Place any faction terrain.
 - The **Attacker** starts deployment.
 - Continue as defined in the Battleplan
- Terrain Rules (2 Los/Imp, 2 Def. 1 Los, 1 Cvr, 2 WW)
 - A model cannot end any movement where the model cannot physically balance unaided. "If it sits, it fits."
 - A terrain feature's rules apply to the entirety of its template unless otherwise stated.
 - Terrain Keywords (reference you GHB) (2 Los/Imp, 2 Def. 1 Los, 1 Cvr, 2 WW)
 - Mysterious Terrain Keywords:
 - **Los** - Line of Sight Blocking - This terrain blocks line of sight passing through its footprint. Visibility to or from models with a **Wounds characteristic of 10** or more is not blocked by **Los** terrain.
 - **Imp** - Impassable - a unit may not move through this terrain unless it can Fly and a unit may not finish any movement in this terrain.
 - **Cvr** - This terrain provides **cover**.
 - **WW** - This terrain is **wyldwood** terrain. If the terrain has a template, the whole template is considered to be part of the **wyldwood**. A **wyldwood** is not considered impassable unless otherwise noted. You may temporarily remove portions of a **wyldwood** (e.g. individual trees) to allow models to pass through it. Replace any removed portions when reasonable. (Sylvaneth Awakened Wyldwoods models cannot be removed to pass through them)
 - **Def** - This terrain is **defensible**, meaning units can **garrison** it. Up to 15 models may **garrison** the table's **garrison** terrain feature.
 - Models garrisoning a table's terrain feature do not contest objectives.

Table

Schedule:

Saturday, Oct. 28th	Start Time	End Time
Check-in/Setup/Costume Contest Photos	9:30 AM	10:00 AM
Round 1 (NO REWARD WITHOUT RISK)	10:00 AM	12:45 PM
Lunch /Paint Judging/ Costume Contest	12:45 PM	1:45 PM
Round 2 (NEXUS COLLAPSE)	1:45 PM	4:30 PM
Break	4:30 PM	4:45PM
Round 3 (SPRING THE TRAP)	4:45 PM	7:30 PM
Voting and Awards	7:30 PM	7:45 PM

Costume Contest:

Photos of each person who comes in costume will be taken then voted on by the participants of the tournament

Awards:

List of Awards		
1st Place General	Awarded to the player with the highest gaming rank.	Trophy
2nd Place General	Awarded to the player with the second highest gaming rank.	Trophy
Top Artisan	Awarded to the player with the highest art rank. <i>An army must be painted by the attendee to be eligible.</i>	Trophy
1st Place Costume	Awarded to the player in costume who receives the most votes for favorite costume	Certificate
2nd Place Costume	Awarded to the player in costume who receives teh 2nd most votes for favorite costume.	Certificate
Wooden Spoon	Awarded to the player with the lowest gaming rank.	Trophy
Favorite Army	Awarded to the player whose army receives the most Favorite Army votes. In the case of a tie, all tied armies will be recognized. Commissioned armies are eligible.	Certificate

NO REWARD WITHOUT RISK
(page in the GHB)

This site is suffused with power that courses through the veins of magic-users as easily as breathing. Slaying wizards here is a dangerous task, for Andtor's might thrums under their skin and threatens to tear them apart.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table.

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment, starting with the attacker. Each player must set up their units wholly within their territory.

FEEDBACK OVERLOAD

When a WIZARD HERO is slain, before removing that model from play, roll a dice. On a 4+, the WIZARD explodes as their magical energies are released uncontrollably. Each unit within a number of inches equal to the Wounds characteristic of that WIZARD suffers D3 mortal wounds (roll separately for each unit).

VICTORY POINTS

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

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.



NEXUS COLLAPSE
(page in the GHB)

The cold magic of Andtor is as much of an enemy as your rivals – and no less deadly. While the unclaimed land offers many sites of power to be seized, beware the flaring of the continent's nexus points. This land is hostile, and its energy has a bitter will all of its own...

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Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.

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DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment, starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from enemy territory.

INSTABILITY

At the start of each battle round after the first, after determining which player will take the first turn, the player with the fewest victory points can choose to collapse up to 2 objectives. If both players are tied on victory points, the players roll off and the winner can choose to collapse 1 objective.

Roll a dice for each unit within 6" of any collapsed objectives. On a 4+, that unit suffers D3 mortal wounds. Once all rolls have been made for those units, remove all collapsed objectives from the battlefield.

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- Score 1 victory point if you control more objectives than your opponent.
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SPRING THE TRAP
(Page in the GHB)

Out on the tundra, enchanted snowstorms howl constantly and shelter is sparse. With the only safe camp for miles around resting in a valley's glacial cove, it is up to you to eliminate any rival armies seeking to use it for themselves – or face a frigid and painfully slow death above ground.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table.

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment, starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from enemy territory.

OUTFLANK

During deployment, after both players have set up their units, starting with the attacker, each player can remove D3 friendly units from the battlefield (roll once for both players) and place those units in reserve. Starting from the second battle round, at the end of your movement phase, you can set up those units you placed in reserve wholly within 6" of the battlefield edge and more than 9" from all enemy units.

VICTORY POINTS

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

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- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

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