

bloodshed

in the shires

a competitive age of sigmar event

3rd and 4th February 2024
Wycombe Arts Centre

Proudly brought to you by the Bucks Wargame Collective

Introduction

Welcome back to Bloodshed in the shires. A 2000pt matched play event brought to you by the Bucks Wargame Collective.

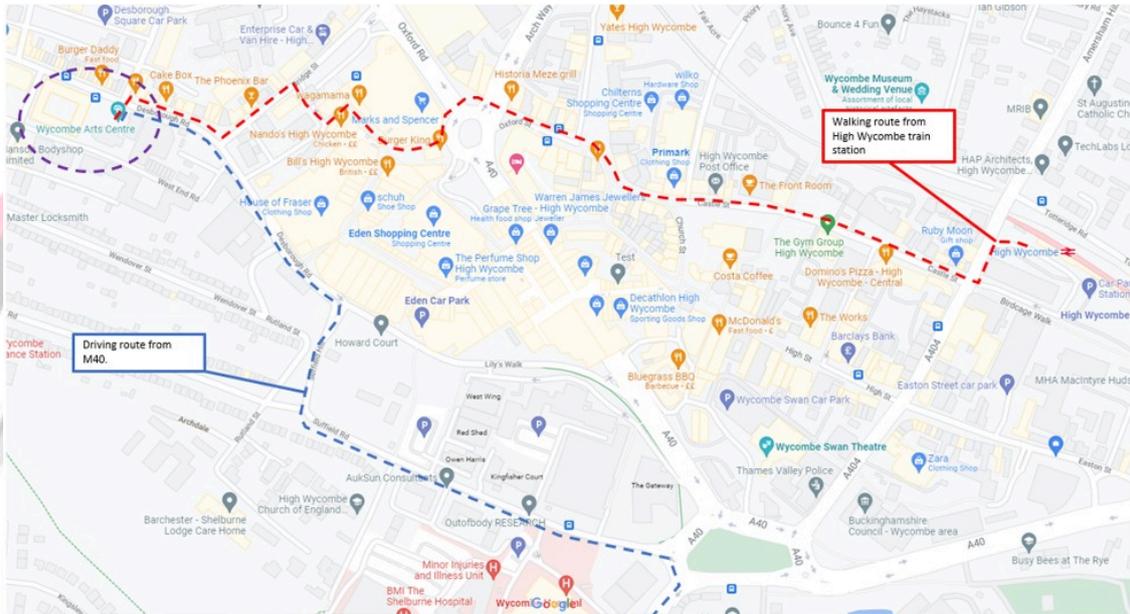
Location / Venue

We will be hosting Bloodshed in the shires this year at the Wycombe Arts Centre

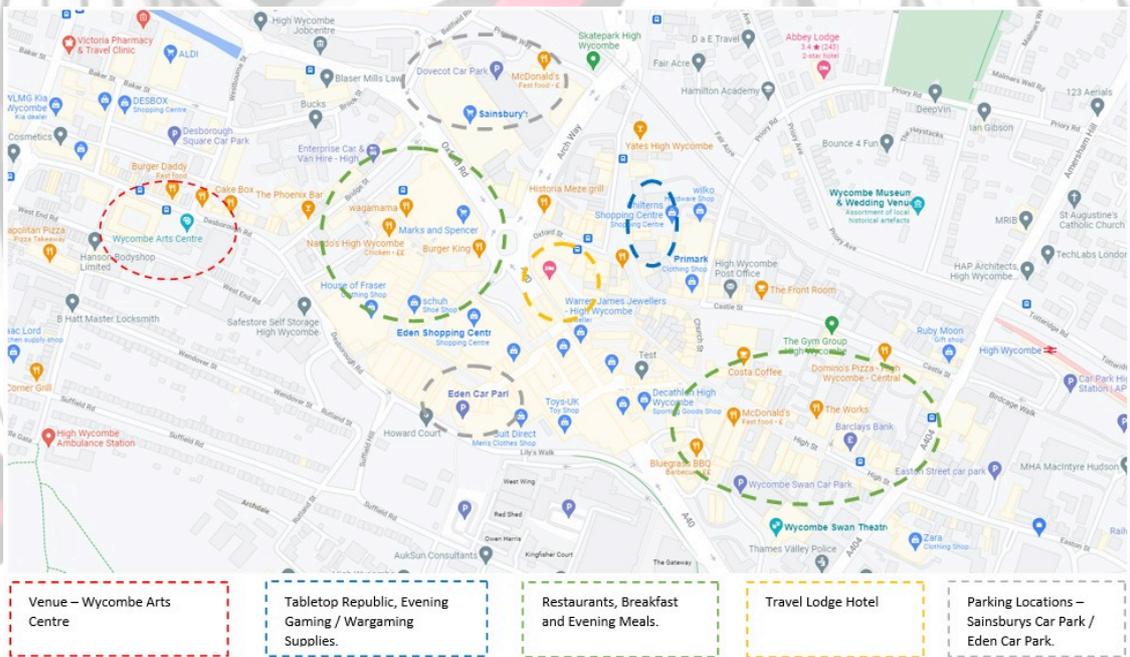
Wycombe Art Centre
15 Desborough Road
High Wycombe
HP11 2PU



This is central to High Wycombe and only a 3-4 minute walk from Wycombe central bus station. There is no on-site parking at the venue itself however there is plenty of alternative parking available at Eden Shopping Centre.



As you can see from the map below, we have highlighted some key areas in town for those looking for places to eat / gaming for the Friday or a drink on the Friday evening. There really is everything you need just a short walk away.



Friday / Saturday Evenings

We have hired out the main gaming hall and the café / bar area for the weekend. Unfortunately, the bar will not be available on the Friday evening, and we are still waiting on confirmation on the main gaming hall for the Friday. We will keep everyone updated but will not have the green light until just a week or two out.

However, we have exclusive use of the bar / venue all the way through to 23:30 on the Saturday night. There are tables, sofas, music, draught beer so feel free to stay around and socialise. We are also in the centre of town so within walking distance from everything.

The local FLG Tabletop Republic is just in the centre of town if you need to cram in some last minute practice games on the Friday! You will need to book tables and the link for that is here: <https://www.tabletoprepublic.com>

Army Selection & What to Bring

This will be a singles matched play 2000 points event and will follow all the restrictions from the core rule book and General's Handbook 2023-24 Matched play sections.

Only warscrolls and battalions with a points profile released in The Generals Handbook 2023-24 will be legal for this event. Current official battletomes and supplements released up to and including 20/01/2024 will be legal. If you are using a white dwarf supplement or similar not readily available, please bring the physical copy or print of these with you for your opponent. If a battletome is only released as a Limited edition army set then it will not be legal until the full tome is released before or on the cut off above.

Please have enough copies of your army list printed for the event and take a few moments before each game to run through your list with your opponent. You don't need to explain how everything works, just briefly summarize any abilities or battalions your opponent is not familiar with.

Dice, tape measures, glue, any required tokens and pen & paper etc. along with your rulebook, battletome and any FAQ associated with your army.

FAQ's and designers' notes can be found on the Warhammer Community Website here: <https://www.warhammer-community.com/faqs/>

List Submission

Each player is required to submit a 2000pts army list, using the guide and submission form via the link below. Your list must include grand strategies and all other enhancements. Please also include on submission your full name, club (if applicable) and any dietary requirements so we can pass that on to our caterer.

List must be submitted before 23:00 27/01/2024. There will be a 10TP Penalty for incorrectly or non-submitted lists.
www.buckswargamecollective.co.uk/listssubmission

Painting / Model Requirements

The only painting restrictions are that all models from the army are cohesive with at least 3 colours minimum and based to a tabletop standard. This includes allies and endless spells. Cohesive includes ensuring all bases match across the army and it's allies.

Models do not need to be fully GW but if you are using proxy / 3D printed models make sure it is very clear what your units represent and weapons etc as close to WYSIWYG as possible.

If unsure whether your models meet these requirements, please get in contact before the event via Contact@possessedgaming.com.

Points will be docked for not fulfilling minimal requirements at the TO's discretion.

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Schedule

Doors will be open from 08:30 on both days

Day One

08:30 – 09:00 - Registration

09:00 - 12:00 - Game One

12:00 - 13:00 - **LUNCH**

13:00 – 16:00 - Game Two

16:15 – 19:15 - Game Three

Day Two

09:00 – 12:00 – Game Four

12:00 – 13:00 – **LUNCH**

13:00 – 16:00 – Game Five

16:15 – 16:45 – Results Presentation

Judging and TO's

We have decided to take an active approach to judging during our event. Tournament Organisers (TOs) will be walking between tables during the day and will be available for rules judging, queries and decisions.

There is very much a relaxed and fun attitude in our club and the same will be encouraged in our events. Anyone found to be exhibiting nonsporting conduct will be pulled aside and spoken to (hopefully this never happens).

We very much encourage games to go the full 5 turns if not decided before that. The 3 hours allotted should be ample time to complete your game so dice down will be called when round times are done. You should not start a new battle round if there is 10 minutes or less left on the time. If one player has played an additional turn to their opponent, then that turns VPs will be deducted from the final score. All games must end on equal turns. If players cannot complete at least 3 battle rounds, then neither player will score their Grand Strategy.

Players will also need to record both the rounds completed and if you felt your game didn't come to a satisfactory conclusion, and if people are repeatedly not reaching conclusions to their games, they will be spoken to, and TP penalties will be put into effect.

Chess clocks will not be enforced by TOs. Players may bring theirs along with them but should only be used if BOTH players are happy to do so. Though we appreciate some players may want to practice on a clock we also understand that many do not.

Terrain and Mats

Terrain will be preplaced using the rules for terrain in matched play in the General's Handbook. Please move the terrain if required and confirm with your opponent you are happy with the terrain placement prior to the game, if there are any issues contact a TO. We are aware that sometimes terrain can get moved around, and it needs to be specific distances away from the edge, other terrain and objectives so potentially can alter game experiences.

As the terrain varies table to table there will not be a strict "terrain map" to follow. We will, however, ensure there are two large pieces of terrain on each table that will be line of sight blocking and impassable. Tokens will be provided to every table for these.

During the event, mysterious terrain is encouraged but not enforced. Please agree with your opponent before the game and use the terrain rules where possible. **(28.1.3 Core Rules)**

Faction terrain will be using the faction terrain placement rules as per the General's Handbook and up to date FAQ. "Summoned" terrain will also follow the same rules.

Battleplans & Rounds

Battleplans will be pre-selected from the selections below and announced in full on the Saturday morning. Each player will be provided a battleplan sheet for their reference during the weekend.

Each of the 5 rounds we will be playing one of the listed battleplans from the GHB 2023-24, note this means that some battleplans will not be used and the ones listed **could** be used. Please plan your lists accordingly.

Battleplans

- Round 1 – Every Step Is Forward OR Nexus Collapse
- Round 2 – Power Flux OR Geomantic Pulse
- Round 3 – Limited Resources OR Icefields
- Round 4 – No Risk No Reward OR Every Step Is Forward
- Round 5 – Frigid Zephyr OR Spring The Trap

Scoring

We will be using Stats and Ladders to track and run the event. Up to 100 points will be available from gaming results over the course of the five games. The games are scored as follows:

Major Win – 20 points
Minor Win – 15 points
Draw – 10 points
Minor Loss – 5 points
Loss – 0 points

Tiebreakers and scoring will be sorted as follows:
WLD / Differential Total Score / Total VPs

As TOs we may use point docking to deal with certain issues across the event, we will try and avoid this and only do this where necessary, apart from if your list is submitted late or not submitted, where you will be docked 10TP.

You can register for the event here:

<https://my.statsandladders.com/tournament/show/4c13bad9-6e91-41eb-ae36-47e58e1c73dd/info>

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Awards and Prizes

We have many awards available on the day and incredible custom trophies being provided by Dark Fantastic Mills to go with them. Painting awards will be engraved glass trophies supplied by Pro Painted Studios. The Awards / Prizes available are.

- 1st Place
- 2nd Place
- 3rd Place
- Favourite Player
- Favourite Army – Judge Voted
- Favourite Army – Player Voted
- Lord of Death
- Da Best Destruction
- Saviour of Order
- Champion of Chaos
- Spoon!
- Best Buckler
- Best Club



Allegiance Awards

Whether you are a raging warlord on the plains of Ghur or a necromancer powerful enough to rival Arkhan ... this is your chance to prove it.

Each grand alliance will have their champion crowned. This will be awarded to the highest scoring (non podium) player of each grand alliance. These will not be ranked as normal but instead scored as below:

- **Lord of Death** – Callous overlords rejoice and throw forwards your legions. The death player that has given up the least VPs over the course of 5 games will be crowned Lord of Death.
- **Da Best Destruction** – Da biggest, Da Baddest, let's get to crumpin'! The destruction player that has scored the highest VPs over the course of 5 games will be crowned Da Best Destruction
- **Saviour of Order** – In the name of Sigmar, reclaim the land whilst crippling the enemy. The order player with the best VP differential over the course of 5 games will be crowned Saviour of Order.
- **Champion Of Chaos** – Let the blood flow, from where Khorne cares not! The chaos player with the highest combined VP score over 5 games from both your score AND your opponents will be crowned Champion of Chaos

We will be updating these awards and announcing the placements going into each round if we can! I know last year we had players throw their games just to win these!

Favourite Player and Favourite Army

At the end of round 5 you will be asked to complete your favourite player votes. Each player will get to cast 2 votes for their favourite 2 players. The player with the most votes will win Favourite Player. The tie breaker for this will be most games completed to a satisfactory conclusion (as per player score sheet) and then highest placing.

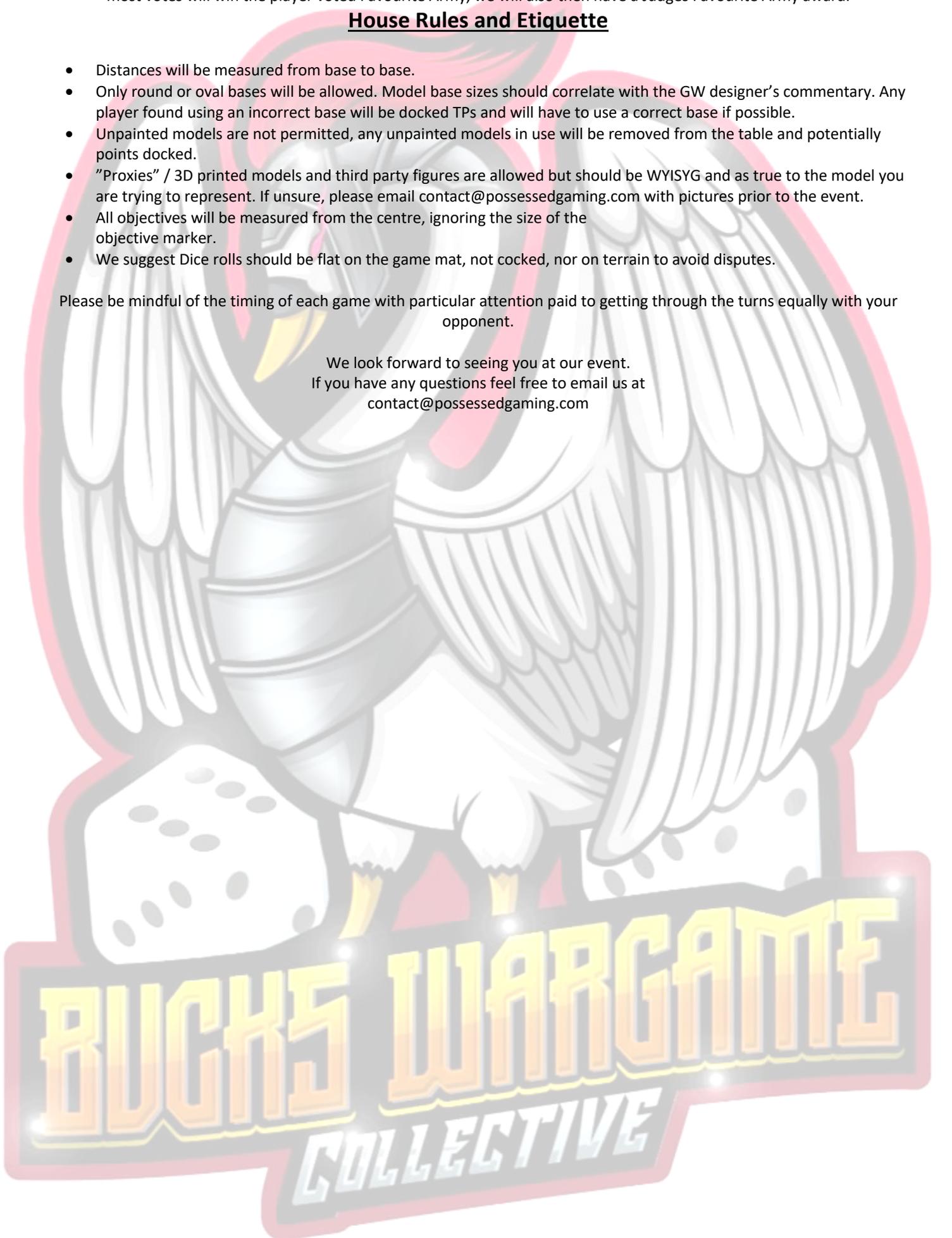
During game 1 judges will go around the event hall checking for painting min requirements and make note of those who would like to put forward their armies for nominations. TOs will shortlist these armies ready for voting on day 2. The army with the most votes will win the player voted Favourite Army, we will also then have a Judges Favourite Army award.

House Rules and Etiquette

- Distances will be measured from base to base.
- Only round or oval bases will be allowed. Model base sizes should correlate with the GW designer's commentary. Any player found using an incorrect base will be docked TPs and will have to use a correct base if possible.
- Unpainted models are not permitted, any unpainted models in use will be removed from the table and potentially points docked.
- "Proxies" / 3D printed models and third party figures are allowed but should be WYISYG and as true to the model you are trying to represent. If unsure, please email contact@possessedgaming.com with pictures prior to the event.
- All objectives will be measured from the centre, ignoring the size of the objective marker.
- We suggest Dice rolls should be flat on the game mat, not cocked, nor on terrain to avoid disputes.

Please be mindful of the timing of each game with particular attention paid to getting through the turns equally with your opponent.

We look forward to seeing you at our event.
If you have any questions feel free to email us at
contact@possessedgaming.com



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