

SEGUNDO TORNEO AGE OF SIGMAR TORRE DE DAUS 2020

INSCRIPCIÓN:

- 10€ por participante a invertir en material de Age of Sigmar.

COMPOSICIÓN DE EJERCITOS:

- Máximo 1.500 puntos.
- Mínimo 3 opciones de Battleline.
- Mínimo 1 opción de Leader.
- Máximo 4 opciones de Behemoth.
- Máximo 4 opciones de Artillery.
- Máximo 400 puntos de Aliados.

EMPAREJAMIENTOS:

- Por puntuación.

FECHA:

- Sábado 1 de febrero.

HORARIO:

- Recepción de los participantes a las 9:00h.
- 1ª Partida de 9:30 a 11:30h.
- 2ª Partida de 12:00 a 14:00h.
- Pausa para comer de 14:00 a 15:30h.
- 3ª Partida de 15:30 a 17:30h.
- Entrega de premios y cuchara de palo a las 18:00.

PREMIOS:

- **Cuchara de Palo** al más Friendly del Torneo.
- **Premio de Pintura** para el ejército más bien pintado.

PUNTUACIÓN DE LAS MISIONES:

VICTORIA MAYOR	VICTORIA MENOR	DERROTA MAYOR	DERROTA MENOR
3 PUNTOS	2 PUNTO	0 PUNTOS	1 PUNTO

MISIONES:

- Se jugarán misiones del General HandBook 2019.

DUALITY OF DEATH

Two focal points of incredible power lie close to each other. Either place can be captured by a hero or regiment of troops – but only if they can defeat the jealous enemies that wish to steal the source of power for themselves!

PITCHED BATTLE

Use the Pitched Battle rules from pages 54-57.

OBJECTIVES

This battle is fought to control 2 objectives. Each is located on the centre line, 1 in the middle of the left-hand half of the battlefield, and the other in the middle of the right-hand half of the battlefield, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within either of their own territories.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

CONTEST OF STRENGTH

The normal rules for controlling an objective are not used in this battle. Instead, a player controls an objective if a HERO or Battleline unit from their army is within 3" of the objective at the end of any type of move apart from a retreat move. The player loses control of the objective if the HERO or Battleline unit finishes a subsequent move more than 3" from the objective or is destroyed.

Only one HERO or Battleline unit can control each objective at a time – if more than one is eligible, then the first to arrive controls it. If a HERO or Battleline unit slays an enemy HERO that is controlling an objective, or destroys an enemy Battleline unit that is controlling an objective, then they immediately gain control of that objective if they are within 3" of it.

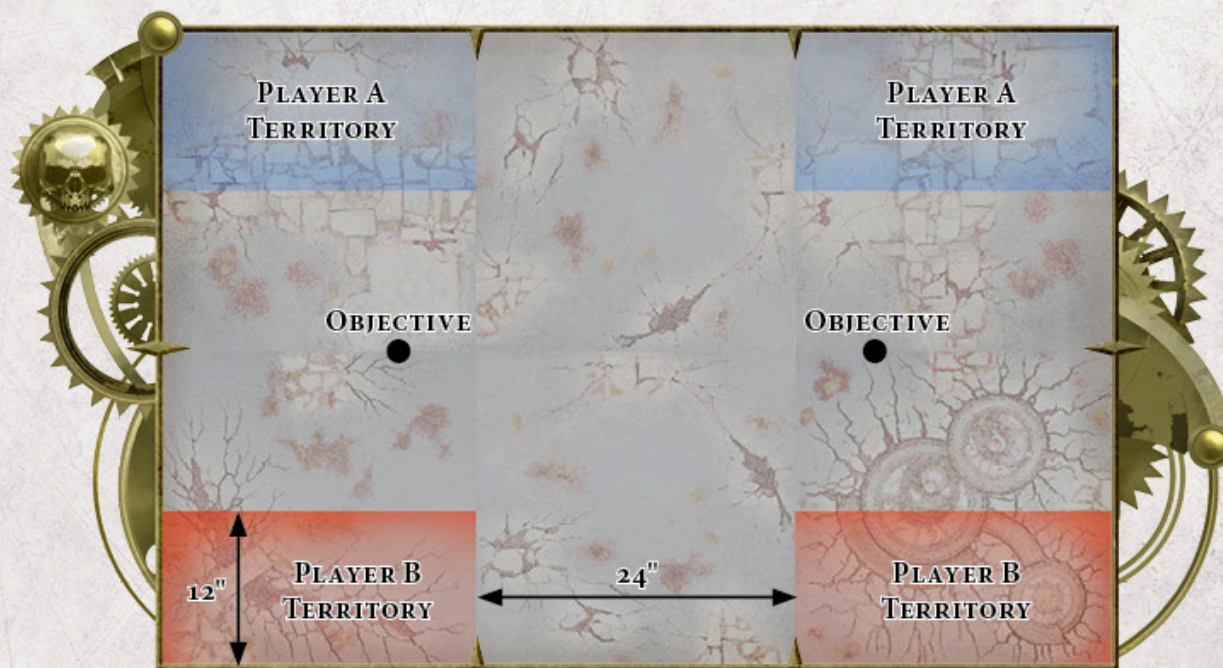
GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns for each objective they control. The number of victory points is equal to the number of consecutive turns the player has controlled the objective for; 1 on the turn they gained control, 2 at the end of the second turn, and so on.



BATTLEPLAN

BATTLE FOR THE PASS

Many kingdoms in the Mortal Realms are separated by towering mountain ranges that can only be navigated by traversing a narrow pass. These defiles are of vital strategic importance, and many blood battles are fought over their control.

PITCHED BATTLE

Use the Pitched Battle rules from pages 54-57.

OBJECTIVES

This battle is fought to control 4 objectives. Each objective is located halfway between the centre of the battlefield and the edge of the battlefield, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.

GLORIOUS VICTORY

The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

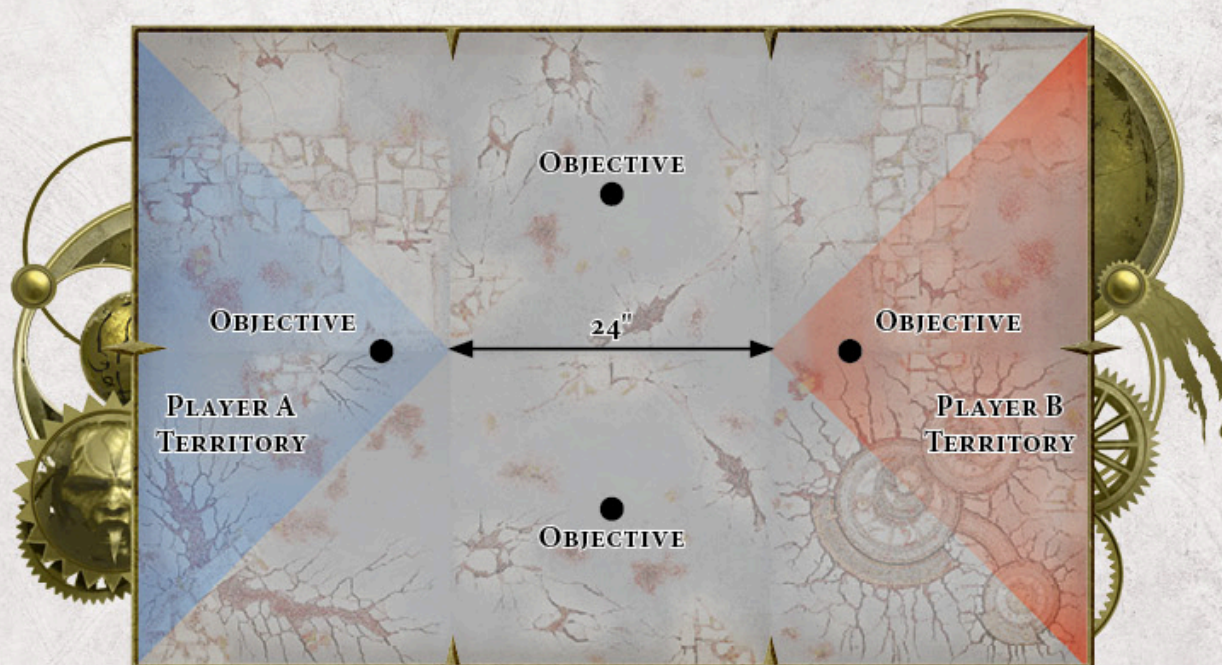
VICTORY POINTS

Each player scores victory points at the end of each of their turns for each objective they control, as follows:

If a player controls the objective in their own territory, they score 1 victory point.

For each objective the player controls that is not in either player's territory, they score 2 victory points.

If a player controls the objective in their opponent's territory, they score 4 victory points.



KNIFE TO THE HEART

Two warlords are each struggling to gain control of a vital objective that lies deep in their opponent's territory. Both must strive to capture their objective first, ruthlessly wiping out any enemy incursions into their own territory while pushing their own forces deep into the enemy's heartland.

PITCHED BATTLE

Use the Pitched Battle rules from pages 54-57.

OBJECTIVES

This battle is fought to control 2 objectives. 1 objective is located in each half of the battlefield, as shown on the map.

SET-UP

The players roll off, and the winner decides which territory each side will use. The territories are shown on the map below.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. Units must be set up wholly within their own territory, more than 9" from enemy territory.

Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.



GLORIOUS VICTORY

Starting from the third battle round, one player immediately wins a **major victory** if they have control of both objectives.

If neither player has won by the end of the fifth battle round, or the amount of time allocated for the battle runs out, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor victory**.

