

# WAAAGH! PACA 2020 GAME RULES AND CLARIFICATIONS

These rules are based off the Midwest Meltdown rules, which Domus was kind enough to update after his event this year. Thanks bud!

## ARMY INFO

- ✘ 2000 pts Matched Play using the AoS 2 rules and the Generals Handbook 2019. You can nominate that your army is from a specific realm and use those Artefacts. Please note the realm somehow on the army list.
- ✘ Dec 21<sup>st</sup>, 2019 @ Midnight will serve as our rules cutoff date. No new rules / FAQs beyond that date will be allowed. Additionally, units not available by that date will not be usable which may impact some armies.
- ✘ Command Traits & Artefacts, as well as Battletome specific spells/prayers, must be chosen when you turn in your list for the tournament. These will not change throughout the course of the tournament.
- ✘ Most recent version of Warscrolls will be used.

## WHAT YOU NEED TO BRING

- ✘ A Fully Painted Army.
- ✘ A copy of your army list to share with your opponents (\* purposefully not requiring printed copies)
- ✘ Dice / Tape Measure and Combat Gauges
- ✘ The rules - Either in hard copy or access on a digital device
- ✘ A copy of all Warscrolls in use or access to the Warhammer App
- ✘ Objective markers for use in scenarios

## BATTLEPLANS

- ✘ Any of the matched play Battleplans could be used in the 5 games. These will be announced at the start of the event.
- ✘ In addition, we will be using GW Hidden Agendas per GHB 2019.
- ✘ Kill Points will be recorded solely for tie-breaker purposes.
  - ◆ You do earn Kill Points for summoned models.
  - ◆ If the opponent has Endless Spells, if they are not on the table at the end of the game then you earn Kill Points for them.
  - ◆ Battallion Kill Points are earned when everything in the Battallion is dead.  
If the opponent purchased a command point, you can earn those Kill Points by killing all the characters.

## REALMS OF BATTLE

The Realms of Battle rules will be in use with a house rule below. The realm will be set by the TO each round for all players as well as the Realmscape Feature. Additionally, the Spells of the Realms will be in play for that realm per Malign Sorcery. Realms may be duplicated.

## HOUSE RULES

- ✘ Army specific terrain and any summoned models will be judged with your army for painting. If you are not using the GW model for your army terrain a scratch build is acceptable as long as it is a model and not a 2d printed object. The footprint must match the GW kit exactly including tree holes, etc
- ✘ Woods (Ours & Wildwoods)- Trees can be removed and models may move freely on the spaces around the 3 circles but the 3 circles are impassable to units unless the model can fly.
- ✘ Note that all of the Forests will be using the Citadel Woods scroll.
- ✘ We will do our best to prevent you from playing your clubmates for at least the first 2 games but TO reserves the right to make exceptions.
- ✘ Named Characters count as having an Artefact for scenario purposes.
- ✘ All dice will be rolled. Dice apps will not be allowed.
- ✘ Terrain that we provide will be mysterious terrain, even if they are Army Specific pieces (Gloomtides, Gnawholes)
- ✘ Objective Secured type felt markers will not be allowed on our tables. Bear & Domus worked hard to make the terrain and create an aesthetic. While they see the value these provide, they kill that aesthetic.
- ✘ When measuring distance vertically, you will use a volume from the base footprint as high as the model's head (or torso), whichever is the highest point (please note this excludes limbs, wings, weapons, banners, etc.). Reference image below for clarity.

