

# S.H.O.

Southern Hemisphere Open

 **OBJECTIVE  
SECURED**

PRESENTS



# MASTERS



## **\*\* IMPORTANT \*\***

ON THE PAGES THAT FOLLOW YOU'LL FIND DETAILS OF HOW THIS TOURNAMENT WILL WORK. THE EVENT IS OPEN TO ANY PLAYER, WHETHER NEW TO THE MORTAL REALMS OR A SEASONED EVENT VETERAN – ALL ARE WELCOME TO PARTICIPATE. GIVEN THE SIZE AND SCALE OF THE EVENT IT IS RECOMMENDED THAT PLAYERS PREPARE FOR THE 2 DAYS WELL IN ADVANCE AND READ EVERY PAGE OF THE FOLLOWING PLAYERS PACK.

## **WELCOME TO AGE OF SIGMAR AT SOTHERN HEMISPHERE OPEN! – THE WA AGE OF SIGMAR MASTERS**

THE WA AGE OF SIGMAR MASTERS IS ONE OF THE FEATURED EVENTS FOR THE 2017 SHO. THIS EVENT IS A TWO DAY EVENT DESIGNED TO ALLOW THE AGE OF SIGMAR COMMUNITY TO PLAY AND SHOW OFF THE GAME TO OTHER TABLETOP ENTHUSIASTS.

### **VENUE**

AGE OF SIGMAR IS TAKING PLACE AT THE 2017 SHO – BEING HELD AT ASCOT RACE COURSE, 71 GRANDSTAND ROAD, PERTH, WESTERN AUSTRALIA. AGE OF SIGMAR TAKES PLACE ON DAYS 2 AND 3 ON SUNDAY & MONDAY THE 24<sup>TH</sup> AND 25<sup>TH</sup> OF SEPTEMBER 2017.

### **TOURNAMENT STRUCTURE**

YOU WILL PARTICIPATE IN A SERIES OF GAMES, EACH AGAINST A DIFFERENT OPPONENT. ALL GAMES ARE TO BE PLAYED USING THE AGE OF SIGMAR RULES. YOU WILL HAVE NO MORE THAN **2 AND 1/2 HOURS PER GAME**. DURING THE GAME, EACH PLAYER WILL BE GIVEN A RESULTS SCORECARD. ONCE YOU'VE FINISHED YOUR GAME, YOU MUST FILL IN THE CARD AND THEN HAND IT IN AT THE FRONT DESK. YOUR RESULTS WILL THEN BE ENTERED INTO THE TOURNAMENT DATABASE.

### **ABOUT THIS RULES PACK**

THIS PACK CONTAINS THE FULL TOURNAMENT RULES FOR THIS EVENT. ALL OF THE RULES CONVENTIONS AND REFERENCES ARE FROM AGE OF SIGMAR OFFICIAL GAME PUBLICATIONS. ALL COMPETITORS SHOULD BE AWARE THAT WHERE ANY RULES INTERPRETATION IS REQUIRED, THE REFEREE'S DECISION WILL BE FINAL. ANY UPDATES OR CLARIFICATIONS TO THE EVENT WILL BE PUBLISHED ON THE OBJECTIVE SECURED FACEBOOK PAGE AND EVENT PAGE.

### **CONTACTS**

IF YOU HAVE ANY QUESTIONS ABOUT THE EVENT, THEN EITHER E-MAIL: [OBSEC@OPTUSNET.COM.AU](mailto:OBSEC@OPTUSNET.COM.AU) OR POST YOUR QUESTIONS ON THE FACEBOOK EVENT PAGE AND WE WILL ENDEAVOUR TO RESPOND AS QUICKLY AS POSSIBLE. PLEASE ALSO GET IN TOUCH WITH US AFTER THE EVENT AND TELL US WHAT YOU THOUGHT!

## SUNDAY 24<sup>TH</sup> SEPTEMBER 2017

8.00AM EARLIEST ENTRY AND CHECK-IN

9.45AM TOURNAMENT BRIEFING

10.00AM ROUND #1 BEGINS

12.30PM ROUND #1 ENDS

12.30 – 1.30PM LUNCH BREAK

1.30PM ROUND #2 BEGINS

4.00PM ROUND #2 ENDS

30MINUTE BREAK

4.30PM ROUND #3 BEGINS

7.00PM ROUND #3 ENDS

## MONDAY 25<sup>TH</sup> SEPTEMBER 2017

8.00AM EARLIEST ENTRY AND CHECK-IN

9.30AM ROUND #1 BEGINS

12.00PM ROUND #1 ENDS

12.00 – 1.00PM LUNCH BREAK

1.00PM ROUND #2 BEGINS

3.30PM ROUND #2 ENDS

30MINUTE BREAK

4.00PM ROUND #3 BEGINS

6.30PM ROUND #3 ENDS

7.00PM AWARDS CEREMONY

### REMEMBER!

REMEMBER TO BRING ANY GAMING MATERIAL YOU REQUIRE TO PLAY AGE OF SIGMAR INCLUDING:

- YOUR PAINTED ARMY
- AT LEAST 2 COPIES OF YOUR ARMY ROSTER
- THIS PLAYER GUIDE
- BATTLE TOMES AND THE AGE OF SIGMAR APP
- PENS AND A NOTEPAD/PAPER
- DICE, TAPE MEASURES, COMBAT GAUGES, COUNTERS ETC..
- SUPER GLUE (FOR EMERGENCY REPAIRS)
- SPENDING MONEY FOR FOOD AND DRINKS

## WEEKEND INFO

### WHAT TO DO IN CASE OF AN EMERGENCY:

IF FOR SOME REASON YOU EXPERIENCE LAST MINUTE COMPLICATIONS (SUCH AS FALLING ILL OR MISSING A BUS) THAT WILL RESULT IN YOU BEING LATE OR UNABLE TO COME, PLEASE CALL THE ORGANIZERS AS SOON AS YOU ARE ABLE. WE WILL DO OUR BEST TO ACCOMMODATE YOU, BUT BE AWARE THAT DUE TO THE TIGHT SCHEDULE IT MAY NOT ALWAYS BE POSSIBLE.

**EMERGENCY CONTACT: 0403 268 714**

### SPECTATORS

THE EVENT WILL BE OPEN FOR ANY SPECTATORS WHO HAVE PAID ENTRY TO THE SHO TO COME ALONG AND CHECK THE EVENT. THE DAY CAN BE TOUGH GOING HOWEVER, SO WE WILL BE RESPECTING THIS AND DOING OUR BEST TO ENSURE THAT THERE ARE NO INTERRUPTIONS FOR THE PLAYERS FROM THE GENERAL PUBLIC.

SPECTATORS (INCLUDING PLAYERS WATCHING OTHER GAMES) MUST NOT TOUCH ANYTHING ON A TABLE WHERE A GAME IS IN PROGRESS, AND ARE NOT TO DISTRACT OR OFFER ANY ADVICE OR RULES COMMENTARY AT ALL. THIS INCLUDES HELPING TO SETTLE DISPUTES. THEY MUST ALSO KEEP A RESPECTFUL DISTANCE FROM THE TABLE EDGE TO ALLOW THE PLAYERS ROOM TO MOVE AROUND. ANYONE FAILING TO FOLLOW THESE GUIDELINES WILL RECEIVE A WARNING, AND THEN WILL BE ASKED TO LEAVE THE ROOM IF THEY FAIL TO COMPLY.

### MOBILE PHONES

PAUSING DURING GAMEPLAY TO ANSWER A CALL OR AN SMS CAN BE ANNOYING FOR YOUR OPPONENT. WE REQUEST THAT ALL MOBILE PHONES BE PUT ON SILENT WHILST GAMES ARE IN PROGRESS WHERE POSSIBLE.

### THE BYE

WHILE UNLIKELY, IN THE EVENT OF A BYE ROUND, THIS WILL BE ALLOCATED TO THE PLAYER WITH THE LOWEST GENERALSHIP POINTS (RANDOMLY IN GAME 1). THEY WILL AUTOMATICALLY RECEIVE A **MINOR WIN** FOR THIS ROUND. NO PLAYER WILL BE ASKED TO HAVE MORE THAN 1 BYE ROUND.

## ARMY ROSTER

ARMY LISTS SUBMITTED TO  
[OBSEC@OPTUSNET.COM.AU](mailto:OBSEC@OPTUSNET.COM.AU)

WHEN SUBMITTING YOUR  
ROSTER, MAKE SURE YOU  
INCLUDE:

- ALL PAGES OF THE ROSTER ITSELF
- NOTARISED BREAK UP OF POINTS VALUES

YOU WILL REQUIRE A COPY OF THE ROSTER FOR EACH OF YOUR OPPONENTS AND A COPY FOR YOURSELF THAT YOU SHOULD KEEP WITH YOU WHEN YOU ARE PLAYING. THOUGH THE JUDGES WILL BE SCRUTINIZING ROSTERS CLOSELY AND INFORMING PLAYERS OF ANY INCONSISTENCIES IN THEIR LISTS BEFORE THE EVENT, WE TAKE **NO** RESPONSIBILITY FOR ANY ERRORS THAT ESCAPE OUR INITIAL NOTICE – SO PLEASE MAKE ABSOLUTELY CERTAIN THAT THE ROSTER YOU HAND IN IS CORRECT AND CONFORMS EXACTLY TO THE ARMY YOU WILL BE USING.



## ARMY SELECTION

EVERY ARMY AND GAME, DURING ARMY SELECTION AND THE 6 GAMES ON THE DAYS WILL ALSO BE SUBJECT TO THE FOLLOWING RULES/FORMAT.

- ALL ARMIES WILL BE SUBJECT TO THE “WARHOST” ARMY SELECTION (2500PTS)
- ARMIES MAY NOT GO OVER THIS ALLOWANCE.
- ALL MINIATURES MUST BE ON BASES THAT THEY (OR THEIR WARSCROLL IN QUESTION) WERE SUPPLIED WITH OR AN APPROPRIATELY SIZED ROUND OR OVAL BASE. IF YOU ARE UNSURE PLEASE FEEL FREE TO GET IN CONTACT WITH THE TO. (YES THIS MEANS THAT MINIATURES MAY BE ON THE ORIGINAL SQUARE BASES)
- ALL WARSCROLLS MAY ONLY CONTAIN ONE “COMMAND GROUP”
- ALL OF THE RULES FOR MATCHED PLAY WILL BE IN EFFECT. ENSURE YOU READ ALL RELEVANT RULES AND OFFICIAL FAQ AND ERRATA. PLEASE BRING RELEVANT COPIES WITH YOU.
- ARMY SELECTION WILL BE AS PER MATCHED PLAY RULES. PLEASE REFER TO THE MATCHED PLAY RULES FOR APPROPRIATE ARMY SELECTION CRITERIA AND MAKE SURE YOU USE THE LATEST POINT’S VALUES FOR YOUR WARSCROLL. WE RECOMMEND SPENDING THE TIME LEADING UP TO THE TOURNAMENT CAREFULLY SELECTING AN ARMY YOU WOULD LIKE TO TAKE THAT WILL ALSO ALLOW YOU TO ACHIEVE THE BATTLE PLANS.
- FW MINIATURES AND WARSCROLLS WILL BE ALLOWED.
- ALL MINIATURES IN AN ARMY MUST BE GAMES WORKSHOP AND OR FORGE WORLD MINIATURES WITH NO EXCEPTION!
- ALL MINIATURES MUST BE WYSIWYG, IT IS IMPORTANT SO THAT OTHER PLAYERS WILL NEVER GET CONFUSED WHEN PLAYING YOUR ARMY. CONVERSIONS ARE FINE BUT MAKE SURE YOU CHECK WITH THE TO BEFORE THE EVENT. PLAYERS WILL HAVE POINTS DEDUCTED FROM THEIR OVERALL SCORE AND GENERALSHIP SCORE IF ANY MINIATURES IN THE ARMY DON’T FOLLOW THIS RULE!
- ALL ARMY ROSTERS MUST BE SUBMITTED BEFORE THE 1ST OF SEPTEMBER. ANY ROSTER THAT IS SUBMITTED AFTER THIS DATE WILL HAVE 2 POINTS DEDUCTED FROM THEIR OVERALL SCORE AND GENERALSHIP SCORE FOR EACH DAY IT IS OVERDUE.
- ALL ALLEGIANCE ABILITIES, COMMAND TRAITS AND ARTIFACTS IN A PLAYER’S ARMY MUST BE SUBMITTED WITH THE ARMY ROSTER. SHOULD A PLAYER FAIL TO NOMINATE THEIR CHOICES WHEN THEY SUBMIT THEIR ARMY LISTS, THEY WILL BE REQUIRED TO ROLL FOR THEM PRIOR TO EACH GAME ON THE DAY. PLAYERS WILL BE NOTIFIED IF THIS APPLIES TO THEM.



## EVENT FORMAT

THE TOURNAMENT WILL CONSIST OF 6 GAMES PLAYED OVER A 2 DAY PERIOD. ROUND 1 WILL BE RANDOMLY ALLOCATED WHILE ROUNDS 2 THROUGH TO ROUND 6 WILL SEE PLAYERS MATCHED AGAINST OPPONENTS WHO HAVE GENERATED SIMILAR SCORES IN THE GENERALSHIP CATEGORY THUS FAR IN THE EVENT.

### RECOMMENDED READING

THE FOLLOWING RULES WILL BE USED THIS YEAR AND ARE RECOMMENDED READING FOR ALL COMPETITORS:

THE GENERALS HANDBOOK (SPECIFICALLY PAGES 100 TO 169)

### BATTLEPLANS

**ALL 6 MATCHED PLAY BATTLEPLANS WILL BE PLAYED FROM THE GENERAL'S HANDBOOK**

### PAGES 110 TO 115

WHILE IT IS PREFERABLE THAT PLAYERS ARE MATCHED ON DIFFERENT TABLES DURING THE COURSE OF THE EVENT, THIS CANNOT BE GUARANTEED.

### TIME KEEPING

PLAYERS WILL HAVE TWO AND A HALF HOURS PER ROUND TO COMPLETE THEIR GAMES, INCLUDING SETUP TIME. PART OF THE CHALLENGE OF THE TOURNAMENT IS MAKING TACTICAL DECISIONS UNDER PRESSURE, SO GAMES SHOULD BE PLAYED AT A REASONABLY QUICK PACE. DON'T WAIT UNTIL IT'S YOUR TURN TO CONSIDER YOUR NEXT MOVES!

## TERRAIN

**GAMES ARE PLAYED ON A 6 x 4 SIZE TABLE.**

SCENERY FOR EACH BATTLE WILL HAVE BEEN SET UP BY THE REFEREES AND MAY NOT BE MOVED OR CHANGED IN ANY WAY. WHERE POSSIBLE, WILL PROVIDE SIDE TABLES FOR ANY ARMY CASES, BOOKS & GAMING TOOLS TO ELIMINATE THE TEMPTATION TO SHIFT SCENERY AROUND AND MAKE ROOM FOR THEM.

### SCORING

AT THE END OF EACH GAME, BOTH PLAYERS WILL BE REQUIRED TO FILL IN A SCORECARD TO LOG THE RESULTS OF THE GAME. PLEASE HAND THIS IN TO THE FRONT DESK AS SOON AS POSSIBLE AFTER THE GAME SO THAT THE REFEREES CAN KEEP THE EVENT RUNNING ON TIME.

### GAME RESULTS:

GENERALSHIP IS A PLAYER'S SCORE FOR THE 6 GAMES THEY PLAY DURING THE EVENT. EACH PLAYER CAN RECEIVE NO MORE THAN 10 POINTS PER GAME AND EACH GAME WILL BE SCORE AS FOLLOWS.

- MAJOR WIN = 10
- MINOR WIN =7
- DRAW =5
- MINOR LOSS =3
- MAJOR LOSS =0

IF YOU TABLE YOUR OPPONENT THE GAME WILL IMMEDIATELY END. ALL MISSION OBJECTIVE REQUIREMENTS WILL STILL BE IN EFFECT WHEN DETERMINING A WINNER IF THE GAME ENDS PREMATURELY DUE TO TABLING OR BEING TABLED.

IF A PLAYER EVER FORFEITS A GAME THEY RECEIVE A MAJOR LOSS FOR THAT GAME.

## SPORTSMANSHIP

PLAYERS ARE TO SPEAK IN ENGLISH ONLY AND ARE EXPECTED TO CONDUCT THEMSELVES WITH PROPER DECORUM. AS SUCH, SHOULD A PLAYER BE JUDGED TO BE BEHAVING INAPPROPRIATELY DURING THE EVENT, THEY WILL BE INITIALLY BANNED FROM THE GAMING ROOM FOR THE REMAINDER OF THE CURRENT ROUND AND WILL FORFEIT THEIR GAME AS A RESULT WITH THE MAXIMUM 10 POINTS GOING TO THEIR OPPONENT.

SHOULD A PLAYER BE ASKED TO LEAVE TWICE, THEY WILL FORFEIT THE REMAINDER OF THE GAMES, WILL BE ASKED TO NOT RETURN AND WILL BE BANNED FROM FUTURE OBJECTIVE SECURED EVENTS.

IF YOU HAVE CONCERNS ABOUT A PLAYER DURING OR AFTER A GAME – PLEASE NOTIFY A REFEREE.

### REFEREES

DURING EACH ROUND, THE EVENT REFEREES WILL BE DOING THE ROUNDS TO ENSURE THAT GAMES ARE PROGRESSING SMOOTHLY AND WILL BE AVAILABLE SHOULD HELP BE NEEDED. REMEMBER THOUGH, THAT YOUR FIRST POINT OF CALL FOR ANY QUESTION SHOULD BE THE RULEBOOK, RELEVANT ARMY BOOK, Q&A / ERRATA DOCUMENT OR THIS PACK.

IF YOU REALLY NEED A REFEREE TO SORT OUT A RULES QUESTION, THEN YOU ARE FREE TO CALL ONE OVER, AND OUR REFEREES MAY INTERVENE IF THEY SEE AN ARGUMENT BREWING.

THE REFEREE'S DECISION WILL BE FINAL AND NO DISCUSSION WILL BE ENTERED INTO DURING THE EVENT.

## **OVERALL (0-130 POINTS)**

THE OVERALL SCORE IS TO WORK OUT THE WINNER OF THE EVENT. WE BELIEVE THAT WARHAMMER AGE OF SIGMAR ISN'T JUST A TABLETOP GAME, IT'S A HOBBY AND THAT THE WINNER OF THE EVENT SHOULD HOPEFULLY HAVE A HIGH SCORE FROM ALL THE ABOVE CATEGORIES. AS SUCH YOUR OVERALL SCORE WILL BE DETERMINED BY ADDING THE SCORE OF ALL 3 ABOVE CATEGORIES TOGETHER THIS WILL DETERMINE THE PODIUM FOR OVERALL AND THE WINNER OF THE FIRST AGE OF SIGMAR STATE MASTERS FOR WA!

## **GENERALSHIP (0 – 60 POINTS)**

THE MOST IMPORTANT CATEGORY AND THE ONE MOST CRITICAL TO WINNING THE EVENT. THE PROCEDURE FOR WORKING OUT THE TOURNAMENT POINTS FOR GENERALSHIP IS QUITE SIMPLE. WE EXPECT YOU (THE PLAYERS) TO WORK OUT THE POINTS FOR EACH BATTLE AND RECORD THEM ON YOUR TOURNAMENT SCORECARD (WHICH WILL BE PROVIDED EACH ROUND).

GENERALSHIP POINTS ARE AWARDED DEPENDING ON THE DEGREE OF VICTORY - AND FILL THESE IN APPROPRIATELY.

IN THE CASE OF A TIE, A COUNTBACK WILL BE COMPLETED TO SEPARATE THE SCORES IN THE FOLLOWING ORDER

1. VICTORY POINTS
2. SPORTSMANSHIP

## **SPORTSMANSHIP (0-30 POINTS)**

AFTER ROUND 6 EACH PLAYER WILL BE REQUIRED TO GIVE THEIR OPPONENTS A SCORE TO REPRESENT THEIR CONDUCT DURING THE GAME. THIS IS TO REPRESENT THINGS SUCH AS GAMING ETIQUETTE, BANTER AND OVERALL ENJOYMENT OF THE GAME. IT SHOULD NOT BE JUDGED ON ARMY SELECTION OR TACTICAL CHOICES MADE DURING A GAME. EACH PLAYER WILL BE REQUIRED TO VOTE FOR THEIR FAVOURITE AND SECOND FAVOURITE GAME OF THE EVENT. A FAVOURITE GAME VOTE WILL BE WORTH 5 POINTS AND A SECOND FAVOURITE GAME VOTE WILL BE WORTH 3 POINTS.

## **PAINTING (0-40)**

DURING LUNCH ON DAY 2 THERE WILL BE A DEDICATED "ARMIES ON PARADE SECTION" THIS IS FOR PLAYERS TO SET UP THEIR ARMIES AND THEIR PEERS TO VOTE FOR THEIR FAVOURITE 3. THIS VOTING PROCESS WILL IN NO WAY AFFECT THE OVERALL WINNER OF THE TOURNAMENT BUT WILL DETERMINE THE PODIUM FOR THE PAINTING AWARD. PLAYERS WILL BE REQUIRED TO LET US KNOW IF THEY WOULD LIKE TO SET THEIR ARMY UP FOR "ARMIES ON PARADE" DURING ARMY LIST SUBMISSION SO WE KNOW HOW MUCH SPACE TO MAKE, IF WE HAVEN'T RECEIVED A REQUEST FROM A PLAYER THEY WILL BE INELIGIBLE TO SET UP THEIR ARMY IN THE PARADE GROUND.

FOR THE OVERALL SCORE AN IMPARTIAL JUDGE WILL BE GIVING EACH PLAYER A SCORE OUT OF 40 BASED ON THE CHECKLIST FOUND LATER IN THIS PACK.

IN ADDITION WE BELIEVE THAT PLAYERS SHOULD BE REWARDED FOR THE WORK THAT THEY PUT IN FOR PAINTING THEIR COLLECTIONS; AS SUCH ANY PLAYER USING AN ARMY OR MINIATURES THAT WEREN'T PAINTED BY THEMSELVES WILL NOT BE ELIGIBLE FOR ANY PAINTING AWARDS OR PRIZES.

## **AWARDS**

DURING THE CLOSING CEREMONY OF THE DAYS PLAY, WE WILL BE PRESENTING 4 MAJOR AWARDS, AS WELL AS RUNNERS UP AND SEVERAL MINOR AWARDS. THE MAJOR CATEGORIES ARE:

- **OVERALL**
- **GENERALSHIP**
- **PAINTING**
- **SPORTSMANSHIP**

PLAYERS WILL ONLY BE ELIGIBLE FOR A SINGLE AWARD EACH WITH PRIORITY GIVEN TO OVERALL, GENERALSHIP, PAINTING, AND SPORTSMANSHIP (IN THAT ORDER).

## **RESULTS**

EVENT RESULTS WILL BE AVAILABLE TO PLAYERS ON THE OBJECTIVE SECURED WEBSITE AND FACEBOOK PAGE SHORTLY AFTERWARDS WITH THE EVENT COVERAGE.



## Judges Painting Score Card

Name:

### Paint Application:

Tick applicable option

Bare minimum (3 colours and based)	<input type="checkbox"/>	0
Table top (more than bare minimum colours with reasonable neatness)	<input type="checkbox"/>	3
Decent (table top standard plus basic shading and/or highlighting)	<input type="checkbox"/>	8
Advanced (detailed, neat, plus nice shading and/or highlighting)	<input type="checkbox"/>	13
Show case (super advanced / competition level)	<input type="checkbox"/>	18
Highest standard consistent across entire army	<input checked="" type="checkbox"/>	+ 2

Max points available in this section = 20

### Model Preparation (Scored from 6 random samples):

Tick applicable option

Obvious mould lines / flash etc.	<input type="checkbox"/>	0
Prep work evident & no visible defects	<input type="checkbox"/>	+ .5 ea

Max points available in this section = 3

### Army Basing:

Tick applicable option

Basic (Painted & up to 1 texture on all models)	<input type="checkbox"/>	1
Decent (More than 1 basic texture and/or decent painting)	<input type="checkbox"/>	3
Advanced (Several textures and/or additional features and/or advanced painting)	<input type="checkbox"/>	7

Max points available in this section = 7

### Army (check box selection):

Tick all applicable options

Cohesive army (painting)	<input type="checkbox"/>	+ up to 3
Cohesive army (basing)	<input type="checkbox"/>	+ up to 3
Unit markings (where appropriate)	<input type="checkbox"/>	+ up to 3
Show case bases on selected models	<input type="checkbox"/>	+ up to 3
Freehand work	<input type="checkbox"/>	+ up to 3
Conversions	<input type="checkbox"/>	+ up to 3
Extra effort on identifiable characters & centrepiece models	<input type="checkbox"/>	+ up to 3

Max points available in this section = 10

**Grand Total:**

**/40**

## **JARGON BUSTER**

TO = TOURNAMENT ORGANISER

TABLING = WIPING OUT YOUR OPPONENT

COMMAND GROUP = STANDARD BEARERS, MUSICIANS AND CHAMPIONS FOR EXAMPLE TWIST BRAY, ICON BEARERS AND BRAY HORN FOR A UNIT OF TZAANGOR.

BATTLE POINTS = POINTS TOWARDS ONE OF THE 4 SCORES FOR THE EVENT

VICTORY POINTS = POINTS FOR COMPLETING THE VICTORY CONDITIONS AS PER EACH BATTLE PLAN