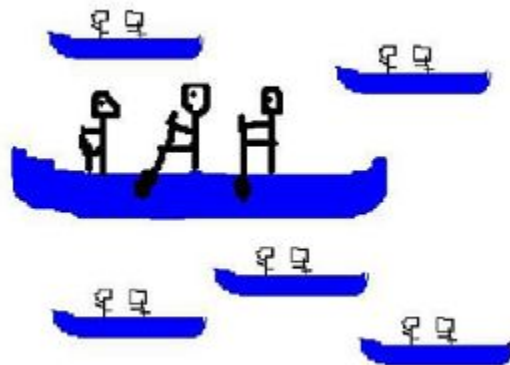


06.09.25



Rules:

- **2000 points**
- **Grand Melee + Combined Arms rules from Matched Play Guide**
- **Allies not allowed**
- **Renegade rules are used for legacy armies**
- **Scenarios from Matched Play book will be used**
- **20-0 scoring**

Army and models:

Enemy units will get hatred towards models that does not meet the following painting requirements

Tabletop standard - applies to the following:

- Models
- Bases
- Movement trays (only one color necessary)

Chess clocks and timing:

Each game lasts 3 hours, and each player has 90 minutes.

The tournament will be using chess clocks (the venue has chess clocks so you do not need to bring your own).

If a player runs out of time they cannot do any actions besides defensive rolls, combat resolution rolls and psychology rolls (rallying etc.).

They cannot perform attacks, move (other than fleeing), cast magic etc.

2000 points	
Victory points difference	Score
0-200	10 - 10
201-300	11 - 9
301-450	12 - 8
451-600	13 - 7
601-750	14 - 6
751-950	15 - 5
951-1150	16 - 4
1151-1400	17 - 3
1401-1700	18 - 2
1701-2500	19 - 1
>2500	20 - 0

- Each enemy unit that has been destroyed or that has fled off the battlefield is worth a number of Victory Points equal to 100% of its points cost.
- Each enemy unit that is fleeing at the end of the battle is worth a number of Victory Points equal to 50% of its points cost (rounding fractions up). For example, a unit that cost your opponent 351 points to field would be worth 176 Victory Points to you if it is fleeing when the battle ends.
- Each enemy unit that has been reduced to less than 25% of its starting Unit Strength or less at the end of the battle, or if its Unit Strength is equal to its starting Wounds, to 25% of its starting Wounds or less at the end of the battle, is worth a number of Victory Points equal to 50% of its points cost (rounding fractions up).
- If the enemy General is slain, has fled off the battlefield or is fleeing when the game ends, you win a bonus of 100 Victory Points.
- You win a bonus of 50 Victory Points for every enemy standard claimed as a trophy (page 200 main rulebook). Additionally, if the enemy Battle Standard Bearer is slain, has fled off the battlefield or is fleeing when the game ends, you win another bonus of 50 Victory Points.
- Other Victory Points are defined by The scenario, and any secondary objectives, as stated in the Matched Play Guide.

Schedule:

8.00-08.30	Welcome information and set-up
08.30-09.00	Pairing Round 1
09.00-12.00	Round 1
12.00-13.00	Lunch
13.00-13.30	Pairing Round 2
13.30-16.30	Round 2
16.30-17.00	Pairing Round 3
17.00-20.00	Round 3
20.00-20.30	Award Ceremony and wrap-up
20.30 ->	Dinner & Drinks!

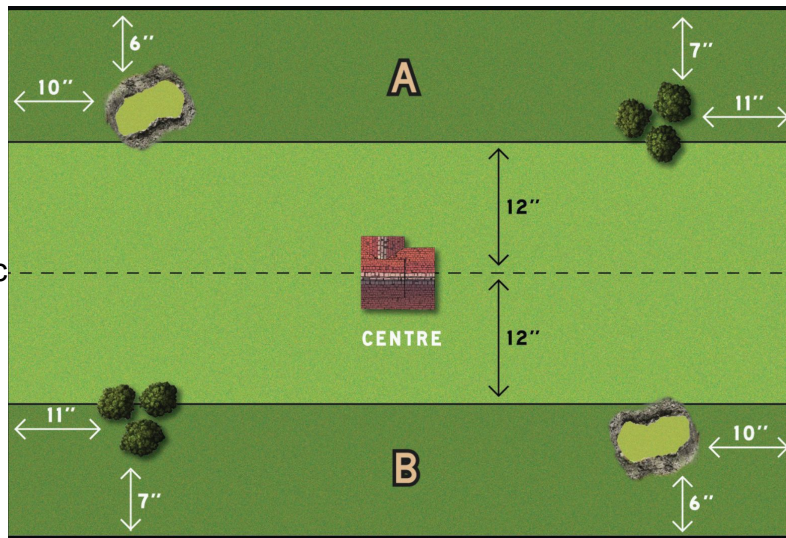
Round 1 - Upon the field of Glory

Secondary objectives

(page 28-31 in matched play guide)

- **Special Feature (Centre Terrain)**
 - **A tingle in the air** (controlling unit gains magic resistance (-3))
- **Strategic locations (4)**

NB! Only use the arrows and numbers on the terrain layout for placing terrain (ignore the black numbers and arrows). Deployment zone rules are stated in the scenario in the Matched Play Guide (page 20-21)



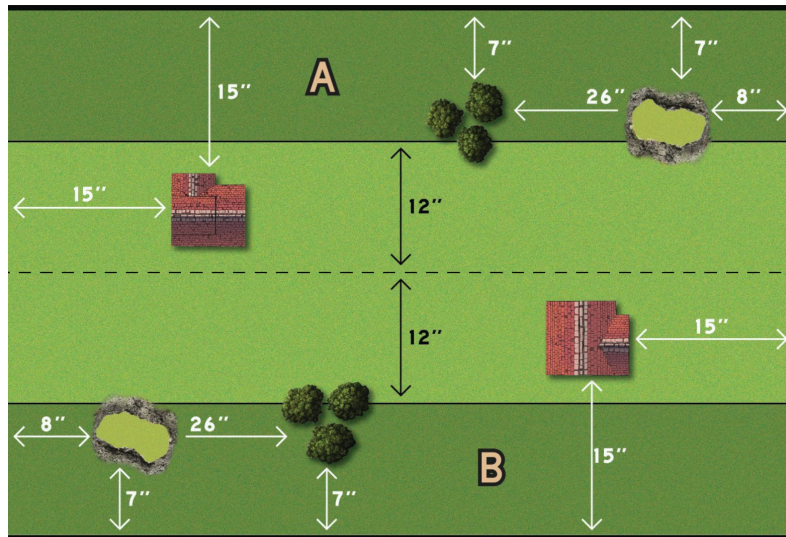
Round 2 - Upon the field of Glory

Secondary objectives

(page 28-31 in matched play guide)

- Domination
- Strategic locations (3)
- Baggage Trains

NB! Only use the arrows and numbers on the terrain layout for placing terrain (ignore the black numbers and arrows). Deployment zone rules are stated in the scenario in the Matched Play Guide (page 20-21)



Round 3 - King of the Hill!

Secondary objectives

(page 28-31 in matched play guide)

- **Baggage Trains**

NB! Only use the arrows and numbers on the terrain layout for placing terrain (ignore the black numbers and arrows). Deployment zone rules are stated in the scenario in the Matched Play Guide (page 20-21)

