

BOBO 2018 PACK



Welcome!

Hi from all the Cru on Bravery One and welcome to The Bravery One British Open 2018 pack, or BOBO for short!

Here at Bravery One we all love going to events because we love the atmosphere, meeting new people, talking Warhammer and of course playing games. So what better way to celebrate our love of events than to create one ourselves!! Our sole aim is to encompass all the aspects of Warhammer we love, and bring a super fun event with something a bit different to as many like-minded people as we can!!

If you like our show you'll love our event and we hope you can come along to help us celebrate all that is great about Age of Sigmar.

Event:

The event is being held on the 28th and 29th of July 2018 at The Engine Shed in Lincoln. There will be a five-game competition as well as best painted and coolest army, with prizes also being given for best sports and best club. Last place will obviously receive the coveted Scooby Doo in recognition of their efforts.

On arrival, you will receive a goody bag with some essential treats for the weekend, and every table will be furnished with gaming mats to enhance the playing experience. We have secured an excellent modern venue with plenty of space so no awkward arse touching moments and with its stage and screens and you'll benefit from entertainment in between each game.

With live interviews of attendees, our good prize shit prize bingo, and through the keyhole, there is plenty to occupy you, and if that doesn't do it, the 30ft bar at the back of the hall should help grease the wheels! As well as this there will be spot prizes every round ranging from best dressed, to monster hunter, to priority choker.

As well as this we will be live streaming on Twitch with The Honest Wargamer all weekend featuring interesting lists for great viewing.

On the Friday evening, we have use of the Lincoln Gaming Centre, so if you get to Lincoln early you can spend the afternoon and evening playing practice games and getting to know people 'til the early hours on their gaming tables.

On the Saturday night, the hall will be open for the Inaugural Street Hammer Championship, extreme Warhammer as it originally evolved in the alleyways and avenues of Nottingham. Grab your start collecting box and get involved, but be warned, its pink slips on the line.

If you have never been to an event this is the one to cut your teeth on. Everyone is welcome and with a fun relaxed atmosphere it promises to be a great experience.

We hope this has wet your whistles and got you laying the groundwork with the Mrs. for a weekend away! "Lincoln is a beautiful historic city luv, you should come and spend the weekend looking around" The more the merrier so the whole Cru hope to see you there. Lunch will be provided both days.

How to participate:

To join the fun simply PayPal £45 and your name to Qualityassured@hotmail.co.uk to reserve a place.

Full payment must be made by 21/07/2018 using the same method.

Venues

Friday Night:

15 Crofton Close, Lincoln, LN3 4NT Phone: 01522 535103

The Main Event:

The Engine Shed University of Lincoln Brayford Pool Lincoln LN6 7TS

Timings:

Saturday will start proceedings at 9:30 and end at 11pm

Sunday will start at 10:30 with a view to end at 4:30 so people can get away.

The Armies:

- Select an army worth a maximum value of 2,000 Points using the rules and restrictions provided in the Core Rules, GHB 2018, most recent forge world publications and Malign Sorcery Rule Books. Only Warscrolls and Warscroll Battalions with Pitched Battle Profiles may be used at the British Open.
- You must use the most up-to-date version of scrolls in print/ digital form available. This includes Forge World models that have a Pitched Battle Profile.
- Allegiance Abilities must be recorded on your Army List and may not be changed during the tournament. Realm Artefacts are in play, however all Battles will take place in the Realm of BOBO and therefore spells and Realm effects will not be in play.
- At registration, we will ask you if your army is fully painted and based. If you have a model which is unfinished, then we will politely ask you to remove it from the table, as we are obliged to protect the experience of every attendant - we all want to play against fully painted armies, and this event is designed to give everyone the opportunity to do just that!
- Due to the fact that there can be a significant advantage to using incorrect base sizes, models must be based on appropriate round/oval bases. You should use the GW official basing guide available on their website as a reference if unsure.
- There is no requirement to submit lists prior to the event however your list should be printed and shown to your opponent prior to each game. Your opponent should sign the list at the end of the game to confirm that is what was played. Failure to do so could lead to points deductions.

Terrain:

- All players should have 5 pieces of terrain with them. The games workshop version of a terrain piece should be used as a guide for maximum permitted size.
- All terrain must be painted and of gaming table quality i.e. no cardboard boxes as houses or grey plastic GW scenery, this isn't the LGT.
- 3 pieces need to be large/medium size (GW woods/Skull Keep/ Obsidian Archway etc or an equivalent scratch built/alternative terrain piece)
- 2 pieces need to be smaller (these could be a pair of Realm gates, walls and fences or a small shack or a garden of Morr statue on dias for example)
- The characteristics of the terrain should be rolled before you roll anything else. Mystical terrain will be used and not scenery warscrolls with the exception of Army specific items such as Fanny Trees for Maggotkin, Stupid Boats for Fish Elves and of course Woods for Tree people.
- No piece of terrain may be placed within six inches of the table edge or within six inches of another terrain piece.

Battle plans:

Before each game, we will draw the battle plan to use for that game. As there are six battle plans set out in the General's Handbook. However only five will be played. Battle plans will be those from the latest edition and not from the GHB1 or GHB 2017.

House Rules:

In a bid to encourage interactive, fun and friendly games to celebrate Warhammer, the following house rules will be in effect.

At this tournament, we will measure all distances between models using their bases as a reference point. This is commonly known as measuring "base-to-base". When measuring vertically, you should count the model's own torso, arms, legs and head. Wings, Weapons, Banners, and so on should be ignored.

Scenery available to your army (e.g. Sylvaneth Wyldwoods) is of course permitted at our events. Remember they must be fully assembled like any other part of your army.

Persisting effects & Spells with the same name do not stack however two different abilities giving the same effect do stack.

The dice to see who takes the initiative at the start of each Battle Round may not be rerolled or modified in any way.

Models which cannot be attacked or targeted are unable to score or contest objectives (Carrion/Changeling etc)

A Natural roll of a 6 to hit and to wound will always succeed. For clarity where a modifier makes it impossible to hit then a six will always count as a hit, but any special ability e.g. a Spirit Host's mortal wound on a six, would not work; it would simply count as a hit.

Who takes first turn will be decided by a roll off as in other battlerounds. In the event of a draw initiative goes to the person who finished deploying first. This should hopefully decrease the impact of alfa-strike lists, because they're fucking boring.

Picking your realm only generates your artefacts, no realm spells will be used because they're bent.

Rippers successful hit re-rolls will not generate further re-rolls

Lord Kroak can only cast Celestial Deliverance Once per turn

Command abilities, prayers and spells with the same name cannot be stacked upon the same unit. Your characters can use their command abilities or prayers multiple times, if possible, but it must be on different units.

Summoned units cannot move the turn they are summoned

Only one Engine of the Gods may summon a unit in a turn

Paint your miniatures however you want, no one gives a shit apart from Ben Curry.

All queries will be subject Nathan Prescomp® and they will become house rules for the weekend.

House Rules may be subject to change before the tournament, these will be denoted by versions this version being 1.0. Please check them regularly!

How to win this shit:

Major win. 20-0 TP's Minor win 15-5 TP's Draw. 10-10 TPs A legal list with 5 opponent signatures = 10 TP's Bringing 5 pieces of appropriate painted Terrain = 10 TP's Army is Cohesive (all models look like they belong together) = 10 TP's Army is Painted to min standard = 30 TP's

The Bravery One team will decide if the minimum requirement is met and the associated points are awarded. If you are unsure if your army will meet the minimum requirements, please take a picture and send to the team @ axpm@hotmail.co.uk and we'll be happy to give feedback.

Tiebreaker: The tiebreaker for the gaming competition will be Victory Points.

Prizes will be given for positions 1st to 3rd in each of the below categories. All prizes will be of equal stature meaning there is something for everyone to compete for:

- Gaming - Determined by Tournament points, then Victory Points.
- Sports – Determined by opposition votes.
- Best Painted – Judged by independent judge.
- Coolest army – Judged by player votes.
- Top UK Games Club – Average score of club members (minimum 4 players)

Other prizes will be available on the day.