

The background of the entire page is a dramatic, dark illustration. It depicts a chaotic battle scene with fiery explosions, falling debris, and the skeletal, clawed hands of a monstrous entity reaching down from the top right. The overall tone is epic and apocalyptic.

WARHAMMER
AGE OF SIGMAR

SYDNEY
GRAND TOURNAMENT
2019
BATTLE PLANS

Version 1.0

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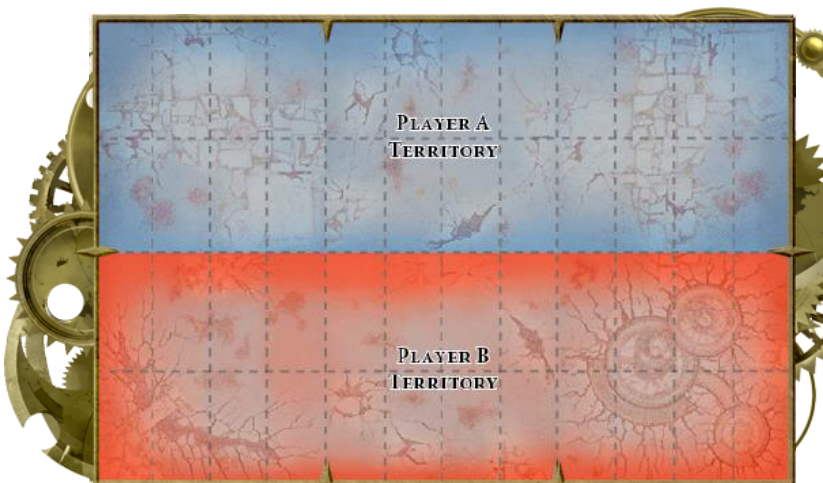
STARSTRIKE 2019

BATTLEPLAN

The players roll off, & 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.



TRIUMPHS

The player that spent fewer points when selecting their army can roll on the Generals Handbook 2019 Triumph table.

REALM OF BATTLE

REALM COMMAND: ADAPT OR DIE: You can use this command ability at the start of your hero phase. If you do so, pick a friendly unit within 3" of a friendly HERO or 12" of your general. Until your next hero phase, roll a dice each time you allocate a wound or mortal wound to a model in the unit you picked. On a 6+ the wound is negated.

REALM SPELL: TRANSMUTATION OF LEAD. Transmutation of Lead has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Until your next hero phase, halve the Move characteristic of the unit you picked, rounding up. In addition, if the unit has a Save characteristic of 2+, 3+ or 4+, then until your next hero phase you can re-roll hit rolls of 1 for attacks that target that unit.

REALMSCAPE FEATURE: Steel Rain: At the start of your hero phase, roll a dice. On a 6+, pick an enemy unit that is not in cover. Roll a dice for each model in that unit. Inflict 1 mortal wound for each roll that is less than the unit's Save characteristic. A Save characteristic of '-' counts as a 6 for the purposes of this rule.

OBJECTIVES

This battle is fought to control 3 objectives, which are set up during the battle.

STARSTRIKE

1 objective is set up on the border between the two player's territories at the start of the second battle round, before determining who has the first turn. 2 more objectives are set up at the start of the third battle round before determining who has the first turn, 1 in each player's territory. Roll 2D6 & refer to the map below to determine where each objective is set up.

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 the current battle round. For example, a player that controls 1 objective at the end of their turn in the third battle round scores 3 victory points.

GAME POINT TRACKER

	T1	T2	T3	T4	T5
ME					
OPP.					

SECONDARY OBJECTIVE (HIDDEN AGENDA)

After choosing table sides but before deployment, each player will secretly choose 1 Hidden Agendas from the provided list. These Agendas is to remain a secret & not be shared with their opponent until the end of the game. Once picked, a Hidden Agenda can never be chosen to use in another game the rest of the tournament.

TERTIARY OBJECTIVE

Score 1 point if you control the objective marker in your opponent's territory at any point at the end of any of your turns. Score 2 points instead if your control the objective marker in your opponent's territory at the end of the game with a unit with Battleline battlefield role.

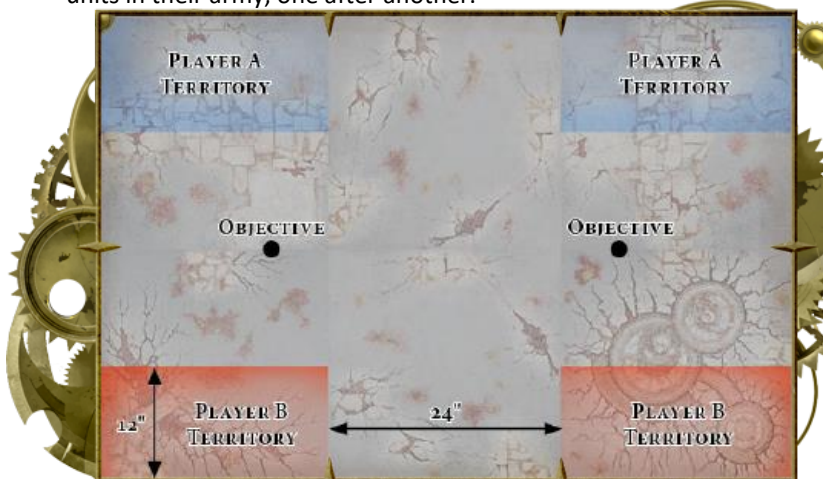
DUALITY OF DEATH 2019

BATTLEPLAN

The players roll off, & 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.



REALM OF BATTLE

REALM COMMAND: ADAPT OR DIE: You can use this command ability at the start of your hero phase. If you do so, pick a friendly unit within 3" of a friendly HERO or 12" of your general. Until your next hero phase, roll a dice each time you allocate a wound or mortal wound to a model in the unit you picked. On a 6+ the wound is negated.

REALM SPELL: Transmutation of Lead has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Until your next hero phase, halve the Move characteristic of the unit you picked, rounding up. In addition, if the unit has a Save characteristic of 2+, 3+ or 4+, then until your next hero phase you can re-roll hit rolls of 1 for attacks that target that unit.

REALMSCAPE FEATURE: Rust Plague: At the start of your hero phase, roll a dice. On a 6+, pick an enemy unit that is in cover. Subtract 1 from save rolls made for that unit for the rest of the battle.

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, & the other in the middle of the righthand half of the battlefield, as shown on the map.

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.

TRIUMPHS

The player that spent fewer points when selecting their army can roll on the Generals Handbook 2019 Triumph table.

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, & so on.

GAME POINT TRACKER

	T1	T2	T3	T4	T5
ME					
OPP.					

SECONDARY OBJECTIVE (HIDDEN AGENDA)

After choosing table sides but before deployment, each player will secretly choose 1 Hidden Agendas from the provided list. These Agendas is to remain a secret & not be shared with their opponent until the end of the game. Once picked, a Hidden Agenda can never be chosen to use in another game the rest of the tournament.

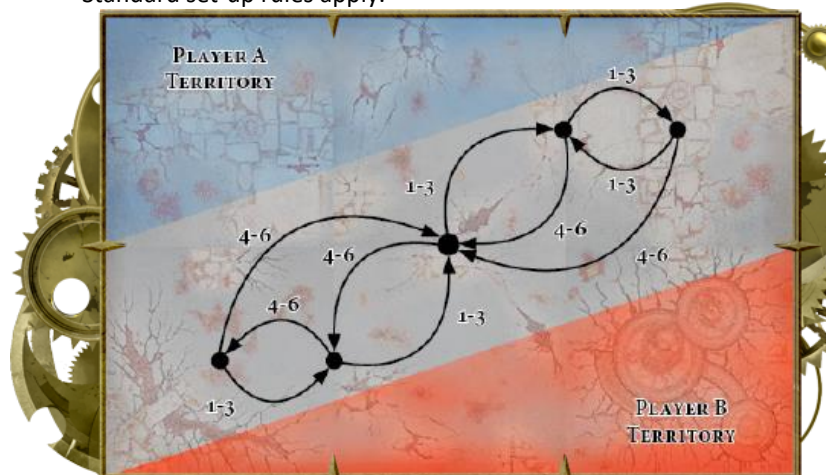
TERTIARY OBJECTIVE

Score 1 point if you have a unit wholly within your enemy's territory at the end of the game that did not start off the table or was removed from the table by any means during the course of the game. Score 2 points instead if the unit described above has the Battleline battlefield role.

THE RELOCATION ORB 2019

BATTLEPLAN

Standard set-up rules apply.



RELOCATING THE ORB

The objective relocates to a new position on the battlefield at the end of each battle round. Control of the objective is lost when it relocates.

To determine the objective's new location, roll a dice. The objective relocates to the position indicated by the arrow on the map that corresponds to the dice roll. The objective remains at the new location until the end of the following battle round.

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.

TRIUMPHS

The player that spent fewer points when selecting their army can roll on the Generals Handbook 2019 Triumph table.

REALM OF BATTLE

REALM COMMAND: ADAPT OR DIE: You can use this command ability at the start of your hero phase. If you do so, pick a friendly unit within 3" of a friendly HERO or 12" of your general. Until your next hero phase, roll a dice each time you allocate a wound or mortal wound to a model in the unit you picked. On a 6+ the wound is negated.

REALM SPELL: TRANSMUTATION OF LEAD. Transmutation of Lead has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Until your next hero phase, halve the Move characteristic of the unit you picked, rounding up. In addition, if the unit has a Save characteristic of 2+, 3+ or 4+, then until your next hero phase you can re-roll hit rolls of 1 for attacks that target that unit.

REALMSCAPE FEATURE: Irresistible Force: If a casting roll is a double, after re-rolls but before modifiers are applied, it is successful (even if the roll is less than the casting value of the spell being attempted) & the spell cannot be unbound. After the effects of the spell have been carried out, each unit within 3" of the caster suffers 1 mortal wound.

OBJECTIVES

This battle is fought to control 1 objective. It starts the battle located at the centre of the battlefield, & changes location at the end of each battle round (see The Orb).

THE ORB

This battle is fought to control 1 objective. It starts the battle located at the centre of the battlefield, & changes location at the end of each battle round as described below. When determining control of an objective, each HERO with an artefact of power, & each WIZARD, that is within 3" of the objective counts as 20 models instead of 1.

VICTORY POINTS

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

- If the player controls the objective & had the first turn in the current battle round, they score 1 victory point.
- If the player controls the objective & had the second turn in the current battle round, they score 3 victory points.

GAME POINT TRACKER

	T1	T2	T3	T4	T5
ME					
OPP.					

SECONDARY OBJECTIVE (HIDDEN AGENDA)

After choosing table sides but before deployment, each player will secretly choose 1 Hidden Agendas from the provided list. These Agendas is to remain a secret & not be shared with their opponent until the end of the game. Once picked, a Hidden Agenda can never be chosen to use in another game the rest of the tournament.

TERTIARY OBJECTIVE

Score 1 point if you slay an enemy HERO by the end of the third battle round. Score 2 points instead if you slay 2 or more enemy HEROES by the end of the third battle round. If your opponent only has 1 HERO, score 2 points if you slay that model.

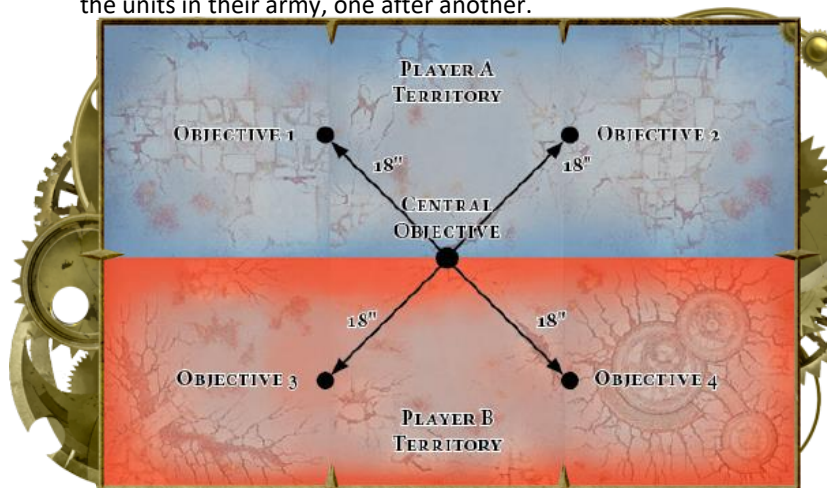
FOCAL POINTS 2019

BATTLEPLAN

The players roll off, & 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.



TRIUMPHS

The player that spent fewer points when selecting their army can roll on the Generals Handbook 2019 Triumph table.

REALM OF BATTLE

REALM COMMAND: FIRESTARTER: You can use this command ability at the start of your movement phase. If you do so, pick a terrain feature that is within 12" of a friendly HERO & within 3" of another friendly unit, & roll a dice. On a 4+ the terrain feature is set alight. If a terrain feature is set alight, for the rest of the battle, any unit with models in or on it at the end of their movement phase suffers D3 mortal wounds. In addition, a model cannot see another model if a straight line drawn from the centre of its base to the centre of the other model's base passes across this terrain feature.

REALM SPELL: FIREBALL: Fireball has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. If the enemy unit consists of one model it suffers 1 mortal wound, if it has two to nine models it suffers D3 mortal wounds, & if it has ten or more models it suffers D6 mortal wounds.

REALMSCAPE FEATURE: Geysers of Boiling Blood: At the start of each of your hero phases, roll a dice. On a 6+, a geyser explodes. If it does so, pick a point on the battlefield & roll a dice for each unit within 6" of that point; on a 4+ that unit suffers D3 mortal wounds. On a 6+ the unit suffers D6 mortal wounds instead.

OBJECTIVES

This battle is fought to control 5 objectives. 1 is located at the centre of the battlefield & 2 in each player's territory, as shown on the map.

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 for the objectives they control at the end of each of their turns, as follows:

- If a player controls objectives 1 & 3, they score 3 victory points.
- If a player controls objectives 2 & 4, they score 3 victory points.
- If a player controls the central objective, they score 2 victory points.
- If a player controls any other objective, they score 1 victory point for each objective.

GAME POINT TRACKER

	T1	T2	T3	T4	T5
ME					
OPP.					

SECONDARY OBJECTIVE (HIDDEN AGENDA)

After choosing table sides but before deployment, each player will secretly choose 1 Hidden Agendas from the provided list. These Agendas is to remain a secret & not be shared with their opponent until the end of the game. Once picked, a Hidden Agenda can never be chosen to use in another game the rest of the tournament.

TERTIARY OBJECTIVE

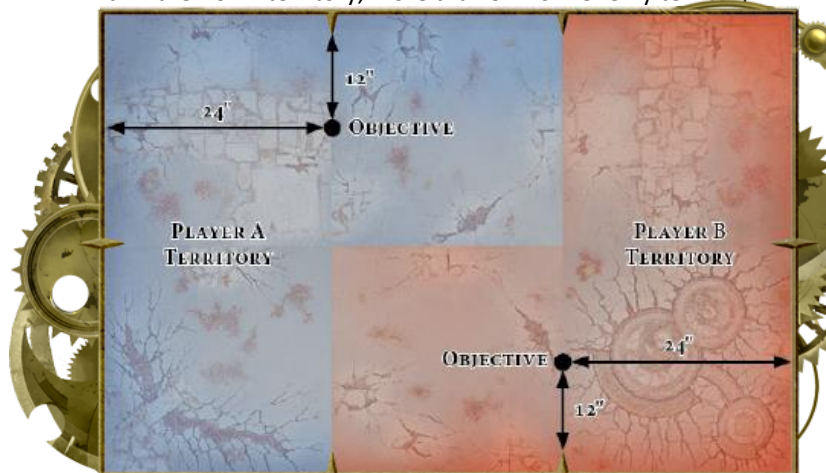
Score 1 point if you control at least 3 of the objectives markers at the end of any of your turns. Score 2 points instead if your control at least 3 of the objective markers at the end of the game & two of them are in your opponent's territory.

KNIFE TO THE HEART 2019

BATTLEPLAN

The players roll off, & 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.



TRIUMPHS

The player that spent fewer points when selecting their army can roll on the Generals Handbook 2019 Triumph table.

REALM OF BATTLE

REALM COMMAND: FIRESTARTER: You can use this command ability at the start of your movement phase. If you do so, pick a terrain feature that is within 12" of a friendly HERO & within 3" of another friendly unit, & roll a dice. On a 4+ the terrain feature is set alight. If a terrain feature is set alight, for the rest of the battle, any unit with models in or on it at the end of their movement phase suffers D3 mortal wounds. In addition, a model cannot see another model if a straight line drawn from the centre of its base to the centre of the other model's base passes across this terrain feature.

REALM SPELL: FIREBALL: Fireball has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. If the enemy unit consists of one model it suffers 1 mortal wound, if it has two to nine models it suffers D3 mortal wounds, & if it has ten or more models it suffers D6 mortal wounds.

REALMSCAPE FEATURE: Flaming Missiles: Improve the Rend characteristic of missile weapons by 1 while the range from the attacking unit to the target unit is more than 12".

OBJECTIVES

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

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.

GAME POINT TRACKER

	T1	T2	T3	T4	T5
ME					
OPP.					

SECONDARY OBJECTIVE (HIDDEN AGENDA)

After choosing table sides but before deployment, each player will secretly choose 1 Hidden Agendas from the provided list. These Agendas is to remain a secret & not be shared with their opponent until the end of the game. Once picked, a Hidden Agenda can never be chosen to use in another game the rest of the tournament.

TERTIARY OBJECTIVE

Score 1 point if you have a unit wholly within your enemy's territory at the end of the game that did not start off the table or was removed from the table by any means during the course of the game. Score 2 points instead if the unit described above has the Battleline battlefield role.