



# FJORD HAMMER GT 2019



# The Fjordhammer GT

Welcome to the Fjordhammer GT! This will be our second year running, and we're proud to be able to host another 2-day event for the wonderful Norwegian community. This will be the first year the Fjordhammer miniature gaming associating hosts the event, which is quite exciting in its own right! The Fjordhammer GT will be our largest event of 2019, and we hope to make it one of the highlights of your hobby year!

In the association we're building on the many experiences made over the past year, and drawing strength from the fantastic people that surround us. This event wouldn't be possible without them! Many people have contributed in different ways, making this event better, bigger and more engaging.

This will also be the final Norwegian Masters qualifying event. If you'd like to get into the invitation-only Norwegian Masters, you will have to aim for a top-4 placing in this one!

We would like to give a shout out to our sponsors over the year, Tabletopbattle and Soco, who have made running the association much easier. A special thanks also goes to STF Wargaming Studio, whose locales we've been using.

We hope you all enjoy the event, and with any luck, read the rest of the pack!



## The Crucial Information

Date: 09 - 10 November, 2019. Venue will be open for setup and social activities on the 8th as well.

Place: STF Wargaming Studio, Ensjøveien 8, Oslo

Contact info: Alexander Nygård is the primary contact point. Get in touch through our Facebook page, our Discord or at our e-mail address: [post@fjordhammer.no](mailto:post@fjordhammer.no).

Format: 2000 points, Matched Play. 5 games over 2 days.

Rules: General's Handbook 2019, all FAQ's. Custom victory conditions will be added to battleplans.

Price: 350kr for participants under 26, 450kr for participants over 26. 50kr discount for members.

Lunch on both days included! More information will come closer to the event.

# Our Sponsors

Without whom this event wouldn't be possible!



TABLETOPBATTLE

SOCO er et nisjeselskap med fokus på software testing, heleid av engasjerte og kunnskapsrike medarbeidere. For oss er det viktig med et sterkt fagmiljø. Vi bygger kompetanse gjennom blant annet faglige kurs, seminarer, konferanser og sertifiseringer. SOCO er et selskap som engasjerer seg i samfunnet - vi gir 1% av omsetningen til samfunnsbidrag.



Dark Fantastic Mills designs, licences and prints high-quality 3D terrain and trophies for miniature wargaming. Our prizes have been printed by DFM! You'll also see their terrain on several of our tables. Bring your tabletop to life with our range of high quality printed models, designed to bring unique character to your games. Dark Fantastic Mills is sponsoring our Favourite Opponent awards!

Mini Mag Tray is what it says on the box, small magnetic movement trays for your wargaming hobby. They are magnetic, rimless, low-profile and practically invisible. Made of high grade, precision cut steel the trays are fully magnetic to allow your magnetised troops a surface to really stick too. With magnetizing on the rise, they'll provide you with flexible movement trays that work with your models, not against them. They will be sponsoring our Best in Allegience: Order awards, as well as providing some spot prizes!



Our venue and partners in wargaming crime, STF Wargaming Studio is an open club for all miniature wargames. In addition to a plethora of tables and terrain, they also have painting tables! STF runs their own YouTube channel as well, with their signature Middle-Earth SBG Grand Campaign, which covers every single scenario ever written for the Middle Earth game!

Greenstuff world provides a huge selection of great hobby tools, supplies and accessories. Notably, long strips of green stuff, colour shifting paints, UV-activated water effects and textured rolling pins. They will be sponsoring our Favourite army award, as well as giving all participants a 5% discount on their webstore!



More sponsors may be added!

With introductions out of the way, what is the Fjordhammer GT? Simply put, the FJGT is an event to crown the greatest hobby champion! This is a hobby of many parts, and the FJGT will represent that. Age of Sigmar is not merely a game, or a painting project, or an excuse to meet friends. It is something that becomes greater than the sum of its parts. We believe that when you combine the finest armies with great tactical games against friendly opponents, you come across something truly special.

To encourage and reward that, the Grand Champion must compete in 3 separate categories. The first and most important is gaming. To be worthy, you must be cunning and mighty! You must also kind, friendly and engaging, as all players will be scored on their sportsmanship. Finally, no true Warhammer Hero can go without some skill in painting!

We believe that Age of Sigmar is a hobby that anyone can engage with. And we hope and expect our players to act accordingly. Be friendly, be kind, paint your models and play good games. That way, everyone can attend the event, and go home happy. This is an event for players of all skill levels, and everyone deserves to have a great time!



## Who is running it?

Alexander Nygård will be the primary Tournament Organizer (TO) for the Fjordhammer GT. Alexander is the chairman of the club, as well as an experienced player and event organizer. He hosted the previous Fjordhammer GT, and has worked in both Bergen and Oslo to build the local Age of Sigmar scenes.

All questions can be asked in our Discord at <https://discordapp.com/invite/DKpeTGM>, or send by e-mail to [fjordhammer.forening@gmail.com](mailto:fjordhammer.forening@gmail.com)

## How to buy a ticket?

In order to make payment and registration easy, tickets can be purchased early through Vipps. Payment can be sent to #556447 - Fjordhammer forening. Please include the name of the participant and a valid e-mail address.

Tickets are 350kr for players under 26, and 450kr for players over 26. Members of Fjordhammer get a 50kr discount.

## Where is it?

The Fjordhammer GT will be hosted at STF Wargaming Studio. This is an independent wargaming venue, which we cooperate closely with. The venue is large, with plenty of options for air. The venue can be reached by public transit quite easily, the subway station at Ensjø is approximately 3-5 minutes away. In addition, the venue will have some food, snacks and drinks (non-alcoholic) available for purchase.

The address is Ensjøveien 8. There is limited parking available.

# The Schedule

## Friday 8th

18:00 until late - Venue will be open for setup. Players may arrive to unpack armies, register, or play social games. There may be more organized play planned, depending on interest.

## Saturday 9th

08:00 - 09:00 - Registration  
09:00 - 11:30 - Game 1  
11:30 - 12:30 - Lunch (provided)  
12:30 - 15:00 - Game 2  
15:00 - 15:30 - Break  
15:30 - 18:00 - Game 3

## Evening social activities

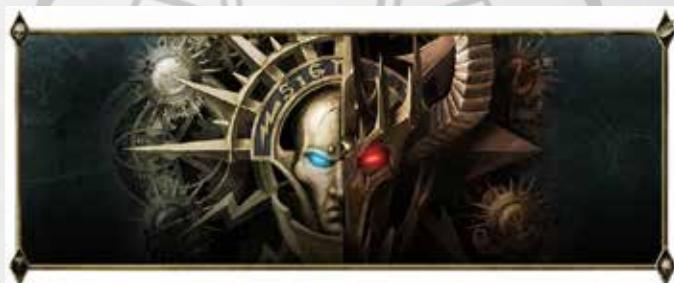
Here at Fjordhammer, we want to encourage the social aspects of the hobby. We invite all players to stay on for our post-game quiz and subsequent dinner. The venue will be closed after the quiz, as the TO will need food! Information about the dinner will be sent out to registered participants, but expect a restaurant that can suit most player's palettes and paychecks. This is all optional, should you have other evening plans.

18:30 - Quiz! - Last year's popular quiz returns! - This will be hosted at the venue, prior to dinner.  
19:30 - Dinner! - This will be held at a separate venue, and is not included in the ticket cost.

## Sunday 10th

09:00 - 10:00 - Venue opens  
10:00 - 12:30 - Game 4  
12:30 - 14:00 - Lunch (provided)  
14:00 - 16:30 - Game 5  
16:30 - 17:00 - Packing up and record keeping  
17:00 - 17:30 - Awards!  
17:30 - 18:00 - Event over!

If you have any dietary restrictions, please inform the TO upon signing up. We will try to accommodate any restrictions we are informed about.



## What you need to bring

- Two printed copies of your army list, one for the TO and one to show your opponent. This must include all units, artefacts, command traits, other allegiance abilities and endless spells.
- Your army! This must be painted and based (see Painting below).
- All rules for your army, including all relevant FAQ's.
- Dice and tape measure.
- Objective markers.
- Something to write with.
- A good mood!

## Army Selection

Players must pick an army of up to 2000 points, following the Matched Play restrictions for Battlehosts, as outlined in the General's Handbook 2019.

You must also have chosen all artifacts, spells, Marks of Chaos and other allegiance abilities prior to the event, and noted these down on your army list. You cannot change armies or other options between matches. Simply put, you'll be playing with the exact same army for all 5 games.

You will be required to have 5 copies of your army list easily available. 1 of these MUST be printed, to give to the TO. If you do not have a printed list to give to your opponents, you will be expected to let them hold your device in order to inspect the army list, at their discretion.

Lists do not have to be submitted prior to the event. Please use the Warscroll Builder to make and print your lists.

The most recent FAQ's will be in play, except any FAQ published during the event.

Malign Sorcery and Realm Artifacts are legal for this event. Factions presented in White Dwarf will be allowed. Please have these rules easily available as well.

## Scoring at the Fjordhammer GT

The event will be using a mixed scoring system to determine the winner. To encourage all aspects of the hobby, this is not simply a pure gaming event! Measures have been made in order to make the scoring as fair and unbiased as possible. The goal was to allow everyone to compete on equal terms in all of the main areas, without individual players sweeping the scores.

There are 100 points available from your Gaming, 20 for each game. For painting and sportsmanship points, there will be a rubric of scoring. These will be explained later. Sportsmanship and Painting are another 20 points each. As such, there is a total of 140 points available for players.

The player with the highest total score will be crowned the Grand Champion!

In addition, there will be prizes for 2nd and 3rd place overall as well.

Tiebreaker for the overall score will be capped sportsmanship, followed by painting, then uncapped sportsmanship.

## Gaming Score

For gaming, you score in the following manner:

Major Win - 16 points

Minor Win - 12 points

Draw - 8 Points

Minor Loss - 4 Points

Major Loss - 0 points

In addition, there will be a total of 4 points available from Secondary Objectives. In each game, you will play 2 Secondary objectives, and your opponent will play 2. If you achieve yours, you score points. If your opponent does not achieve theirs, then you also score points!

## Painting Scores

All armies will be judged according to the hobby rubric. Primary categories are all judged independantly of each other. Failing to meet the minimum in any Primary category will be considered “unpainted”, and the models will not be allowed to be used at the event.

In each category, there is an ascending rank of scoring, from minimum to great for the primary categories, and from basic to great for the secondaries.. You receive the point score equal to the highest rank you get in the category. You can score a maximum of 33 points. Points awarded will be capped at 20.

All models must be mounted on appropriate round bases. See GW's official guidelines if you are unsure. Non-standard basing may be accepted, depending on how significant the change is.

Conversions are allowed, but must adhere to WYSIWYG. If you have specific projects or models in mind that you are not sure about, please contact the TO prior to the event.

Primary	Painting		Points
Minimum	All models are GW Battle Ready (Contrast / basecoated + shaded)		
Basic	All models are shaded/contrast and highlighted/drybrushed. Some details picked out.		2
Good	All models and details are highlighted/drybrushed and picked out. Some advanced techniques used.		4
Great	Most models show advanced techniques such as blending, edge highlighting, freehand etc.		6
Basing		Points	
Minimum	1 layer of basing technicals or flock		
Basic	Basing technicals are painted. If flock: multiple flocks and/or tufts in use.	2	
Good	Multiple basing techniques are present on each base. Bases must be rimmed.	4	
Great	Custom detailing (such as added stones, skulls, structural detail, greenstuff work etc.) is present on most bases, alongside multiple painting and basing techniques. Bases must be rimmed.	6	
Coherence		Points	
Minimum	No minimum.		
Basic	Most of the army has similar paint schemes and basing.		
Good	The whole army is painted in a consistent style, and has the same basing scheme.		
Great	Most models have custom elements designed to enhance a single theme, such as basing, freehand, conversions etc.	6	
Secondary	Conversions		Points
Basic	The army has the occasional minor conversion, such as bit swaps, reposing etc. Must be more than a 2-3 models, can be a single model of high quality.		
Good	The army consistently features conversion work. Should be noticeable in most units, or have several high quality conversion works.		
Great	The army is significantly converted using a variety of kits and techniques. Most models are converted in some manner, in addition to any stand out conversions.		
Centerpiece		Points	
Basic	The army has a model that stands out in a unique way within its own army, such as additional conversions, unique paint scheme, higher technical skill etc. Does not need to be a large model.		
Good	The army has 2-3 stand-out models.		
Great	The army has a smorgasboard of eye-catching models, each of which could stand alone.		
Display Board		Points	
Basic	The army has a display board matching the basing of the army. An untreated carry tray is not a display board.		
Good	The display board matches the theme of the army, adding structures or natural elements enhancing the theme.		
Great	The display board adds significant physical features such as custom-built terrain and large scenery pieces.		
Freehand		Points	
Basic	The army has some freehand work on some banners, books etc.		
Good	The army features significant freehand on all relevant surfaces such as banners, books, scrolls etc.		
Great	The army has exceptional freehand work beyond the expected surfaces, such as tattoos, custom armour designs etc.		
Technical variety		Points	
Basic	The army has at least 2 consistently different painting techniques. If all surfaces are painted using the same technique (contrast, GW standard, Airbrush etc), do not award this.		
Good	The army uses 3 or more techniques across the majority of the army.		
Great	The army features a variety of techniques, each applied in a consistent manner and to a high level.		

# Sportsmanship Score

To objectively give players goals to work towards, we have developed a sportsman rubric for this event. Scoring on this chart will affect your tournament score, but will only be used as a tie-breaker on the Favourite Opponent voting. Each player is expected to follow the Code of Conduct as outlined in the pack.

You will receive a sheet on which to make note about your opponents conduct. This should be done after the game is finished. Please fill this out accurately.

You can score your opponent a maximum of 25 points. For tournament purposes, scoring will be capped at 20 points. This way, you don't have to be perfect to get a great score!

Your capped total will be divided by 5, rounding down, at the end of the event. This means you will need to score at 20 points in every game in order to score a top mark.

Sportsmanship	Preparation	Points
	Your opponent had a printed army list for you.	1
	Your opponent had all relevant rules and FAQ's easily available. If these are not printed, then the player knew exactly which FAQ to check and where to find it.	1
	Your opponent had the event pack easily available. If digital, your opponent had this downloaded, or the link saved already.	1
	Your opponent had brought all the expected tools necessary to play his/her army, including enough dice, relevant markers etc.	2
	Timeliness	Points
	Your opponent showed up to the start of the round.	1
	Your opponent played in a timely manner, by rolling dice and moving models efficiently, speaking while playing, and being at the table when needed.	2
	Your opponent did the pre and post-battle necessities in a timely manner, including moving to the table, introductions and explanations, deployment, and filling out event forms.	1
	Attitude	Points
Your opponent introduced him/herself in a polite and friendly manner.	1	
Your opponent avoided saltiness and aggression due to circumstances in-game.	3	
Your opponent focused on the game and social aspect between you, giving the game his/her primary attention during the game.	2	
Knowledge	Points	
Your opponent knew his own rules, played them correctly and offered to explain and/or show the relevant rules in an appropriate manner.	2	
Your opponent was active in asking questions that would clear up any confusions before they happened.	1	
Your opponent had a solid understanding of the event pack.	1	
Your opponent had a thorough understanding of the core rules of Age of Sigmar.	1	
Game Behaviour		
Your opponent explained his/her actions in a manner that was clear to you.	2	
Your opponent allowed for enough time to verify dice rolls and measurements.	1	
You and your opponent agreed to "fuzzy" rules such as "flat dice", how to each terrain piece would be used etc, prior to starting the game, and kept to it.	1	
Your opponent handled any disputes in a calm and rational manner, accepting a dice-off or TO intervention if agreement could not be reached. If there were no disputes, award this!	1	

We've borrowed this article from White Dwarf, by the venerable Jervis Johnson. As the main rules writer behind Age of Sigmar, he also has some sage advice on how to conduct oneself during games. We hope all players will strive to live up to the code.

# THE PLAYER'S CODE

There is a famous adage that goes 'it matters not if you win or lose, it's how you play the game.' It is in this spirit that Warhammer Age of Sigmar is intended to be played.

We believe that Warhammer Age of Sigmar is a game best played in the right spirit, but sometimes it can be difficult to know what playing in the right spirit actually means. To help with this we've put together a set of guidelines that we call 'The Warhammer Age of Sigmar Player's Code', opposite.

So, what inspired the Player's Code? Well, it all began as we wrestled with the rules for running Warhammer Age of Sigmar tournaments. One of the things we were keen for the rules to prevent was deliberate time-wasting, where a player takes ages over their turn in order to get some kind of advantage. Most players know that time-wasting is completely against the spirit of the game, but sometimes this principle gets ignored in the white heat of a competitive tournament.

However, we struggled to write robust rules that stopped time-wasting from occurring. What we needed was a different way of dealing with the practice. By a lucky coincidence, one of the members of the rules team had recently watched a documentary about a psychological test, which looked at how many people would choose to cheat in order to win a small amount of money.

The test was carried out at two American universities, both of which had codes of conduct that all students had signed up to, and which included a proviso about being honest and truthful. What the

researchers found was that under normal circumstances most people were prepared to cheat at the test, but if they reminded people of the honour code they had signed, it reduced the amount of cheating to zero.



The lesson was clear: most people want to do the right thing, but occasionally they need to be reminded of what that is in order to avoid temptation.

So we decided to simply put together a code of conduct for players of Warhammer Age of Sigmar, and ask players to read it and follow it when playing their games. In many tournaments, you will be given a copy of the code before you start playing, just to help you keep these principles in mind.

If you look at the Player's Code, you'll see that it is split into cardinal rules and principles. In order to uphold the code, the cardinal rules are all you really need to follow, as the principles are really just examples of the cardinal rules in practice. And to be honest, there is one guideline in the code that is

more important than the others, which is treating your opponent with respect – after all, being impolite, telling untruths and cheating are hardly respectful.

Everything else in the code is important too, of course, mainly because it is sometimes hard to draw the line between things that are okay to do during a game, and things that you should avoid doing, and they will help you to draw that line. However, if you want to play the game in the right spirit, then being respectful of your opponent should be more important to you than winning.

By now some of you may be thinking, 'Well that's all well and good, but does this mean I'm not allowed to try and win the games I play?' This is a very fair question, so just to make things clear, the code does not mean you shouldn't try to win your games – you absolutely should – but rather that there is a right and a wrong way to go about it.

That's why we have not presented the Player's Code as a set of rules that you must follow, like the core rules. The Player's Code is more personal, and the skills it promotes are something you can work away at and improve on over time. If you do so, you'll find yourself having more enjoyable games, and what's more, you'll be playing the game as it's *meant* to be played – an enjoyable and stimulating pastime where games are played in a spirit of friendly rivalry.

# THE WARHAMMER AGE OF SIGMAR PLAYER'S CODE

## CARDINAL RULES

- Always be polite and respectful.
  - Always tell the truth and never cheat.
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## PRINCIPLES

- Arrive on time with all of the things you need to play the game.
- Offer to shake your opponent's hand before and after the game.
- Avoid using language your opponent might find offensive.
- Ask your opponent's permission if you wish to use unpainted models or proxy models.
- Offer your opponent a chance to examine your army roster before the battle starts.
- Answer any questions your opponent has about your army and the rules that apply to your army.
- Measure moves and distances carefully and accurately.
- Give your opponent the chance to examine your dice rolls before picking up the dice.
- Ask permission before touching any of your opponent's miniatures.
- Remind your opponent about rules they may have forgotten to use or which they have used incorrectly, especially when doing so is to your opponent's advantage rather than your own.
- Never deliberately waste time during a game.

Avoid distracting an opponent when they are trying to concentrate, and be careful to respect their personal space.

- Never complain about your bad luck or your opponent's good luck.
- Never collude with an opponent to fix the outcome of a game.



## Other Scoring

The following categories do not count towards the Grand Champion award. We know that some players are more concerned with painting than playing, or opposite. These are meant to reward excellence in the hobby, in a way that is independant of the other categories.

### Favourite Opponent

After all your games, you will be asked to vote for your favourite opponents. This will be simple, but difficult: you will have to rank 3 of your 5 opponents from favourite to 3rd favourite. The ranking criteria is also simple, you should nominate the players who gave you your favourite games of the event. Choose players based on their own conduct, not only on the tactical excitement of the matches. Please consider whether your opponents followed the event's code of conduct during your game as well.

Each 1st nomination is worth 5 points. Each 2nd nomination worth 3 points, and each 3rd nomination worth 1 point.

Tiebreakers will be capped Sportsman rubric points, then uncapped sportsman rubric points.



### Favourite Army

During the lunch on the second day, a selection of players (TO's choice) will be given space to display their armies. All players are expected to vote on their favourite looking army of the event. The judging criteria are personal here as well, you may vote for style, technical skill, theme, or whatever you desire. We hope that players will give each displayed army a fair look.

Tiebreakers will be capped painting rubric points, then uncapped painting rubric points.

### Best in Allegiance

The players with the highest game-score in each allegiance will be given their own award. If you desire to only be judged on your worth as a general, these are the awards for you. Only the 100 points available from gaming will count towards this. Order, Chaos, Death and Destruction will each have a winner in this category, regardless of the player's overall placing.

### Wooden Spoon

The most difficult award to win! For the player who scores the least amount of points in the entire event, you are rewarded as well!

## House rules

At the Fjordhammer GT, we will be using a few house rules. These are meant to reduce confusion or increase immersion.

Garrison rules are mandatory. Players must agree before the battle which structures could be garrisonable. A good rule of thumb is that any structure that has a roof, is garrisonable.

All terrain features with official warscrolls will use these. Do not generate scenery rules for these models. The exception are Azyrite Ruins, generate an additional scenery rule for these as well.

Wobbly Model rules are in place. If a model cannot stand in a stable manner on a terrain feature (such as if it is climbing, or on an extremely steep hill), it has -1 to Hit on all Hit Rolls. In addition, models that cannot stand in a stable manner do not benefit from Cover.

Line of Sight is measured from the body of a model, meaning from the feet of the model to its head. Arms, wings, weapons, cloth and similar do not count for purposes of Line of Sight.

Each model's range is measured in a cylinder from the base to the top of the model's head (or body, if the body is taller). This is essentially base-to-base, but taking into account height as well. Use the same restrictions as counting Line of Sight.



## COMP

All tables will be using chess clocks. These should be started as soon as players have determined who will decide which side of the table they can choose from. Time is divided so that each player receives 1 hour and 10 minutes to play. All players are expected to be able to finish 5 rounds in the allotted time. The remaining 10 minutes of free time can be used to roll for terrain, roll for deployment, discuss their lists and get to know each other.

During the combat phase, alternate the chess clock activation to match the current player's combat activations, not just the player whose turn it is. This will ensure a fair playing field for both players.

If a player runs out of time, the game result will shift one step in the opponents favour. For example: if you score a Major Victory on points, but run out of time, it will only count as a Minor Victory. If both players run out of time, this does not happen.

Games may only end if a player concedes, 5 battlerounds are played, or time runs out. If time runs out, the last fully completed battleround counts, no points or secondaries scored during an incomplete battleround count for any purposes. If a player concedes, the opponent is awarded a Major Victory and a full secondary score.

All battleplans are played as presented in the General's Handbook 2018, with the following changes; To score a Major Victory, it is not enough to score more points than your opponent. You must score a given amount of points more than your opponent, as explained by the list below. Games with a smaller differential than described are considered Minor Victories. Games that end with equal points scored are Drawn.

#### Game 1: Shifting Objectives.

Comp: Do not use the Glorious Victory conditions as outlines in the GHB19. Instead, a player who scores 5 or more points than their opponent, wins a Major Victory. 1-4 points more is a Minor Victory. Equal Points becomes a Draw.

#### Game 2: Duality of Death.

Comp: Do not use the Glorious Victory conditions as outlines in the GHB19. Instead, a player who scores 5 or more points than their opponent, wins a Major Victory. 1-4 points more is a Minor Victory. Equal Points becomes a Draw.

#### Game 3: Scorched Earth.

Comp: Do not use the Glorious Victory conditions as outlines in the GHB19. Instead, a player who scores 7 or more points than their opponent, wins a Major Victory. 1-6 points more is a Minor Victory. Equal Points becomes a Draw.

#### Game 4: Battle for the Pass.

Comp: Do not use the Glorious Victory conditions as outlines in the GHB19. Instead, a player who scores 7 or more points than their opponent, wins a Major Victory. 1-6 points more is a Minor Victory. Equal Points becomes a Draw.

#### Game 5: The Better Part of Valour.

Comp: Do not use the Glorious Victory conditions as outlines in the GHB19. Instead, a player who scores 9 or more points than their opponent, wins a Major Victory. 1-8 points more is a Minor Victory. Equal Points becomes a Draw.

Comp may be subject to edits as playtesting continues.



## Secondary Objectives

For this event, we will be using Open Secondaries. Rather than having hidden missions, each player will know what his opponent is trying to achieve!

This will be done in the following manner: before rolling for sides, both players must select 2 Secondary Objectives. Keep these secret. Once both players have decided on objectives, you both reveal them!

Objective cards will be provided. For reference and planning, we also present this list.

**Objective 1: You've met with a terrible fate, haven't you?**

Score this immediately if an enemy unit is destroyed in a battleshock phase.

**Objective 2: The Sephiroth**

Score this immediately if you slay an enemy Hero with your hero. The enemy Hero must be worth no less than 50 points of your hero to score this. There is no maximum value.

**Objective 3: Yahaha! You found me!**

Score this immediately if you successfully charge a unit that has not been in combat during the first three battlerounds of the game., and was on the table during the first battleround.

**Objective 4: Knee Deep in Hell**

Score this immediately if, at the start of any combat phase, all of your units are within 3" of any enemy units.

**Objective 5: What is a man? A miserable pile of secrets.**

Secretly nominate one of your units to carry the secret. Score this immediately if that unit survives until the end of the fourth battleround. Nominate a unit immediately after revealing this card, by writing on the back side of this card. The unit must be deployed in the deployment phase.

**Objective 6: Now or Never**

Score this immediately if you take control of an objective in the 4th or 5th battleround, that was under the control of your opponent.

**Objective 7: Epona**

Score this immediately if one of your units moves a total of 40" or more. Only Move actions count towards this, but pile-ins and Move actions outside the movement phase do count.

**Objective 8: Corrupted Blood**

Score this immediately if you have had units within 6" of all of the objectives on the battlefield, at least 3 or more. This does not have to be the same unit for each objective. If any objectives are removed from play, check again to see if you have been within 6" of all current objectives. If yes, score this.

**Objective 9: Welcome back, Commander.**

Score this immediately if you have had units end their turn wholly within each sixth of the board (24"x24" square). Any combination of 2 units may be used to score this.

**Objective 10: Lavos**

End the game with more time left on the clock than your opponent. You cannot score this if you concede.

Objectives may be subject to change prior to the event.