

Beastgrave – Battle Tournament

'The hard ground was awash with blood and gore. The entrails of the fallen stayed wet and glistening as the earth refused to soak it up, as if the very idea was repulsive. Evenstar carefully picked his way through as he approached the enemy. They were hideous, goat legged, pig faced snarling beasts. They were no better than the creatures now feasting on the spilled remains of his brethren, and Evenstar's rage grew. He drew his sacred blade and looked at his Elven features and removed the snarl from his face. He was no beast, he was loremaster, a keeper of knowledge, and today he would put that knowledge to the test as he reaped revenge. As the first beastmen charged, Evenstar removed it's head in a quick, clean horizontal stroke and twisted the blade into a curve that struck the next from below and cleaved it upwards, spilling more gore onto the ground. It was going to be a long day'

Welcome to 4tK's Xmas underworlds tournament....!

It has been awhile since the last, but much has changed! The new Beastgrave promises a new play style which is quickly being dominated by objective positioning and the first few tournaments have revealed a slightly longer game play. For this tournament there will be 3 matched play games of Underworlds, possibly resulting in playing 9 games in total, earning victory and glory points in determining the overall winner.

Set-Up;

Each player will bring along a complete warband with everything they need to be able to play. The first round is determined randomly, and the second, third and fourth rounds are then determined swiss style, as to say that winners play winners, while losers play losers, which should result in the final round having triple winners playing against each other for the title of champion. Each game will be matched play, meaning that the games are best of three, which result in you playing between 6 and 9 games in total. Plenty of time will be given for each round, and with breaks in between to relax and recover before the next round starts. The event is supported by a GW tournament pack, which provides lots of great prizes for everyone!

Things I Need;

- A complete underworlds warband from the current range, all present and based.
- A set of underworlds dice
- A deck of objective and power cards, built as per the rules found in the Beastgrave rulebook, which will be used for all games

- The new restricted and banned list and rules for power and objective decks are in use
- Battle boards, which will be used for all of your games, remembering that you need to change your board after each round
- All the tokens you need, including a set of objective tokens
- Rulebook and the current FAQ
- 2 lists of your objective and power decks, one to hand in and one for reference during the day (copy found at the end of the pack)

Painting/Modelling;

There is no requirement for your warband to be painted, but they must be the models from the sets and therefore match the pictures shown in the fighter cards. Modelling of the bases is fine, as long as they fit the hexes on the battle board. As both players may have the same warband, it is highly advised to have some marking in place to help ensure you both know whose models are whose, and we obviously suggest that painting them is the best way to do that! To help encourage this, we are also running a painting competition for the best warband....

Rounds/Games;

All 3 rounds will be the matched play set-up from the Beastgrave rulebook, and will be played using the same warband, battle board, power and objective deck. There will not be any tiebreakers, as draws are not a problem, but we will need to know the full result, including the total glory points earned by both players. For each round the following points can be scored depending on your wins/losses and/or draws;

No of games won	No of games lost	No of games drawn	Victory Points
2	0	-	6
2	0	1	5
2	1	-	4
1	0	2	4
1	1	1	3
0	0	3	3
1	2	-	2
0	1	2	2
0	2	1	1
0	2	-	0

So the best score is from winning 2 games in a row and not playing a third game. Any matches which have a third game will always split the available victory points. In addition we need the total number of glory points scored by each player, as this will be used to determine rankings with players on the same victory point total. So.... only played 2 games.... missing out on a third game of glory points..... oh well, that's why you scored the max no of victory points....! Glory points are only used to rank player after victory points, so don't panic too much.

Times;

09.30; Registration

10.00 – 12.00; Round One

12.00 – 12.30; Break

12.30 – 14.30; Round Two

14.30 – 15.00; Lunch

15.00 – 17.00; Round Three

17.15; Results and Awards

Painting Competition;

On the same day, 4tK will be running a painting competition for everyone in the tournament. All you need to have is a painted and complete warband to enter. Over the lunch break, players in the tournament will be asked to vote on the warbands, and the winner being the warband with the most votes and winning the golden daemon denial card.

Disputes;

Unfortunately in all tournaments there can be the odd occasion where a dispute is raised between players. There will be a tournament organiser (TO) on hand to listen and review any raised disputes, before then making a decision. The decision made by the TO is final, even at a later date it is proved to have been incorrect. The TO is there to help move the event along and to try to make the event as fun as possible for all players.

Winner/Prizes.....

At the end of the day all players will be ranked, with the positions being firstly determined by the number of victory points earned, then with players on tied victory points, the number of glory points scored and then finally on the number of glory points given away. This will be used to find out who has won the tournament overall and what prizes need to be given out to everyone as no tournament would be complete without some prizes...! These tournaments are being supported by GW and are the special edition starter box set warband cards, power cards and plastic tokens....!

Tournament Sheet;

Name;	
Warband;	

Objective Deck;

No.	Objective Card	No.	Objective Card
1		7	
2		8	
3		9	
4		10	
5		11	
6		12	

Power Deck;

No.	Upgrade Card	Gambit Card
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
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