

The cover art for Warhammer Age of Sigmar: Forbidden Power is a highly detailed and complex illustration. It features a central figure, a Sigmarite warrior, whose face is split vertically. The left side of the face is human, with a calm expression, while the right side is a skeletal, undead visage with glowing green eyes. The warrior wears a helmet with a prominent crest and a dark, flowing cape. The background is a dark, starry sky filled with intricate mechanical and magical elements. Large, ornate wheels and gears are visible, some with skulls and symbols. A large, golden sun-like symbol with a cross is on the left, and a similar symbol with a lightning bolt is on the right. The overall tone is dark and mysterious, reflecting the theme of forbidden power.

WARHAMMER

AGE OF SIGMAR

FORBIDDEN POWER

— BATTLE FOR THE MIDNIGHT TOMB —

WARHAMMER AGE OF SIGMAR

The Stormvaults have been opened! The devastating Necroquake of Shyish has broken across the Mortal Realms, shattering enchantments that have held since the Age of Myth. Now the greatest secrets of Sigmar the God-King have been revealed: The Stormvaults, ancient repositories filled with the artefacts deemed too dangerous to ever see the light of day. Join other intrepid adventurers for a weekend battling to control the Midnight Tomb; will you take up arms and defend the God-King's treasures or claim their near limitless power for yourself?

EVENT ESSENTIALS

Date: 16th-17th November 2019.

System: Warhammer Age of Sigmar Matched Play.

Format: Singles.

Army Size: 2,000 points

Number of games: Five.

Army Selection: Each player follows the Battlehost restrictions from the Pitched Battle chart in the Generals Handbook.

Publications in use: All current and in-print Warhammer Age of Sigmar battletomes, expansions, Grand Alliance books, warscroll compendiums (including those from Forge World), and General's Handbook, unless their release falls on the weekend of the event. We expect you to use the most current warscrolls for your models – e.g. those found in a battletome rather than a Grand Alliance book or warscroll compendium.

Meals: Lunch is provided on both days.

Other activities: Painting competitions, evening activities and free entry to the Warhammer World exhibition.



MODEL REQUIREMENTS

Playing exciting, atmospheric games with painted miniatures is a big part of our events at Warhammer World. With this in mind, all miniatures in your collection must be Citadel or Forge World miniatures, and be fully assembled, painted and based. Each model must completely and accurately represent its entry on your army roster (including all weapons and equipment).

Furthermore, you need to contact us to let us know about any conversions you are planning on using, and provide us with photos of the models in question where possible. Don't worry – we fully appreciate spectacular modelling skills, but we just want to make sure everything is absolutely clear for your opponent so that no confusion can arise during games.

To protect everyone's experience, we will politely ask you to remove any models that don't meet these standards.

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ARE YOU PLANNING ON USING CONVERTED MODELS IN YOUR ARMY?

NO

Carry on. There's nothing to worry about except getting it painted on time!

YES

Contact us at: whworldevents@gwplc.com
...or call us on **0115 900 4994** and check to make sure your conversion is appropriate for our events.*



***This only applies to our gaming events at Warhammer World**

Your local Games Workshop, independent stockist, gaming club or even regular gaming evening at Warhammer World may do things differently. Get in touch to see what their standards are concerning conversions, if they have any!

If you contact us, please include pictures of the models in question. And don't panic! We're very friendly and we love creativity in modelling.

YOUR ARMY AND THE GAMES

ARMY ROSTERS

You will require an army of no more than 2,000 points to play at this event.

Follow the *Picking Your Army* section in the General's Handbook when choosing your army, noting the Battlehost restrictions. We recommend using Warscroll Builder (hosted on warhammer-community.com) or the Azyr app as these are easy and convenient ways to build your army.

We also expect players to use the recommended base sizes found in the Warhammer Age of Sigmar: Base Sizes document, downloadable from warhammer-community.com.

Please make sure you have a **printed** copy of your Roster available for your opponents to view during the weekend. All text must be clearly readable for us and your opponent to check. You will need to hand one copy of your army roster in at registration, and have at least one other copy to give to your opponents before each game. You must use the same army roster for each game, and all choices available to you must be noted down on your army roster. Remember that your roster must include things like which model is your general, your army allegiance, allegiance abilities you will use, artefacts of power, spells, and the number of leader, artillery and behemoth models in your army.

PRE-GAME RULES AND ABILITIES

Any kind of ability you can choose before the game must be decided on before the event and recorded on your army roster. This includes things like Marks of Chaos for Slaves to Darkness units, Idoneth Enclaves or Fyreslayer Lodges.

THE GAMES

The core rules are in use up to and including allegiance abilities. The Forbidden Power and Malign Sorcery supplements are in use.

Your opponents for the first round will be randomly determined. From game two onwards we will use a 'swiss' system matching teams up according to their Gaming Score and Victory Point score.

TERRAIN

Terrain will be pre-set before the event. During the event terrain may be added or adjusted by the tournament organisers which will link to the battleplans being played during the weekend. If you feel that the terrain needs adjusting, please bring this to the attention of the tournament staff. At the start of each game you may need to adjust the position of some terrain features to comply with the rules for terrain placement and objectives unless the Tournament Organisers or Battleplan say otherwise.

PAINTING COMPETITIONS

During the event we will hold two painting competitions. These competitions are separate from your tournament score, so have no bearing on the overall rankings. They are there to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable.

LEGENDS PAINTING AWARD

The first competition is the Legends Painting Competition. This is perfect for any particular models in your army you are most proud of. Each player may enter any Age of Sigmar Citadel miniatures of their choice. **Please note – these no longer need to be models from the army you bring to the event!** They can be any model from any army that you are proud of and want to display in the tournament. The winning model from each category will win a Legend award for that player. The categories are as follows:

- Hero of Legend includes any single Battleline, Leader or uncategorised model on a 60mm base or less.
- Company of Legend includes any unit of 10 or less models.
- Icon of Legend includes any Artillery model (plus any attendant crew), any Behemoth model, or any model on a base larger than 60mm.

BEST ARMY AWARD:

After game one if you wish to be considered for the Best Army award please display your army on at the table you have been playing on. Please make sure that your army can be identified by your name and/or player number. The Events Team will then go round at lunchtime and nominate a shortlist of armies for the Best Army Competition. This is a prestigious award for hobbyists who manage to achieve a truly excellent standard of hobby consistently across their whole force. To be nominated for this award you must have built and painted the army yourself. Please note this is a Best Army award, not a best painted, so an army could be nominated for conversions or a unique theme as well as excellent painting.

Peer judging will take place over Sunday lunchtime, with the player earning the most votes receiving the Best Army award.

The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding the competitions, feel free to contact us before the event at whworlddevents@gwplc.com

SPECIAL RULES

At the start of the Event you need to select an Awakened Artefact. This will be used throughout the weekend and can be powered up by meeting the criteria on the cards.

Each battle will take place in Stygxx and will follow the rules laid out below. Please note that although Stygxx is in Shyish, the Realm of Battle rules for Shyish will not be used.

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REALM OF BATTLE

REGION OF WAR: STYGXX

REALMSPHERE MAGIC

WIZARDS know the following spell in battles fought in this region, in addition to any other spells that they know.

PALL OF DOOM

A cloud of terrifying darkness pours forth and engulfs the wizard's foes.

Pall of Doom has a casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Subtract 2 from the Bravery characteristic of the unit you picked until your next hero phase.



REALM COMMANDS

You can use the following command abilities in battles fought in this region, in addition to the command abilities that you are normally allowed to use.

HONOUR THE DEAD

The dead are honoured by the living ending the lives of their remaining foes.

You can use this command ability at the start of the combat phase. If

you do so, pick a friendly unit that is within 3" of a friendly **HERO** or 12" of your general, and roll a dice. If the dice roll is less than the number of models that have been slain from the unit you picked, you can add 1 to the Attacks characteristic of weapons used by that unit in that combat phase.

SOUL-FORCE SACRIFICE

Your general can siphon soulforce from their minions to extend their life.

You can use this command ability at the start of your hero phase. If you do so, pick a friendly unit that is within 3" of your general. Allocate any number of wounds to that unit that you wish – you can heal 1 wound that has been allocated to your general for each wound that you allocate.

REALMSPHERE PRAYER

PRIESTS know the following prayer in battles fought in this region. It can only be chanted once per turn, regardless of how many **PRIESTS** know it.

COMMUNION WITH THE ANCIENT DEAD

The capricious spirits of long-forgotten civilisations linger in these lands.

In your hero phase, 1 friendly model that knows this prayer can chant it. If it does so, make a prayer roll by rolling a dice. On a

1, the model chanting this prayer suffers 1 mortal wound and the prayer is not answered. On a 2-5, the prayer is not answered. On a 6, the prayer is answered. If this prayer is answered, you receive 1 command point.

REALMSCAPE FEATURE

If a battle takes place in this region, the following realmscape feature rule applies for the battle.

ENERGIES OF THE MIDNIGHT TOMB

In the wake of the necroquake, baleful energies spill from this ancient Stormvault.

If the casting roll for a spell is a double, that spell is successfully cast and cannot be unbound.



CODE OF CONDUCT

At Warhammer World we place great emphasis on playing excellent games of Warhammer Age of Sigmar with like-minded people at the home of Games

Workshop. Therefore we expect teams to play each game with a certain code of conduct to support this.

THE WARHAMMER AGE OF SIGMAR PLAYER'S CODE

CARDINAL RULES

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

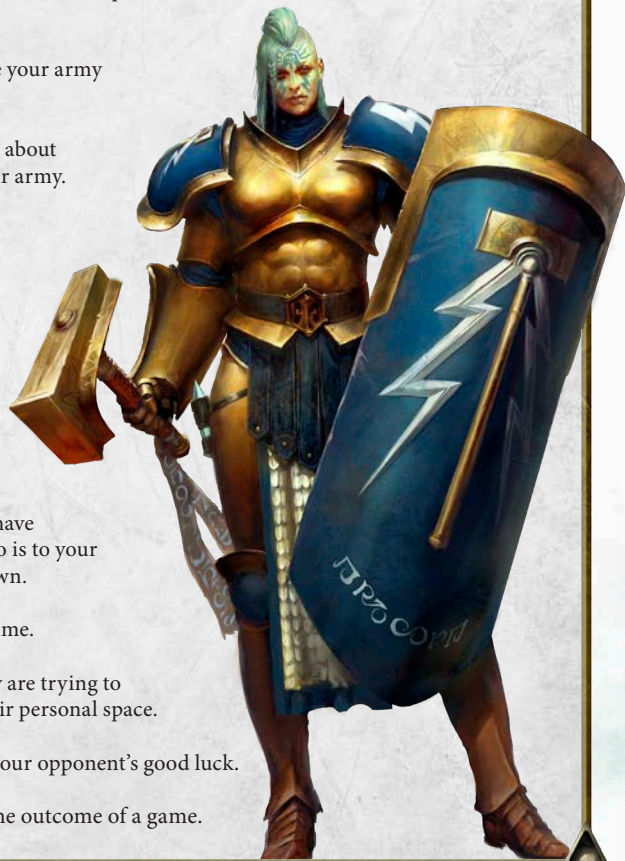


PRINCIPLES

- 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.



CAMPAIGN SCORING

SCORING

The Forbidden Power Campaign weekend will use the scoring system found in the Generals Handbook 2019.

GAMING SCORES

At the end of each game, you and your opposing team will need to record your results on your event card, and then hand in your results to the event staff at the same time. We need you to do this as promptly as possible so that the next game can be organised straight away.

Each game lasts two hours and thirty minutes, and once the game ends, you will have five minutes to record your result with the events team.

To determine the winner of each game, use the victory conditions as laid out in the mission. Once you know the result, you will record it on your event card

For each game you will also need to record the points value of units destroyed for your Opponents Kill Points which will be used as a tiebreaker should the need arise. This is the total value of units destroyed excluding summoned units, endless spells, battalions and Command Points.

FAVOURITE GAME AND ARMY SCORES

Favourite game and army scores are calculated by voting in the following two categories when you hand in your final results at the end of the event. You get two votes in each category, and you must vote only for the players and armies you played against. Each vote you receive counts as ten points towards your tournament score – this means you can receive a maximum of fifty points for Favourite Game votes and fifty points for Favourite Army votes.

Favourite Game – Vote for the two opposing players you enjoyed playing against the most (note that you can't vote for the same player twice!). Maybe they displayed excellent sportsmanship, perhaps they were positive and friendly, or it was generally a fun and engaging game.

Favourite Army – Vote for the two armies you played against that you liked the look of the most (note that you can't vote for the same army twice!). Excellent painting standards, a fantastic centrepiece model, spectacular conversions or overall complementary theme may make up your mind.

TIEBREAKERS

If players earn the same tournament score by the end of the event, we will use the following tiebreakers to establish final rankings. They are listed here in order of priority:

- Gaming Score
- Favourite Game votes
- Favourite Army votes
- Points value of enemy units and battalions destroyed



DETERMINING THE BEST FACTION

At the end of the event all the players in each faction will have their scores totalled and then divided by the number of players to give a win percentage. Players that win the final game will receive a bonus 10 points for their faction and this will be added onto their factions percentage to determine which faction is the overall champion of Midnight Tomb.

THE BATTLEPLANS

Friday Night Game - if you arrive on Friday night you can register and receive a unique Battleplan to play. This will give you a bonus that you can use during Game 1 on Saturday...

GAME 1 BATTLEPLAN

PENUMBRAL DOMAIN

Two forces close in on an ancient Penumbra Engine. As its power wildly oscillates, each force finds that different points of the battlefield become strategically vital if they are to secure victory and harness the device for their own ends.

PITCHED BATTLE

Use the Pitched Battle rules in the *Warhammer Age of Sigmar Core Book*.

THE BATTLEFIELD

In the centre of the battlefield, place a Penumbra Engine terrain feature. This Penumbra Engine is referred to as the Stormvault Penumbra Engine.

SET-UP

The players roll off, and 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 12" 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.

OBJECTIVES

This battle is fought to control four objectives. Two objectives are located on the horizontal centre line and two objectives are located on the vertical centre line, each 12" away from the centre of the battlefield, 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**.

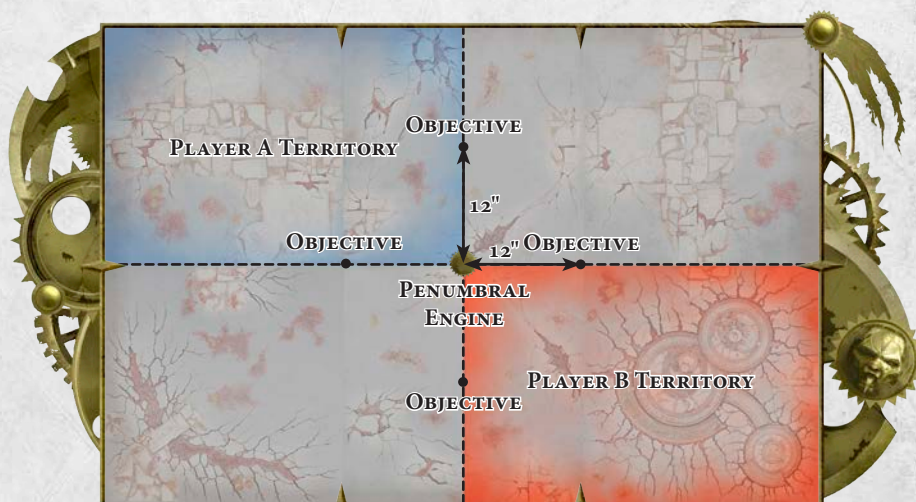
VICTORY POINTS

During the battle, the Stormvault Penumbra Engine is not affected

by the 'Repercussions of the Necroquake' and 'Deteriorating State' scenery rules on its warscroll. Instead at the start of each battle round, roll a dice. On a 1-3 the Stormvault Penumbra Engine gains the Orrery of Obfuscation function for that battle round; on a 4-6 it instead gains the Orrery of Illumination function for that battle round.

While the Stormvault Penumbra Engine has the Orrery of Obfuscation function, each player scores 2 victory points at the end of each of their turns for each objective on the horizontal centre line they control and 1 victory point for each objective on the vertical centre line they control.

While the Stormvault Penumbra Engine has the Orrery of Illumination function, each player scores 2 victory points at the end of each of their turns for each objective on the vertical centre line they control and 1 victory point for each objective on the horizontal centre line they control.



GAME 2 BATTLEPLAN

GUARDIAN SPIRITS

Two rival forces seek to exert control over the spirits that haunt the ruins of this Stormvault Sacristy, for it is said that only they know the whereabouts of a fabled Grand Stormvault.

PITCHED BATTLE

Use the Pitched Battle rules in the *Warhammer Age of Sigmar Core Book*.

THE BATTLEFIELD

After terrain has been set up, but before territories have been decided, the players roll off and, starting with the winner, take it in turns to place a single Timeworn Ruin model anywhere on the battlefield wholly within 9" of the horizontal centre line and more than 6" from another Timeworn Ruin model. Continue until 10 Timeworn Ruin models have been placed. No other Timeworn Ruin terrain features can be placed on the battlefield. Each of these Timeworn Ruin models is treated as a separate terrain feature but otherwise all the rules on the Timeworn Ruin warscroll apply.

Designer's Note: *If neither player has access to a set of Timeworn Ruins, players should feel free to*

substitute them for any set of small terrain pieces they have in their collection. Ruined walls and toppled pillars work especially well!

SET-UP

The players roll off, and 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 12" 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.

GUARDIAN SPIRITS

Each general seeks to find and control the guardian spirits that haunt these ruins.

At the end of each of your movement phases, you can roll a dice for each Timeworn Ruin model that is within 3" of any friendly **HEROES**. Add 1 to the roll for each friendly **PRIEST** within 3" of that Timeworn Ruin model and each friendly **HERO** with an artefact of power within 3" of

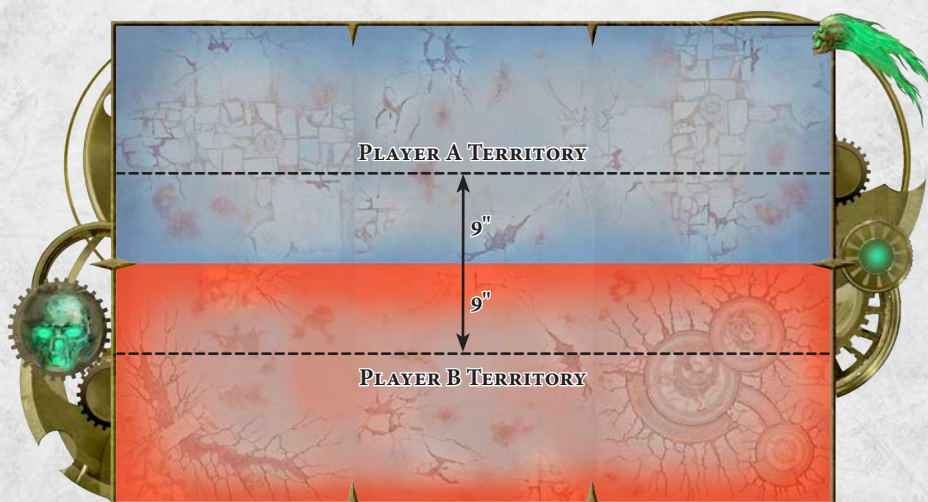
that Timeworn Ruin model. On a 6, a guardian spirit has been found inhabiting that Timeworn Ruin. Once a guardian spirit has been found, that Timeworn Ruin is treated as an objective for the rest of the battle.

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

At the end of each of your turns you score a number of victory points equal to the number of the current battle round for each objective you control. For example, if you control 1 objective at the end of your turn in the third battle round, you score 3 victory points.



GAME 3 BATTLEPLAN

SORCEROUS STREAMS

The magical wards surrounding a Stormvault hidden deep below the battlefield have collapsed, and now the powerful magic trapped within seeks to escape back into the realms. Two rival forces battle on the surface above, desperate to capture the source of each sorcerous stream before it dissipates.

PITCHED BATTLE

Use the Pitched Battle rules in the *Warhammer Age of Sigmar Core Book*.

SET-UP

The players roll off, and 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 12" 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.

OBJECTIVES

This battle is fought to control six objectives. Three objectives are located in each player's territory, as shown on the map.

At the start of each battle round after the first, the player taking the second turn in that battle round can pick 1 objective on the battlefield and remove it from play.

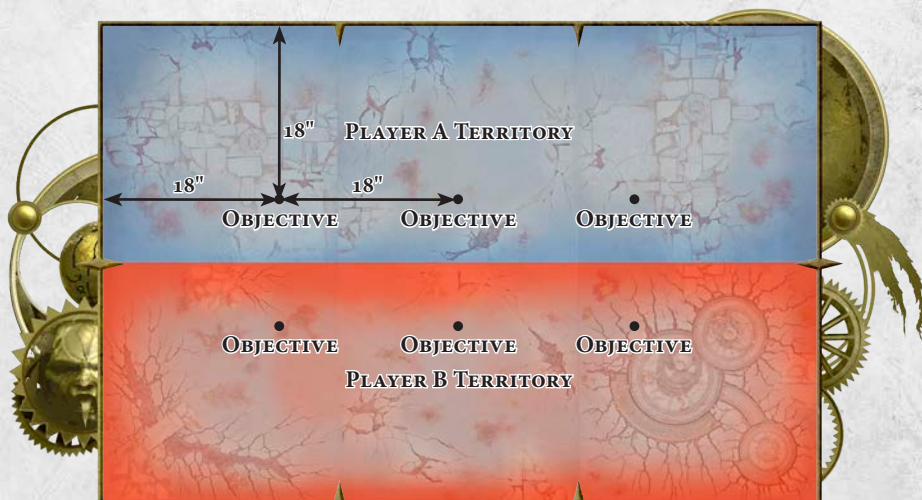


GLORIOUS VICTORY

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 1 victory point at the end of each of their turns for each objective they control.



GAME 4 BATTLEPLAN EBB AND FLOW

Two armies clash in battle at the entrance to a coveted Stormvault. As the fighting rages on, each force identifies weaknesses in their enemy's line that they must exploit in order to gain the decisive advantage and seize control of the prizes hidden within.

PITCHED BATTLE

Use the Pitched Battle rules in the *Warhammer Age of Sigmar Core Book*.

SET-UP

The players roll off, and 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.

OBJECTIVES

This battle is fought to control six objectives. Three objectives are located 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

The map below shows which objectives belong to which player. At the start of each player's turn, the opposing player picks one of their own objectives to be the primary objective for that turn. For example, if it is Player A's turn, Player B picks one of the Player B objectives labelled on the map to be the primary objective that turn.

Each player scores 1 victory point at the end of each of their turns for each objective they control. If a player controls the primary objective, they score 5 victory points instead of 1 for that objective.



GAME 5 BATTLEPLAN

GRAND STORMVAULT

Before your general stands the Grand Stormvault. Within it lies the terrible entity they have been tasked to capture. Bitterly fought victory after bitterly fought victory have led them to this place, but there is no respite – even now, rival forces march upon the Stormvault, and the sky above swirls with a vortex of arcane energy.

COMMAND ABILITY

Destroy the Engine: Use this command ability at the start of the combat phase. If a hero is attacking a Penumbral Engine they can add 1 to their attempt to shatter a penumbral engine.

This command ability can only be used once per turn.

THE BATTLEFIELD

Place a terrain feature in the centre of the battlefield to mark the Grand Stormvault entrance. Place 1 or 2 Penumbral Engines on the vertical centre line, 9" away from the centre of the battlefield. These Penumbral Engines are referred to as the Stormvault Penumbral Engines.

SET-UP

Players take it in turns to pick their territories, starting with the player who has conquered the most Stormvault Sacristies over the weekend (rolling off in the case of a tie). The players then alternate setting up units one at a time, starting with the player that won the roll-off.



MALIGN SORCERIES

Free from the bindings that have held them for centuries, powerful eldritch entities prey on the unwary.

Once all armies have been set up, each player can set up 1 Predatory **ENDLESS SPELL** within 3" of the

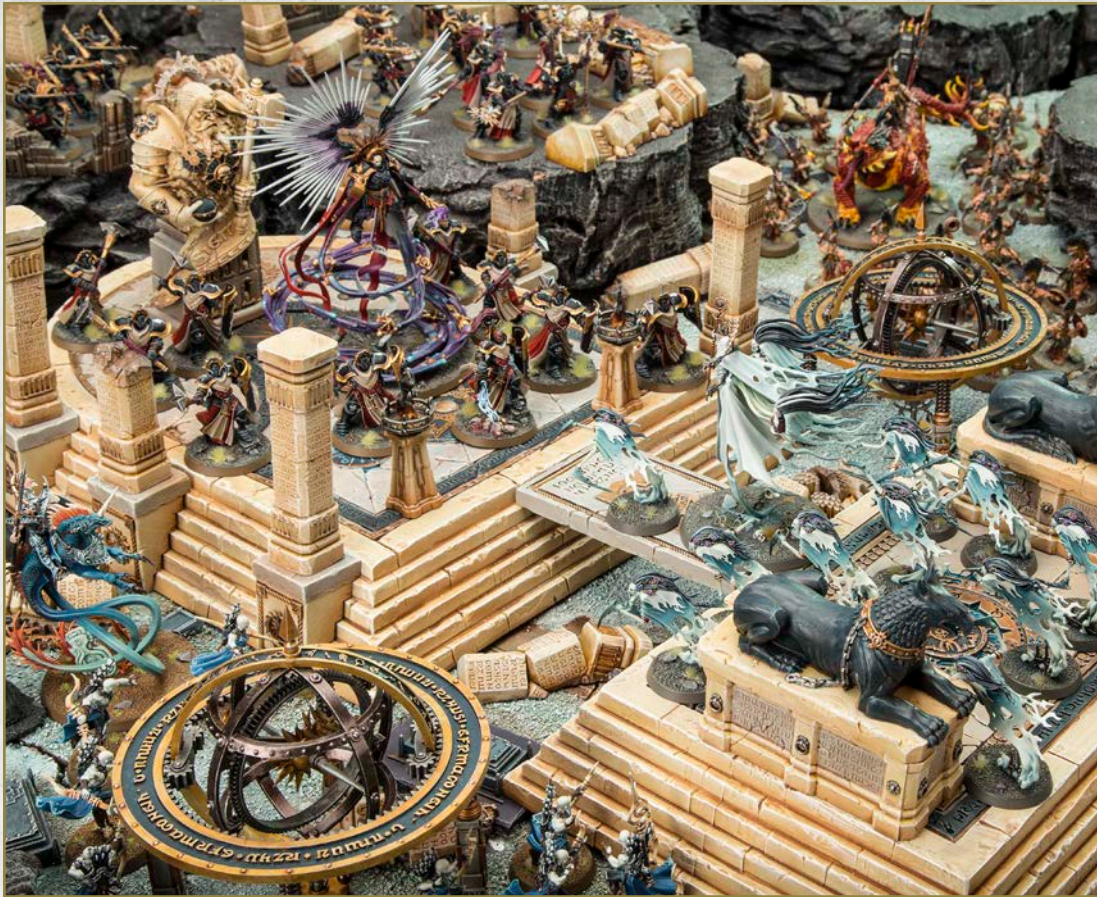
Grand Stormvault entrance, starting with the player who has conquered the least Stormvault Sacristies over the weekend (rolling off in the case of a tie). These endless spells do not move until the start of the first battle round. These endless spells are not taken as part of your army (and if you are using Pitched Battle rules, they do not cost any points). During the battle, **WIZARDS** cannot attempt to dispel these endless spells.

SHATTERING THE PENUMBRAL ENGINES

The powerful magic of the Penumbral Engines must be shattered before your forces can venture into the Grand Stormvault.

At the start of the Hero phase, each player can make one attempt to shatter a Stormvault Penumbral Engine if they have any **HEROES** within 3" of that Stormvault Penumbral Engine. To do so pick a **HERO** within 3" and roll a dice. Add 1 to the number if the **HERO** making the attack wields an Awakened Artefact. Add this to the turn number. If the total is 9+ then the engine is destroyed. The scenery rules on its warscroll do not apply for the rest of the battle.





In addition, when a player shatters a Stormvault Penumbral Engine they can immediately remove any two **ENDLESS SPEELS** on the battlefield from play. From round 4 onwards if there are no **HERO** models remaining a player can attempt to shatter a Penumbral Engine with any unit within 3". The unit makes one attack at the end of the Combat Phase. If they roll a 6 the engine is destroyed (do not add any bonuses to this roll)

OBJECTIVES

The terrain feature that marks the Grand Stormvault entrance is treated as an objective. Measure from any part of the terrain feature, rather than the centre, when determining which player controls the objective.

GLORIOUS VICTORY

At the end of Battle Round 5 the game ends.

If you shattered more Penumbral Engines than your Opponent and had more Kill Points you are awarded a **major victory**.

If you shattered more Penumbral Engines than your Opponent and had less Kill Points you are awarded a **minor victory**.

If you and your opponent destroyed the same number of Penumbral engines the Game ends in a draw.



THE AWARDS

At the end of the event we will hold an award ceremony to celebrate particular feats of achievement over the weekend. The awards available are:

- Champions of the Stormvaults – the faction that conquers the Midnight Tomb
- Hired Guns – for the player with the most destructive Mercenary Unit
- Best Sports – for the player that gains the highest amount of sports votes

- Best Army (1st, 2nd, 3rd) as voted by you, for the most impressive looking army.
- Hero Of Legend as voted by you, for the winner of the Hero category.
- Company Of Legend as voted by you, for the winner of the Company category
- Icon Of Legend as voted by you, for the winner of the Icon category



CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, you can contact us through these channels:

Phone: 0115 9004994

Email: whworldevents@gwplc.com

Write: Warhammer World Events Team , Games Workshop, Willow Road, Nottingham, NG7 2WS

Catch up on all the latest Warhammer World news by finding us on at Games Workshop: Warhammer World

For more information regarding our event privacy note please follow the link provided:

<https://warhammerworld.warhammer-community.com>