

BWG: Summer Slaughter 2019

Age of Sigmar Grand Tournament – Event Pack

Event Overview:

The Warhammer Age of Sigmar Grand Tournament is a 2 day, 5 game tournament where players battle against one another in Matched Play Scenarios. We hope to give a fun experience for all players, provide attendees a chance to meet new people, and battle for glorious victory in the Mortal Realms.

Saturday	
Schedule	Time
Registration, Check-in, Announcements	8:00am – 9:00am
Round 1	9:00am – 12:00pm
Lunch	12:00pm – 1:00pm
Round 2	1:00pm – 4:00pm
Break	4:00pm - 4:30pm
Round 3	4:30pm – 7:30pm
Sunday	
Schedule	Time
Announcements	8:30am – 9:00am
Round 4	9:00am – 12:00pm
Lunch	12:00pm – 1:00pm
Round 5	1:00pm – 4:00pm
AoS GT Closes & Final Score Calculations	4:00pm – 5:00pm
Event Closes & Award Ceremony	5:00pm – 6:00pm

Note for Attendees:

Players are expected to show proper respect to all Event Staff, Attendees, Vendors, and Venue Staff. If a dispute takes place at the gaming table we encourage players to peaceably resolve the issue between themselves. If a decision cannot be met, please call over a T.O. who will make a final ruling. Players are expected to abide by the T.O.'s decision. Any player exhibiting inappropriate conduct to any of the above will be asked to leave the event by the T.O. with no refund issued.

Event Details and House Rules:

1. Battlehosts will consist of a single 2,000 point army using the Matched Play rules for building your army from the General's Handbook (2018). This army will be used throughout the entire event. Your armies general, artefacts, Realm, Command Traits, prayers, etc. must be clearly stated on your printed army list.
2. Seven (7) copies of your printed list need to be brought to the event. One (1) for yourself, five (5) for your opponents, and one (1) for the event staff. All lists must be printed using the Azyr App or Warscroll builder. Handwritten army lists or Spreadsheet documents will not be accepted.
3. In all cases where players can 'pick or roll' for an item/spell/command trait, players must choose rather than rolling. This choice must be clearly marked on your list and cannot change between games.
4. Triumph bonuses will be used in the event as per the Age of Sigmar Core Rules.
5. Endless spells will be allowed in the event as per Malign Sorcery Rules. Only one of each of Endless spell can be used per army.
6. Realm artefacts and Realm Spells will be used.
7. Realms of Battle Rules will be used. The Realm and Realmscape Features have been predetermined and are listed alongside each Scenario. These cannot be changed from the predetermined selection.
8. Forgeworld Models will be allowed in the event. You must provide a copy of the warscroll for your opponent.
9. The objectives used in missions do not have height, units can move over/across/stand on them without penalty. Distance from an objective is measure from the center of the Objective Marker.
10. Appropriately sized round/oval bases are required for the event as per the GW FAQ & Errata on base sizes.
11. All models are required to be painted to tabletop quality. This implies color blocking, washing, and basic detail work. Models not meeting this standard, as per TO decision, will be asked to be removed from use in the event.
12. All Army Scenery must be either a Games Workshop model or match specifics of the original model in size, footprint, and volume. These pieces of scenery must also be painted and based as they are part of your force.

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13. Proxies, Conversions, and Third Party Miniatures are allowed, but must clearly represent the warscroll they are being used for. If you are unsure if your model(s) meet these requirements please email the event staff at President.BWG@gmail.com.
14. Summoned units must be fully painted and based and follow the same restrictions as the Battlehost they are reinforcing.
15. Firestorm allegiance abilities WILL be allowed at the event.
16. Any new warscrolls, battletomes, or publications released after **(July 6th, 2019)** will not be eligible for use.
17. All scenery pieces except Hills and Army Specific Terrain will use the Mysterious Terrain rules from the Scenery Table from the Core Rules. Roll before you determine sides.
18. We will be using the Best Coast Pairings App (a.k.a "BCP"), so please download the app to your Android or iPhone and have your account already prepared (First Name, Last Name, Email Address). We will push an event timer, round pairings, and table assignments through this app to all players. As well we will announce pairings and table assignments.
19. Army list submission - Please send all army lists to President.BWG@gmail.com for review on or before Saturday, July 6th, 2019.

*****Venue Request – Please no outside food or drink within the venue as they do have food and beverages available. Water bottles are an exception to this rule. Should any attendee have any dietary or medical restrictions, please let us know immediately so that we can accommodate all of our players needs. You may contact us directly at President.BWG@gmail.com and we will work with you and the venue staff to rectify any concerns.**

Scoring:

SCORABLE AREA	MAXIMUM POINTS ALLOWED
Battle Points	20 per game / 100 for event
GW Secondary Objectives	8 per game / 40 for event
Tertiary Objectives	4 per game / 20 for event
Sportsmanship Score	5 per game / 25 for event
Hobby/Appearance Score	13 per judge / 65 for event
Total	50 / 250 for event

Battle Points:

Major Victory = 20 points
Minor Victory = 15 points
Draw = 10 points
Minor Loss = 5 points
Major Loss = 0 points

GW Secondary Objective Points:

Choose 2 GW Secondary Objectives from the packet each game. Each Secondary Objective can only be chosen ONCE for the entire event. Each of these Secondary Objectives is worth 4 points which will be added to your final score.

Tertiary Objective Points:

Tertiary Objectives are the same across all 5 games played.

- Two-to-One: Slay twice as many enemy models than your opponent slayed of your own models.
- Vendetta: Your General slays the enemy General (inflicts the last unsaved wound).

Mission Scoring Example:

Major Victory (20pts), 2 Secondary Objectives Scored (8pts), 2 Tertiary Objectives Scored (4pts) = 32 total points.

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Sportsmanship Scoring:

Sportsmanship is very important to us here at the Basement War Gamers. Because of this, we ask that you provide an honest and anonymous Sportsmanship Score for each of your opponents. You will be provided a Sportsmanship Score Sheet for each game and you are asked to fill it out and turn it in upon the end of your game. Please have yours and your opponents name written legibly (printed) on the score sheet.

Sportsmanship will be scored on a scale of 1-5.

- 1: Very Poor - The game was not fun at all. Opponent was rude or didn't know the rules of the game. Would not choose to play again.
- 2: Poor – The game was not much fun, but it wasn't terrible. Opponent was challenging, but we got through it. May not choose to play again.
- 3: Fair – The game was okay. Opponent was challenging, but courteous. Would likely play again.
- 4: Good – The game was fun. Opponent was courteous and kind. Very hospitable would play again. Would play again.
- 5: Very Good – The game was great fun. Opponent was fantastic. Opponent knew their army rules, the game rules, and was very courteous. Would play again.

Hobby/Appearance Rubric: (13 Points. Points are not cumulative, but will be judged by a team of 5 hobby judges across the weekend.)

Overall Appearance	
The army is completed to a basic tabletop/hobby level	1
The army has a singular color scheme seen throughout the entire force.	2

Basing Appearance	
Bases are completed to a basic level with flock/turf, texture paint, etc.	1
Bases have extra detail such as rocks, shrubs, skulls, etc.	2
Bases have a high level of detail, varying textures, nicely painted sculpted detail, etc.	3

Conversions	
One or two models/units have basic conversions such as head or weapon swaps	1
Multiple units have some level of conversion that is done throughout the entire army	2
The entire army has a large amount of conversions beyond basic weapon and head swaps	3

Painting Level	
The army uses basic painting techniques such as washes, dry brushing, etc.	1
The army incorporates advanced level techniques such as edge highlights and basic blending	2
The army uses seamless blending, crisp highlighting and other high level painting techniques	3

Display Board	
The army has a tray to move the army between tables but lacks flock, terrain, etc.	1
The army has a themed display board with various basic detail and matches the army basing	2

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Missions:

- All missions last 5 battle rounds, or when dice-down is called. If you and your opponent do not believe you can finish a battle round in the time remaining, DO NOT BEGIN ONE.
- If dice-down has been called and a player has yet to finish their turn, players will be given 10 minutes to quickly finish the remaining player turn. At the end of the 10 minute
- If there are no models left for one player before the fifth Battle Round has ended, the game still continues as normal until the fifth Battle Round has been completed (The player with models remaining plays out their movements each round in order to capture remaining objectives).

Mission 1: Battle for the Pass (General's Handbook 2018, pg. 53)

- Realm – Hysh
- Realm Feature – Gleaming Vista (Realmscape Feature has no effect on the battle.)

Mission 2: Escalation (Core Rulebook, pg. 313)

- Realm – Chamon
- Realm Feature – Metallic Hinterlands (Realmscape Feature has no effect on the battle.)

Mission 3: The Better Part of Valour (General's Handbook 2018, pg. 58)

- Realm – Ghyran
- Realm Feature – Verdant Landscape (Realmscape Feature has no effect on the battle.)

Mission 4: Three Places of Power (Core Rulebook, pg. 315)

- Realm – Aqshy
- Realm Feature – Scorched Landscape (Realmscape Feature has no effect on the battle.)

Mission 5: Shifting Objectives (General's Handbook 2018, pg. 59)

- Realm – Hysh
- Realm Feature – Gleaming Vista (Realmscape Feature has no effect on the battle.)