

SUMMER SLAUGHTER 2021

AGE OF SIGMAR GRAND TOURNAMENT

Overview:

The BWG Summer Slaughter Age of Sigmar Grand Tournament is a 100 Player, Major ITC Ranked, Competitive, Matched Play event. Day 1 (Saturday, August 14th) will consist of 3 games, while day 2 (Sunday, August 15th) will be 2 games.

Tournament Organizers:

Jarid Neiman & Sean Feather

Event Schedule:

Saturday	Time
Registration, Check-in, and Announcements	9:00am – 10:00am
Round1	10:00am – 1:00pm
Lunch	1:00pm – 2:00pm
Round2	2:00pm – 5:00pm
Break	5:00pm – 6:00pm
Round3	6:00pm – 9:00pm

Sunday	Time
Round 4	10:00am – 1:00pm
Lunch	1:00pm – 2:00pm
Round 5	2:00pm – 5:00pm
Tournament Ends / Players Pack Up	5:00pm – 5:30pm
Announcements and Awards	5:30pm – 6:00pm

Event Details:

- Each Army will be 2,000 Matched Play Points created using the points provided in the Generals Handbook 2021. All Generals, Enhancements (Command Traits, Mount Traits, Artifacts, Spells, Prayers), Realm of Origin, etc. must be clearly stated on your army lists.
- All army lists need to be uploaded to the Best Coast Pairings (BCP) App by no later than Saturday, August 7th, 2021.** We require the utilization of Warscroll Builder to create your army lists. You will need to export your army list into a text format and paste it directly into the BCP App. As well, we ask that each player brings 7 printed copies of their army lists. 1 for the TO at Registration, 1 for each opponent, and 1 for themselves (you can bring 6 if you're comfortable with having a digital copy for yourself). Players that have not uploaded their list by 11:59pm on Saturday, August 7th, will receive a Yellow Card as per the ITC Code of Conduct. If you need assistance with exporting your army list from Warscroll Builder, please contact the TO at BWGCouncilX@gmail.com.
- This event will be using the latest Age of Sigmar 3.0 rules and General's Handbook 2021 which released on 7/3/2021.
- Core Battalions, but not Warscroll Battalions will be used at this event.

- We will be using the General's Handbook, Battlepack: Pitched Battles 2021 for this event. All Battleplans will derive from the GHB 2021 and all missions will take place in the Realm of Beasts, Ghur.
- Rules, FAQ's, Errata, Battletomes, Tome Celestial WD articles, and any other publication released on or prior to **Saturday, July 31st**, will be usable at this event. Any rules published on **Sunday, August 1st**, or later will not be eligible for use at Summer Slaughter.
- In all cases where players can 'pick or roll' for an additional item/spell/prayer/trait/etc., the player must choose a selection rather than rolling for it. This choice **must** be clearly marked on your army lists, and **cannot** change between games.
- Triumphs will be in use.
- The objectives used in missions do not have height, and units can move over/across/stand on them without penalty. Distance from an objective is measured from the center of the Objective Marker. Players can use suitable objective mats measured to be the correct diameter. 8 Objective Markers will be provided to each player in their swag bag.
- All models should be "What you see is what you get (WYSIWYG)". With that said, this event is not a Games Workshop sponsored or hosted event so all Conversions and Third-Party Miniatures are allowed, but must clearly represent the warscroll that they are in place of. If you are unsure if your model(s) meet these requirements please email BWGCouncilX@gmail.com for miniature approval.
- Appropriately sized round/oval bases are required for the event using the most recent Games Workshop Basing Guide.
- All models are required to be painted to tabletop 3-color minimum and based (Battle-Ready quality). Models not meeting this standard will not be allowed to be used at the event (Tournament Organizer Discretion). ***Painted armies perform better!***
- All scenery pieces except Army Specific Faction Terrain will use the Mysterious Terrain rules from the Table in the AoS 3.0 Core Rulebook, Page 284. (Roll for each terrain piece prior to determining player sides).
- All games are 5 Battle Rounds and will last 3 hours.
- If, before the 5th Battle Round has ended, a player has no remaining models left in play, then the game will continue until the Fifth Battle Round has been completed. This means that the player with models left will play out each turn of the game trying to maximize their score until the game has been completed.
- Judge(s) will alert all players when there is 90 minutes, 60 minutes, 30 minutes, and 10 minutes remaining in each round. If you cannot complete a full game turn, do not begin a new one. When time is called the game is over regardless of the state the game at that point. No further progress can be made when dice down has been called. Time will also be displayed on the BCP Player App. For additional rules about Time Keeping, please see the 2021 ITC Code of Conduct. https://docs.google.com/document/d/1psolxaWoBvOFBJW9sKvlinCIVY0b-Q3_UlyvS-wBWM/edit

A few notes for Attendees:

Our event will be utilizing the 2021 ITC Code of Conduct which can be found at the link below.

https://docs.google.com/document/d/1psolxaWoBvOFBIJW9sKvIInCiVY0b-Q3_UlyvS-wBWM/edit

In addition to the ITC Code of Conduct, all player infractions will be reported to the North-East Tournament Circuit and surrounding Regional Circuits. Be respectful of others, keep player safety in mind, and have fun.

The Basement War Gamers club and St. Gabriel's Lodge Staff reserve the right to eject any players that are determined to be harassing Event Staff, Vendors, Lodge Members, or Venue Staff. Players must stay in the venue halls or restroom areas only and are not permitted to enter the Social Hall or Kitchen area.

Food and Drinks will be served at lunch time each day. Players 21 years of age or older MUST have a valid form of Identification and receive a wrist band if they wish to consume alcohol. Venue and Event Staff reserve the right to re-check identification at any time. If you have any questions about these policies, please reach out to BWGcouncilX@gmail.com with your concern(s).

Scoring:

Scoring will be based off of the current AoS 3.0 Matched Play scoring system. This area will be updated upon release of the AoS 3.0 Rulebook and General's Handbook 2021.

Awards:

**Players cannot win more than 1 Award. Award winners will be given the opportunity to choose their prize in order of final ranking in BCP.*

- **1st Place, 2nd Place, 3rd Place** – The top 3 players with the best W/L Record. Battle Points and Strength of Schedule calculated by BCP will separate players tied among their W/L Record.
- **Best Sportsmanship (Favorite Opponent)** – The player voted as being the most fun game experience throughout the event. Ties will be broken by Judges that witness positive player interactions throughout the event. 2nd and 3rd Best Sportsmanship will also receive a prize of smaller value.
- **Best Hobby/Paint** – The player voted as having the most visually appealing army by a team of Judges. 2nd and 3rd Best Hobby/Paint will also receive a prize of smaller value. ***Painting rubric to follow.***
- **Best Chaos, Best Death, Best Destruction, and Best Order** – Each Grand Alliance will boast a single champion amongst their peers. This will be determined by a combined Win/Loss Record and Battle Points scored.
- **Lord of Skulls** – During each mission, players will keep track of the total amount of units they destroyed. The player that has destroyed the highest total of full units will be deemed the Lord of Skulls.
- **Middle Management** – Amongst all players that completed all 5 games, this player is the one that is right in the middle of the pack. Not the best, but certainly not the worst.
- **Smokin' Boots (Wooden Spoon)** – This award goes to the player that completed all 5 of their games and went win-less with the lowest score of the event. They stuck it out and that should

be commended.

***All items in this primer are subject to change in the final event pack**

***Packet Updated on Thursday, July 8th, 2021.**

SUMMER SLAUGHTER AGE OF SIGMAR GRAND TOURNAMENT AOS 3.0 EVENT FAQ

- Are the AoS 3.0 Dominion Units able to be fielded at Summer Slaughter?
 - Yes, these models are able to be used as they were printed with a Pitched Battle Profile card with points listed.
- Can Unique/Named Characters choose Universal Spell Lore Enhancements from the AoS 3.0 Core Rulebook?
 - Yes.
- Horrors and Rallying – If the Rally Command Ability is used on a unit of Horrors, each category of slain Horrors (Pink, Blue, and Brimstone) must be set aside. Roll separately for each Horror category and only return models of that type. Example: If during the course of a turn, one unit of Horrors lost 4 Pinks, 2 Blues, and 1 Brimstone, when using the Rally ability, you will roll 4 dice for the Pinks and return a single Pink Horror for each 6 rolled. Then you will roll 2 dice for the Blues, returning a single Blue Horror for each 6 rolled. Lastly you will roll 1 dice for the Brimstones, returning a single Brimstone Horror if a 6 is rolled.

**Possible additional FAQ's will be added as needed.*