

# AGE OF SIGMAR TOURNAMENT

## ATTACK-X 2021

### THE TOURNAMENT OF DRAGONS

Dates: September 10<sup>th</sup> to 12<sup>th</sup> 2020

Location: Kamloops, BC

Tournament Organizer: Andy Sellwood

Email: [andy\\_sellwood@hotmail.com](mailto:andy_sellwood@hotmail.com)

**Please note: We will be using the matched play rules from AoS 3.0 for this tournament and the battle pack as per GHB 2021.**

#### LIST BUILDING AND MODELS

- This will be a 2000 pt army list tournament

- Identify your faction and subfaction on your list
- Create your army list as per the matched play points system in the GHB 2021, or battletomes released after GHB 2021.
- Use the most up to date war scrolls.
- All Battalions, Enhancements (Command Traits, Artefacts, Spells, Prayers, Triumphs, and any other unique enhancements) must be included on your list.
- You must include a Grand Strategy on your list.
- Indicate clearly if you have allies in your list.
- Identify on your list who the general is.
- Endless spells can be used and must be included on your list if taken.

Lists must be submitted to [andy\\_sellwood@hotmail.com](mailto:andy_sellwood@hotmail.com) by 11:59 pm on Saturday September 4<sup>th</sup> 2021. Lists are to be submitted using Warscroll Builder in PDF format and attached to your email. Please enter the subject of your email as NAME – ARMY ALLEGIANCE – ATTACK X 2021. Changes to your list are allowed as long as they arrive prior to the deadline; include the word RESUBMISSION in the subject of your email. **List submission will factor in to tournament scoring as described later.**

- *In addition*, upload your list to Best Coast Pairings (details for this will be emailed out to players in the week leading up to the event).
- You must keep the same list for all of the games. Have a copy of your list to show your opponents.
- **Models do not need to be painted but having an army painted to three colours and based will add in to your tournament score**
- **Proper base sizes should be used. No square bases.**
- Proxies and non-GW models: *check* with the tournament organizer ahead of time. As long as it is reasonable and on a proper sized base for the model it represents it will probably be OK.
- Conversions are good, but straight up 'model counts as' should be checked with the TO.

## THE SCHEDULE

Please note the timings below may change. Battleplans for each round will be announced approximately one month before the event.

### Saturday

- 9:00-10:00 – Registration
- 10:00-12:30 – Game 1 (2.5 hrs)
- 12:30-1:30 – Lunch Break (1hr)
- 1:30-4:00 – Game 2 (2.5 hrs)
- 4:00-4:30 – Coffee/Snack break (1/2hr)
- 4:30-7:00 – Game 3 (2.5 hrs)

### Sunday

- 10:00-12:30 – Game 4 (2.5 hrs)
- 12:30-1:30 – Lunch Break (1 hr)
- 1:30-4:00 – Game 5 (2.5 hrs)
- 4:00-4:30 – Clean Up/Tallying Results
- 4:30 – Results

## GAMES

Over the course of the weekend, you will get to play five games of Warhammer: Age of Sigmar, with armies chosen using the rules and restrictions laid out above. After each game there will be either lunch or a brief break while we get the results in order to decide your next opponent.

After the first game, where opponents will be randomly allocated, we will assign you opponents with a similar score according to the 'Swiss' system. We will use the 'best coast pairings' app for this. After each game enter your results score into the app (see below for game scoring).

- Measure horizontal distances from base to base.

- When measuring distance vertically, you will use a volume from the base footprint as high as the model's head (or torso) whichever is the highest point (please note this excludes limbs, wings, weapons, and banners)

- Measurements are always drawn point-to-point unless a rule specifies you "don't count" a distance (e.g. the rules for Flying say: any vertical distance up or down is ignored when measuring the distance this model can move). So, if the Gaunt Summoner was on a 9"

high piece of terrain, he couldn't summon anything on the floor below him.

- With regard to LOS: In the event that a conversion or scenic base would possibly block, reduce or increase Line of Sight to a model, players should be sporting and try to establish what the LoS would be if the model were the original Games Workshop product on a standard base. The best play practice is always to give the benefit of the doubt to the player who DID NOT bring the conversion.

- All rules disputes should be resolved in one of two ways. Look in the appropriate rulebook & FAQ, or consult the tournament organizer.

- Terrain will be pre-arranged by the TO.

- We will not be using the scenery table in GHB 2021

- Players who have an Ossiarch Bonereapers army will not place their Bone-Tithe Nexus before regular scenery is arranged on the battlefield. The Nexus will be placed as per the rules for faction terrain, although regular scenery *may* be re-arranged if necessary (for example a hill could be moved 1-2" so that the Nexus can be placed next to it). They will get to put their Nexus down before their opponent puts down their faction terrain (if they have faction terrain). The TO can be called over to help with this.

## **Timings**

Each game will last two and half hours. As we need to get your results after each, we will need you to finish each game quite quickly and hand in your results after the timer runs out.

You will receive a 15 minute warning before the end of the time allotted for the game. Make sure you finish the current round or don't start a new round if you are already in the second players turn (i.e. both players should get the same number of turns).

If time allows, keep playing until the end of battle round 5 (and keep scoring VPs). Do this even if one player concedes.

The size of the game has been set up so that both players should be able to set up and play your game comfortably in the time allotted. We'd recommend having some practice games against your mates to get used to it! As much as possible, make sure you will be able to give your opponents a full game through to the end. If any players are repeatedly "timing out" and not completing their games they may have their scores penalised. We won't be using chess clocks.

## SCORING

After each game you will have 5 minutes to record your result and enter it into the best coast pairings app.

### Results Score:

As per the scenario you played determine the result of the game.

Major win = 12

Minor win = 9

Draw = 6

Minor loss = 3

Major loss = 2

The maximum score here for the five games is 60.

Enter your Results Score into the Best Coast Pairings app. You will also need to record the number of victory points scored in each game – record this into BCP as well. This will be used as a soft score to help resolve tied results.

### Game Experience Points:

After each game you will rate your opponent using the following system. Your game experience score is based on the ratings given by your five opponents. Your maximum score for this is 25.

1 pt: Opponent was on time and prepared for the game.

1 pt: Opponent explained the key mechanics of their army to you before the game commenced.

1 pt: Opponent was clear with their actions, intent and dice rolling – Explaining what they were rolling for before rolling, declaring intent for models and rolling in a visible place, allowing opponent to confirm their rolls.

1 pt: Opponent was tight with their measurements – pre-measuring distances and agreeing with their opponent before moving models.

1 pt: Opponent maintained a friendly demeanor throughout the game – Gracious in victory or defeat.

### **Favourite Game Votes:**

After your last game we will ask you to rank the top 3 players *you played* over the weekend. Your first place vote will get 5 points, your 2nd place 3 points and your 3rd place 1 point.

### **Sports Score:**

A 'Sports' score will be determined from your game experience score and favourite game votes as follows:

$$\text{Sports score} = ((\text{Game experience score})/2.5) + ((\text{favourite game votes})/3))$$

For example, Bob accumulates a game experience score of 20 and a favourite game score of 6. His sports score would then be 10:

$$\text{Bob's Sports score} = (20/2.5) + (6/3) = 10$$

The Sports score (which has a maximum of 15) is then added to your overall score as shown below.

### **Painting/Hobby Score:**

The tournament organizer and/or a 3<sup>rd</sup> party will judge your army painting based on the rubric at the end of this pack. The maximum score for this is 15. This score is factored into the best overall (see below).

### **Coollest Army Votes:**

During lunch on the second day we'll ask you to look around and vote for what you think are the coolest 3 armies in order. How you interpret 'cool' is up to you! Your first place vote will get 5 points, your 2nd place 3 points and your 3rd place 1 point.

## AWARDS

No player can win more than one award, in the event a player is eligible for more than one award the order presented here will determine which award they win. In which case the other award will be given to the 2nd place player.

**Best General** – An accumulation of all Results Scores (maximum 60). In the case of a tie the player with the most victory points wins.

**The Dragon Lord** - An accumulation of a variety of scores as shown in the table below (maximum 100). In the case of a tie the player with the highest total Results Score wins.

<b>Dragon Lord Scoring</b>	<b>Maximum Points</b>
Army painted and based, minimum three colours	4
Army list submitted on time	4
Army list submitted in correct format	2
Results Score	60
Sports	15
Painting/Hobby Score	15
<b>Total</b>	<b>100</b>

**Best Sportsman** – The player with the best Sports Score as defined above. In the case of a tie the player with the best overall (Dragon Lord) score wins.

**Best Painted Army** – A 3<sup>rd</sup> party judge will determine the best painted army.

**Coollest Army** – An accumulation of Coolest Army votes. In the case of a tie the player with the best overall (Dragon Lord) score wins.

## WHAT TO BRING

Your Army, Tape Measure, Dice, Game Aids, etc. Objective markers.

One hard copy of your army list. Be sure to note what your faction is on your army list.

All pertinent rules for your army.

## Painting/Hobby Score (Max 15)

Player name: \_\_\_\_\_

### Circle which of the following apply:

2 pts if bulk of army (95%) is painted with a minimum of three colours

The following apply to the painted models:

- 1 pt if painting is uniform (not a mix of schemes, styles, and looks)
- 1 pt for clean basecoat colours- base colours are neatly painted
- 1 pt if details are painted such as eyes, buckles, and jewelry
- 1 pt for hand-painted details; e.g. unit markings, banner artwork, blood marks, dirt on the cloaks etc...
- 1 pt if there are layers of highlights and if highlights are blended, shaded, or layered well
- 1 pt if highlights have been masterfully blended, shaded, or layered.

1 pt if the bases have basing materials (flock/sand/tiles etc...) and if bases have extra details (helmets, skulls, animals, building rubble, etc...)

1 pt if the bases for the bulk of the army have the same scheme, style, or look

1 pt if the army has some simple conversions such as head or weapon swaps

1 pt if the army has some advanced conversions

1 pt if the army has a display base which includes highlights and details and which fits with the theme/look of your army

1 to 2 pts if the army has any additional feature not covered by any of the above points which has been masterfully done

Total: \_\_\_\_\_/15