

# Attack X Players Pack

**Tournament Organizer:  
Allan Green**

## **ARMIES:**

**Each player is to bring a 2000pt army as per the general Handbook 2018; Players can also bring an additional 500 point side bar. Note that Age of Sigmar 2.0 rules are in play for this tournament.**

## **PLAYER'S OBLIGATIONS**

- **Play the game to have fun.**
- **Conduct yourself in a respectable and respectful manner over the entire event; any player breaching this point will be disqualified and asked to leave**
- **Have all of your required materials at each of your games: dice, measuring tape, any relevant rules, Battletomes etc. You may also use the Warhammer Age of Sigmar APP.**
- **Bring this player's pack, two copies of all army lists, pens, paper and superglue (accidents happen)**
- **The 'What You See Is What You Get' (WYSIWYG) rule is in effect. Conversions are welcome. Larger items, such as weapons or shields must be modelled; items smaller than a pistol do not.**
- **As a note on "Counts as" This must fit into the theme of the army and be a conversion that is close to the model, it must be armed in such a way that it can be differentiated from the model it's based on so as to avoid confusion. YOU MUST INFORM YOUR OPPONENT at the beginning of the game of any "Counts as Model"**
- **Bases allowed will be the round/oval bases of the size that Games Workshop recommends. If there is any confusion as to base size, or conflicting information from Games Workshop, then the tournament organizer MUST be contacted before the tournament. If the organizer is not informed prior to the tournament, then the recommended base size list produced by Games Workshop will be enforced during the tournament.**
- **Each model must appropriately represent its entry in the army list**

- **Models from other manufacturers are fine, but they must clearly represent the appropriate Army book entries. Heads, bases (correct sizes) or other accessories from other manufacturers are allowed; but remember, your opponent must be able to identify what your models are at a glance. These follow the same rules as “counts as” models.**

## **FORCE ORGANIZATION**

- **If multiple entries for the same unit exist, the most up to date one will be used**
- **Use the Matched play Rules as out lined in the Age of Sigmar Core rule book Use the Battlehost Guidelines while determining your force.**
- **Players may choose endless spells from the Malign Sorcery Expansion, you must have the models to represent the spells, and pay the point costs. Rules for including endless spells are on Pg 53 of the Malign Sorcery Expansion.**
- **The realm rules from the Core book and Malign Sorcery will not be used this tournament. This means that spells from these realms will not be used unless an army list otherwise states.**
- **Player may choose from the Artefacts of the Realms (pg 79) of the Malign Sorcery expansion. Once you choose your allegiance, you can decide to select the realm in which your army hails from. Once you have chosen this you can select any artefacts of power from either or both lists (normal artefacts and the realm artefacts)**
- **Players may swap out with any models from their 500pt side bar before a game in case of a change of tactics, battle plans or bad match ups. Players will not exceed 2000 pts while playing and may not break any of the normal restrictions or requirements.**
- **Forces must list all relevant allegiance command traits, battle traits, spells, prayers, artefacts, gifts etc. These will be in play for the entire event. Any such rules that are not written on the list cannot be played with during games.**
- **Any Sylvaneth Wyldwoods must be included on your army list, including any you will be summoning. Any Wyldwoods must use either Citadel Sylvaneth Wyldwood or a custom feature the same size footprint as the Sylvaneth Wyldwood kit and including at least 3 trees of the same approximate sizes as the Sylvaneth Wyldwood, and any custom trees must be the same locations as the Citadel Sylvaneth Wyldwood. A**

- **Legions of Nagash Gravesites:** With regards to sizes of the Gravesites, all distances involving Gravesites will be measured from the center of the marker. We certainly encourage creativity, however, please bring flat markers on the same base sizes if you choose to create your own. Remember these are not terrain features, and as such can be moved upon, do not block line of sight, or targeted by abilities that affect terrain

## **BATTLEHOST RESTRICTIONS**

**TYPE 2000 PTS.**

**Leaders 1-6**

**Battleline 3+**

**Artillery 0-4**

**Behemoths 0-4**

**Other Units Any number**

**Allied Units (pts) 400pts max**

**All of the Pitched battle Matched play rules will be in effect.**

## **FORCE LISTS**

**All lists should be submitted by email [aosattackx@gmail.com](mailto:aosattackx@gmail.com)**

**Please ensure that the rosters include all of the models in your army, correct points values, all items and artefacts, traits, prayers/spells and upgrades taken. Make sure to label the Roster with your name, and Phone number or email address.**

**Each Forces list must have the following clearly stated at the top of the list:**

**Faction Type, Name of Player, Phone Number, Email Address**

**Pool points spent of units and formations totaling 2000pts and additional side bar of 500pts**

**SUBMISSION DATE September 2 2018**

## **Awards**

**The following awards are described below:**

- **Best Overall**
- **Best General**
- **2<sup>nd</sup> and 3<sup>rd</sup> Best General**
- **Best Sportsman**
- **Best Painter**

### **Sportsmanship**

**Sportsmanship will be judged by your opponent at the end of each game. At the end of game 5 you will vote for the person you think was the best sportsman out of the 5 games played. Points for Sportsmanship will be awarded on a scale of 0-2**

**This is to be based on the persons behaviour not based on the army list they brought. A 2 constitutes an absolutely fantastic game, best you ever played, and you would play this person every week at your FLGS. A 1 is an average game and this is where most scores should lie. Game was good, my opponent wasn't a jerk and I would definitely play them again. If you give your opponent a 0 then you must explain the reasoning to the tournament organizer. An invalid reason would be "He massacred my army so bad I will be walking funny tomorrow" but a valid reason would be "My opponent spent the entire game texting and not paying attention to our game." A first score of 0 will result in you being talked to by the organizer about conduct. A second score of 0 will give you a loss on the game and the inability to win prizes. A third score of 0 will mean ejection from the event and being asked to leave.**

**Voting + your sportsmanship score will decide the victor of the Best Sportsman Award. The tie breaker will be generalship and then painting.**

### **Generalship**

**Generalship will be scored based on your game performance. The person that obtains the highest generalship score will receive the best generalship award with tie breakers then Sportsmanship (including votes) and then Painting.**

**Major Win: 20 Points**

**Minor Win: 14 Points**

**Draw: 10 Points**

**Minor Loss: 6 Points**

**Major Loss: 0 Points**

### **Best Overall**

**The Best Overall Trophy will be awarded to the player that has the highest combined score of Generalship, Sportsmanship, and Painting (Sportsmanship x 4) + Painting Score + Generalship = Total Score**

### **PAINTING (WORTH 30 POINTS)**

#### **CHECK ONE BOX**

- 8 pts Bulk of army is MOSTLY PAINTED, but large areas are unfinished**
- 12 pts Bulk of army is FULLY PAINTED (at least three-color standard).**

#### **CHECK ALL THAT APPLY TO BULK OF ARMY**

- 2 pt PAINTING IS UNIFORM: Not a mix of schemes, styles, and looks**
- 2 pt CLEAN BASECOAT COLORS: Base colors are painted neatly.**
- 1 pt DETAILS: Details are painted such as eyes, buckles, and jewelry.**
- 1 pts CLEAN DETAILS: Details are painted well (clean, have highlights).**
- 2 pts HAND-PAINTED DETAILS: Details (that are well executed) have been added such as unit markings, banner artwork, blood marks, Dirt on cloaks, etc.**

2 pts **ARTISTIC:** Banners, markings, and details are hand painted to an incredible degree.

1 pt **DISCERNABLE HIGHLIGHTS/SHADING:** Drybrushing, lining, shading, inking, etc. (not required to be clean)

1 pts **LAYERS OF HIGHLIGHTS:** More than one layer of highlight which may include shading, highlights over inking, blending, etc.

1 pts **CLEAN HIGHLIGHTS:** Lines are neat, drybrushing is appropriate, inking is controlled and not sloppy.

2 pts **BEYOND BASICS:** Highlights are blended, shaded, or layered well; beyond the basic highlighting techniques of drybrushing and inking.

3 pts **MASTERFUL BLENDING:** Highlights have been masterfully blended, shaded, or layered.

\_\_\_\_\_ Total Checked PAINTING Points (out of 30)

### **BASING (WORTH 5 POINTS) CHECK ALL THAT APPLY TO BULK OF ARMY**

1 pt **BASED/DETAILED:** Bases have basing materials (flock/sand/tiles) or details painted on them.

1 pt **EXTRA BASING:** The bases have multiple basing materials (rocks/grass), extra details painted on them (cracks in tiles), or if extra basing is inappropriate, basing is done very well (ie. rolling desert dunes).

1 pt. **HIGHLIGHTS:** Bases have highlighting (shading/dry brushing).

1 pts **SPECIAL DETAILS:** There are extra details on the larger bases (helmets, skulls, animals, building rubble, etc.)

2 pts **ROUND BASES:** Models are based on Round Bases

\_\_\_\_\_ Total Checked BASING Points (out of 5) **CONVERSIONS (WORTH 5 POINTS) CHECK ONE BOX** for conversions that are appropriate and well executed.

1 pt **MINIMAL:** The army has some elementary conversions (head and weapon swaps, arm rotations) or a couple interesting swaps.

2 pts **MINOR:** Units have multi-kit conversions including head and weapon swaps. This is for more than a few models such as a unit.

4 pts **MAJOR:** The army has some difficult conversions that use things such as putty, plastic card, drilling, sawing, minor sculpts, etc. This could also apply to the entire army having very well done multi-kit conversions (see above).

5 pts **EXTREM E:** The army has some extreme conversions which could be: a scratch built conversion or sculpt of an

**entire model, a large amount of models with difficult conversions (see above), or the entire army is extremely converted.**

**\_\_\_\_\_ Total Checked CONVERSION Points (out of 5)**

**BONUS (WORTH 5 POINTS) CHECK ALL THAT APPLY**

**5 pt DISPLAY BASE: Basic based & highlighted or detailed display base.**

**\_\_\_\_\_ Total Checked OTHER Points (out of 5)**