

AGE OF SIGMAR TOURNAMENT

ATTACK-X 2019

Dates: September 14-15 2019

Tournament Organizer: Andy Sellwood

Email: andy_sellwood@hotmail.com

LIST BUILDING AND MODELS

- This will be a 2000 pt army list tournament
 - Create your army list using the matched play points system in the GHB 2019, forge world, or battletomes released after GHB 2019.
 - Use the most up to date war scrolls.
 - Warscroll Battalions (plus enclaves etc...), Command Traits, Endless Spells & Artefacts, as well as any Battletome specific spells, prayers, etc. must be included on your list.
 - Identify your faction on your army list and indicate clearly if you have allies in your list
 - Identify on your list who the general is

- Realm artifacts and Endless spells can be used and must be included on your list. Information regarding realm spells and rules will be announced a month before the event.

- Lists must be submitted to andy_sellwood@hotmail.com by Saturday September 7th 2019

- You must keep the same list for all of the games. Have a copy of your list to show your opponents.

- Proper base sizes should be used but models do not need to be painted. 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.

THE SCHEDULE

Please note the timings below may change.

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.

The way this works is players with the same number of Major and Minor Victories will play against each other. So if you are winning all your games, you will play against opponents of a roughly similar skill level to you, ideally helping to ensure an enjoyable event for all concerned.

- The scenarios for each game will be announced approximately one month ahead of the tournament.
- Measure distances from base to base.
- All rules disputes should be resolved in one of two ways. Look in the appropriate rulebook & FAQ, or consult the tournament organizer.

Secondary Objectives:

In addition to the victory points (VPs) you score in the scenario, each game will have a secondary objective which can earn you additional victory points. The secondary objectives will be announced a month ahead of the event.

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!

SCORING

After each game you will have 5 minutes to record your result and hand it in to the Tournament Organizer.

In terms of scoring, there are three categories (Battle Points, Game Experience Points, and Painting/Hobby Score) as described below.

Battle Points:

As per the scenario you played determine the result of the game (add the scenario VPs to the secondary objectives VPs to get a total number of VPs). The maximum score here is 50.

Major win = 10 points

Minor win = 8 pts

Draw = 6 pts

Minor loss = 4 pts

Major loss = 2 pts

You will also need to record the number of victory points scored in each game. This will be used as a soft score to help resolve tied results.

Game Experience Points:

After each game you will rate your game experience 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.

5 pts = It was one of the best games I've ever had and my opponent was awesome.

4 pts = A great game and my opponent was awesome

3 pts = An average game and my opponent was good to play against

2 pts = A not very good playing experience

1 pt = One of the worst games you have ever experienced

Painting/Hobby Score:

Before you start your first game you will score your opponent's army based on a painting/hobby scoring system (a combination of how much the army is painted, quality of painting, basing, conversions, and extra details/features on models). The maximum score for this is 25.

Best Army Votes:

During lunch on the first day we'll ask you to look around and vote for your favourite 3 armies in order. Your first place vote will get 5 points, your 2nd place 3 points and your 3rd place 1 point.

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.

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 Battle Points (maximum 50).

Best Overall - An accumulation of all Battle Points, Game Experience Points, and Painting/Hobby Score (maximum 100).

Best Sportsman – An accumulation of Favourite Game Votes plus Game Experience Points

Favorite Army – An accumulation of Best Army Votes plus Painting/Hobby Score

WHAT TO BRING

Your Army

Tape Measure, Dice, Game Aids, etc.

Objective markers

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

All pertinent rules for your army.