MORTALLY WOUNDED

PRESENTS

Sydney SLAUGHTER
AN AGE OF SIGMAR
TOURNAMENT 2017

PLAYER PACK

What is this Document?

This is the player pack, which contains all the important information about the Sydney Slaughter such as what you need to bring, the timetable and general information about the event itself. You should make sure you read the full document including the Scoring section and the FAQs, Clarifications and House Rules section included below. You will also need to read the Sydney Slaughter 17 (SS17) Scenario Pack. If you have any questions regarding the Scenario Pack or anything in this document please feel free to email your comments or questions to Chris Welfare at: Chris@MortallyWoundedPodcast.com.

The Event

The Venue
South Coogee Bowls Club, Cnr Henning Avenue & Moverly Road, South Coogee, NSW, 2034

Players
Capped at 50 players

Tickets and Payment
$50 – Due date 27th May 2017
Early Payment Date (**BONUS 5TP**) - 21st May
Late Payment (**-10TP**) - 3rd June 2017
Payments to be made via paypal to:
chris.welfare1@yahoo.com.au

OR

Alternatively please make a bank transfer to:
Chris Welfare
BSB: 012-172
Account Number: 291619857

*Cost of entry covers venue entry fee, prize support and administration

Schedule

DAY ONE

· **Registration:** 08:30 – 08:45

· **Game 1**- Nurgle's Garden: 08:45 – 11:30

· **Display Armies for Best in Show**: 11:30 – 11:45

· **Lunch & Voting for Best in Show:** 11:45 – 12:45

· **Game 2 -** Slaanesh's Pleasure Palace: 12:45 -15:30

· **Game 3 -** Khorne's Arena: 15:45 – 18:30

· **Home Time (Beerhammer):** 18:30 - late

DAY TWO

· **Day 2 Registration:** 09:00 - 09:15

· **Game 4 -** Tzeentch's Crystal Labyrinth:09:15 - 12:00

· **Lunch:** 12:00 – 1:00

· **Game 5 -** Sigmaron, Fortress of Azyrheim: 1:00 - 15:45

· **Wrap-up & Awards Ceremony:** 16:00 - 16:30

· **Home Time (Beerhammer):** 16:30 - late

Army List Submission

All army lists need to be submitted to chris@mortallywoundedpodcast.com on or before *Saturday 3rd June*. Army lists should be in the main body text submitted using either *Scrollbuilder.com* or *Azyr Army Builder* in the Age of Sigmar app. Please enter the subject of your email as below:

Name – **Club** – **Army Allegiance**

Army Selection

2,000 point armies will be selected using the Battlehost restrictions detailed in the Pitched Battle section of the General's Handbook pages 106 – 109 with the following additions:

Summoning Pool

- Each player is allowed to take a summoning pool, this pool is equal to double the number of reinforcement points a player decides to take.

- The summoning pool is capped at a maximum of 1000 points.

- For every 500 points (0-500 and 500-1,000) of summoning pool taken, an additional Battleline unit must be included in the main Army.

- Armies recorded on the Army List must be fully legal 2,000 point armies without the additional summoning pool.

- A maximum of one behemoth may be summoned each turn. (Nagash's Death Magic Incarnate rule is not effected by this.)

- Summoned units are tethered to the unit which summoned them. At the end of the turn in which the summoner is slain, and all subsequent turns, any tethered units suffer D3 Mortal wounds.

For example a player may choose to leave 200 reinforcement points when selecting their army. This would therefore grant them an army of 1800 points which must be recorded on their Army List and a summoning pool of 400 points. The player would have to take at least 1 Hero and 4 Battleline units (3 per the General's Handbook for a 2,000 point Battlehost plus 1 additional unit for taking between 0-500 points in their summoning pool) within the 1,800 point army recorded on their Army List. They may NOT use their summoning pool to fulfil their Battleline requirements.

Models, Painting & Basing

Models are expected to be fairly WYSIWYG. Conversions and alternative suitable models are allowed however, so if you have a cool conversion or unusual model, please contact the TO for approval. Armies are to be painted to a three colour minimum. Paint scores will be a score out of 25 with most people able to achieve 15 points easily.

Unpainted Models are NOT allowed, you will be asked to remove them from the table.

All models must be on round/ oval bases for gaming purposes. Models on square/ rectangular bases will be allowed, but they must be attached to round/ oval bases of appropriate size.

House Rules

- Round/ Oval bases of appropriate size are to be used for all models. If you are unsure of what size base your model should be on, check which base is supplied with the model/ models on the Games Workshop website. If your model/ unit has not yet been updated to Age of Sigmar, please refer to the basing conversion chart linked below for base sizes which will be considered appropriate:

https://www.dropbox.com/s/wqsx9u96fihqbz0/Warhammer%20base%20size%20chart%20V1.pdf?dl=0

- All measurements should be Base to Base.
- Triumphs from Pitched Battle will be used.
- Glorious Victories and Sudden Death will not be used.
- Command Traits and Artefacts are not required to be recorded on your Army List and will be selected before each game (whether picked or at random at each player's discretion).
- No duplicate artefacts may be taken.
- The Ring of Immortality does NOT cost reinforcement points to bring a model back.

Scoring

Painting and Army List Points — Total 45 TPs

Early Payment Bonus (21/5/17)	5TP
Army list submitted on time	5TP
Army list submitted in correct format	5TP
Army Painting Score per Rubic	Up to 25TPs
Best Painted Nomination	5 TP

Gaming Points — Total 120 TPs

Available points per game	10 TP
Major Victory	10 TP
Minor Victory	7 TP
Draw	5 TP
Minor Loss	3 TP
Major Loss	0 TP
Victory Points	Capped at 70 TPs

Sports Points — Total 50 TPs

Sports Points per game	5TP
Best Opponent Vote	5TP (each)
2nd Best Opponent Vote	2TP (each)

Total — 215 TPs

Games are scored using a 10-0 scoring system set out in the table above.

Players also add the total VPs they score in each game to their score for that game to calculate their TPs for the game.

For example, two players play Nurgle's Garden and neither player manages to control all terrain features by the end of the game. The table below shows how their tournament points are calculated:

	Player A	Player B
VPs Per Game	13	9
Minor Win/Minor Loss	7	3
Tournments Points (TPs	20	12

Awards

First, Second and Third Place
These awards will be presented to the three players with the highest total Tournament Points.

Best Order
Awarded to the Order player with the highest combined VPs and Gaming TPs (excluding Paint & Sports)

Best Chaos
Awarded to the Chaos player with the highest combined VPs and Gaming TPs (excluding Paint & Sports)

Best Destruction
Awarded to the Destruction player with the highest combined VPs and Gaming TPs (excluding Paint & Sports)

Best Death
Awarded to the Death player with the highest combined VPs and Gaming TPs (excluding Paint & Sports)

Strategic Genius
Awarded to the player with the highest total VPs earned during scenarios.

Consummate Commander
Awarded to the player with the second highest total VPs.

Best Presented – Judges Choice

Best Presented – Players Choice
Awarded to the player who receives the most 'Best Presented' player votes.

Best Opponent
Awarded to the player who receives the highest number of Sports Points.

Most Bloodthirsty
Awarded to the player with the highest total Kill Points.

Wooden Spoon
Awarded to the player with the lowest total Tournament Points.

FAQs

Official FAQs are available at the following Warhammer Community address:

https://www.warhammer-community.com/2016/12/22/faq-update-for-warhammer-age-of-sigmar/

FAQs relating to this tournament pack will be added below as and when they are asked.

Terrain

- Terrain is pre-set on the tables and should not be adjusted.
- The mysterious landscapes rules from page 1 of the Rules should be used; roll for each terrain feature's effects before players select deployment zones.
- Terrain warscrolls will not be used unless they are purchased as part of your army (i.e. Sylvaneth Wylwoods and Balewind Vortex's).
- If a wood (of any kind) has removable trees, models may not move through or be placed in the holes that the trees sit in.
- A model on a Balewind Vortex can not capture or contest an objective.

Clarifications

Can you merge two or more units of zombies using their Shambling Horde ability, even if it would bring them above the starting size of either unit?

Yes, however a unit may not exceed its maximum unit size (60) at any time. Note this will allow you to take 3 units of zombies to fulfil Battleline requirements and merge these units.

Can the Destruction allegiance trait 'Rampaging Destroyers' Hero phase move be used to retreat from combat?

Yes, however any unit that does retreat in the Hero phase (using any mechanic) will count as having done so in the following movement phase and therefore cannot charge in the following charge phase (unless it has a specific ability which allows it to retreat and charge). Again this is covered by the updated FAQs.

How do you determine what models and units make up a warscroll battalion? When is it based on a keyword and when is it a unit name?

When a warscroll battalion is referring to a keyword, it appears in Keyword **BOLD**. Otherwise, it is referring to the name of a unit. As an example, you may only take unridden Terrogheists or Zombie Dragons to fulfil a "Royal Menagerie" battalion from the Flesh-Eater Courts Battletome as the requirements are Terrorgheists or Zombie Dragons (i.e. unit names) and not 3-5 **TERRORGHEISTS** or **ZOMBIE DRAGONS** (which would allow you to take versions ridden by Ghoul Kings as they contain these keywords).

If I cast Foot of Gork through a Portal in Tzeentch's Crystal Labyrinth do you randomize which Portal it emerges from each time it stomps or just once?

You would roll once to determine which Portal the spell emerges from, it would then hit the closest enemy unit within either of the two sections adjacent to the Portal from which the spell emerged.

In Tzeentch's Crystal Labyrinth do you roll on the mysterious terrain chart for the Realmgates as you don't roll 2 dice each turn?

No, you do not roll on the mysterious terrain chart for the Portals as they are NOT terrain, they are objectives. This means that spells or abilities which affect terrain can NOT affect the Portal, e.g. a Knight-Heraldor's 'Thunderblast' ability.

In Tzeentch's Crystal Labyrinth if you use the Command Ability can you select any friendly units within 18" or are you limited by the Zone of Nullification to units within the same section as the General?

Per the scenario pack, the Command Ability is NOT affected by the Zone of Nullification and therefore may be used to swap positions of any friendly units provided they are within 18" of the General.

In Tzeentch's Crystal Labyrinth when moving a unit through a Portal must all models be placed within 6" of the Portal or just the unit, allowing you to string out models futher than 6" from the Portal?

Per the 'Hazardous Journey' rule "The surviving models from the unit are then set up within 6"..." Therefore ALL models must be set up within 6" of the chosen Portal.

In Khorne's Arena if I have a WIZARD on a Balewind Vortex, can I banish the vortex at any time to prevent losing the game due to having no models on the table at the end of the turn?

Per the 'Held Aloft' rule on the Balewind Vortex warscroll "...at the start of you hero phase, a WIZARD atop a Balewind Vortex can banish it and return to the ground." Therefore you can only banish a Vortex at the START of YOUR HERO phase.

If I summon a unit in Tzeentch's Crystal Labyrinth do they still have to be set up 9" away from enemy units or do the walls limit the distance to the enemy?

Yes you must still set up units 9" away from enemy units, this also applies to any unit/ ability which states that a unit must be set up more than 9" from enemy units. I.e. Measure distance to enemy units through any intervening walls.

Can you cast any spell through Portals in Tzeentch's Crystal Labyrinth? What happens if you roll a 1 or a 6 when casting a spell to summon a unit?

No, you may only cast 'offensive' spells through the Portals, i.e. spells which cause damage or negatively affect enemy units. You may NOT summon through the Portals.

Painting Rubic

Criterea	Points
The army is entirely painted to a three colour minimum standard.	5
Basic details of models are painted (i.e. gems, arrow tips, etc)	4
All models have consistent basing material/paint applied to all bases	2
When looking at the army it is visually cohesive	2
Army is on round bases	2
Painting Technique Basic shading, highlighting, drybrushing Army displays advanced painting techniques (blending, Non Metallic Metal, Object Source Lighting, etc.)	2 3
Freehand Banners display use of basic freehand or decals **or** Banners, flags and appropriate models are freehand painted to a high level	2 3
Modelling Some models have been converted (kit bashing, green stuff sculpting etc.)	2
Basing Models have detailed basing Models are presented on a display board which matches the appearance of the army	3 2
Total Available (Capped at 25)	30