



MORTALLY
WOUNDED

PRESENTS

SYDNEY
SLAUGHTER
2018

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, House Rules, Timing Out and Terrain section included below. You will also need to read the Sydney Slaughter 18 (SS18) 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

When

Saturday 9th June – Sunday 10th June

Players

Capped at 50 players

Tickets and Payment

Tickets are \$65 for the weekend and are available NOW

Closing date Sunday 13th May 2018 Payments to be made by bank transfer to:

Chris Welfare

BSB: 012-172

Account Number: 291619857

OR

Alternatively please pay via paypal to chris.welfare1@yahoo.com.au

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

Schedule

DAY ONE

- **Registration:** 09:00 – 09:30
- **Game 1-** The Shattered Plains: 09:30 – 12:15
- **Lunch :** 12:15 – 13:15
- **Game 2 -** The Highstorm: 13:15 -16:00
- **Game 3 -** Dual of Wits: 16:15 – 19:00

EVENING EVENTS

- **Set up for Painting Competition, Coolest Army and Best Presented:** 19:00 - 19:30
- **Voting for Painting Competition, Coolest Army and Best Presented:** 19:30 - 19:45
- **Age of Sigmar Team Pub Quiz!:** 20:30 - 22:00

DAY TWO

- **Day 2 Registration:** 09:00 - 09:30
- **Game 4 -** Changing Priorities: 09:30 - 12:15
- **Lunch:** 12:15 – 1:15
- **Game 5 -** The Lost Shards: 1:15 - 16:00
- **Wrap-up & Awards Ceremony:** 16:15 - 16:45
- **Home Time**

The Venue

Club Ashfield, 1-11 Charlotte St, Ashfield NSW 2131

As the club is a licensed venue, all attendees must be 18+ years old, or minors must be accompanied by a guardian. All attendees will be required to present photo ID and sign in at the club reception on both mornings. Membership can be purchased for just \$3 and grants slightly cheaper food and drink prices, but it is not a requirement.

Transport and parking

The club is next to Ashfield train station so is very accessible to anyone wanting to use public transport. For those driving, the club also has a car park nearby, see below:

Club Ashfield Car Park

Located on the corner of Elizabeth St and Bland St

Entrance via the petrol station



The car park has approximately 30 spaces, and there is plenty of onstreet parking in the vicinity. Both the car park and onstreet parking in the area is free.

Food

The club has an onsite bistro - VIBO located on level 1 next to the function room. The bistro menu can be found here: http://www.clubashfield.com.au/files/VIBO_Menu.pdf

The bistro is open for lunch from 12 - 2pm on Sundays.

Downstairs, next door to the club is the club's cafe - Cafe on Charlotte, which will be open for breakfast and lunch on Saturday and serves a selection of baguettes, sandwiches and wraps as well as sweet sweet coffee for all you caffeinated needs! The full menu can be found here: <http://www.cafeoncharlotte.com.au/files/Menu.pdf>

Army List Submission

All army lists need to be submitted to Chris@MortallyWoundedPodcast.com on or before Sunday 27th May 2018.

Army lists will be collated and published prior to the event. To aid this, army lists should be submitted as plain text in the main body of the email submitted using either Scrollbuilder.com or Azyr Army Builder in the Age of Sigmar app. Screenshots/ photos of lists will not be accepted and will be sent back.

Any units which can be armed with more than one type of weapon must be recorded with the appropriate weapons and armour that the models are equipped with. e.g. "Bastiladon" is not acceptable, it must be recorded as Bastiladon - (Solar Engine)/ (Ark of Sotek) 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 2017 pages 74 – 79.

Models, Painting & Basing

Models are expected to be fairly WYSIWYG. Conversions and suitable alternative models are allowed however, so if you have a cool conversion or unusual model, please contact the TO for approval. Armies are to be fully painted to at least a three colour minimum across every model (undercoat and spot colour is not sufficient).

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 unpainted models from the table.

All models must be on round/ oval bases for gaming purposes.

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/wqxs9u96fihqbz0/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.

Terrain

- Terrain is pre-set on the tables and should not be adjusted.
- **Each player MUST bring 3 pieces of terrain with them. These pieces are to be placed at the start of the game.**
- Do not move the pre-placed terrain on the table. Players roll off and the player that wins places their first piece of terrain on one of the 6 marked spots on the board. Both players alternate until all terrain is placed.
- 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.

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.

Timing Out

- Nobody likes playing an unfinished game, therefore an additional 15 minutes per round has been factored into the time schedule to help players finish every game on time.
- However should a game be pushed for time, players will be expected to follow this ruling:
- If you are unsure if you will be able to complete a full battleround, BEFORE starting the battleround, players should make note of the result of the game as it stands. In the event that the full battleround is not finished at the end of the round time, the score at the end of the last completed battleround should be used as the final result, to ensure both players have had an equal number of turns.
- While allowances should be made for newer players in the sport of the game, deliberate slow playing to affect the result of a game will be heavily frowned upon. Any player being notified to the TO as potentially slow playing for advantage will be given a 5TP penalty and a warning from the TO. If they are notified a second time, they will receive a further 10TP penalty and final warning. A third notification will result in disqualification.
- That being said, players will be expected to prompt their opponents to speed up if they are concerned they are being slow played. Players should only report their opponent for slow playing to the TO at the end of the game if speed did not improve after several prompts.

Scoring

Painting and Army List Points	Total 40 TPs
<i>Army list submitted on time</i>	5TP
<i>Army list submitted in correct format</i>	5TP
<i>Army Painting Score per Rubic</i>	Up to 25TPs
<i>Best Painted Nomination</i>	5 TP (MAX 1)

Gaming Points	Total 110 TPs
<i>Available points per game</i>	10 TP
<i>Major Victory</i>	10 TP
<i>Minor Victory</i>	7 TP
<i>Draw</i>	5 TP
<i>Minor Loss</i>	3 TP
<i>Major Loss</i>	0 TP
<i>Victory Points</i>	Capped 60TPS

Sports Points	Total 40 TPs
<i>Sports Points per game</i>	5TP
<i>Best Opponent Vote</i>	3P (each)
<i>2nd Best Opponent Vote</i>	1TP (each)
Total	190 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 The Shattered Plains with the final score being 11-6 in Victory Points. The table below shows how their tournament points are calculated:

	Player A	Player B
VPs Per Game	11	6
Major Win/Mayor Loss	10	0
Tournaments Points (TPs)	21	6

Gaming 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.

Best Opponent

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

Wooden Spoon

Awarded to the player with the lowest total Tournament Points.

Painting Awards

Tournament

Coolest Army - Players Choice

Awarded to the player who receives the most 'Coolest Army' player votes.

Best Presented – Players Choice

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

Legends

Hero of Legend

Best Painted Single Character

Regiment of Renown

Best Painted Unit

Monstrous Marvel

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

The Masterpiece

Best Painted Open Category

Painting Rubric

Criteria	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	2
Army displays advanced painting techniques (blending, Non Metallic Metal, Object Source Lighting, etc.)	3
Freehand Banners display use of basic freehand or decals	2
or Banners, flags and appropriate models are freehand painted to a high level	3
Modelling Some models have been converted (kit bashing, green stuff sculpting etc.)	2
Basing Models have detailed basing	3
Models are presented on a display board which matches the appearance of the army	2
Total Available (Capped at 25)	30

Additional Events - Saturday Night

Painting Competition - Tournament

There will be a painting competition on the Saturday night after the third and final game for the day has finished.

- As most tournament regulars will expect, there will be two player-voted awards:
 1. Coolest Army
 2. Best Painted

Players wishing to display their armies for a chance to win either of these awards should set up their armies on their table after they finish their third game on the Saturday evening.

Painting Competition - Legends

This year there will also be an additional, separate painting competition. There will be 4 categories available for players to enter:

1. Hero of Legend - Best Painted Single Character
2. Regiment of Renown - Best Painted Unit (must be at least 3 models)
3. Monstrous Marvel - Best Painted Single Monster
4. The Masterpiece- Best Painted Open Category (this can be ANYTHING)

A player may enter a maximum of two of the above categories, and the best painted entry (as determined by the TO) in each category will be awarded the prize. Therefore the same person may win a maximum of two of the awards; this has been done to encourage people to enter as you never know which categories people will be entering!

Models entered do not have to be selected from the entrant's army and can be models from any manufacturer, not just Games Workshop. The only caveat is that all miniatures entered must be 'fantasy' miniatures - Sydney Slaughter is a fantasy event and therefore no 40k or sci-fi miniatures will be judged.

Age of Sigmar Pub Quiz

After players have voted for the Coolest and Best Painted awards and the judging has been completed for the Legends painting competition there will be an Age of Sigmar themed pub quiz for any players wishing to stay late and take part.

The quiz is aimed to be a bit of light-hearted fun and obviously has no bearing on tournament results! It will take place in the main gaming room so there will be access to the bar throughout for anyone wanting to take part or not!

Players should group into teams of approximately 4-6 players in order to be able to share any potential prize they may receive for their efforts....