



# SYDNEY SLAUGHTER 2019

A MORTALLY WOUNDED  
EVENT

# Intro

## 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 2019 (SS19) Scenario Pack:
- <http://mortallywoundedpodcast.com/wp-content/uploads/2019/05/Sydney-Slaughter-2019-Scenario-Pack-v2.pdf>
- **Tournament Organisers**
- Your Tournament Organisers for the weekend are Mortally Wounded Podcast hosts Chris Welfare and James Maybury.
- We will also be assisted by friend of the show Dan 'Danquol' Brewer, who has kindly offered his time to help run the weekend.
- 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](mailto:Chris@MortallyWoundedPodcast.com).

# The Event

## The Venue

- Padstow RSL, 24-28 Howard Rd, Padstow NSW 2211
- As the club is a licensed venue, all attendees must be 18+ years old, or minors must be accompanied by a guardian.

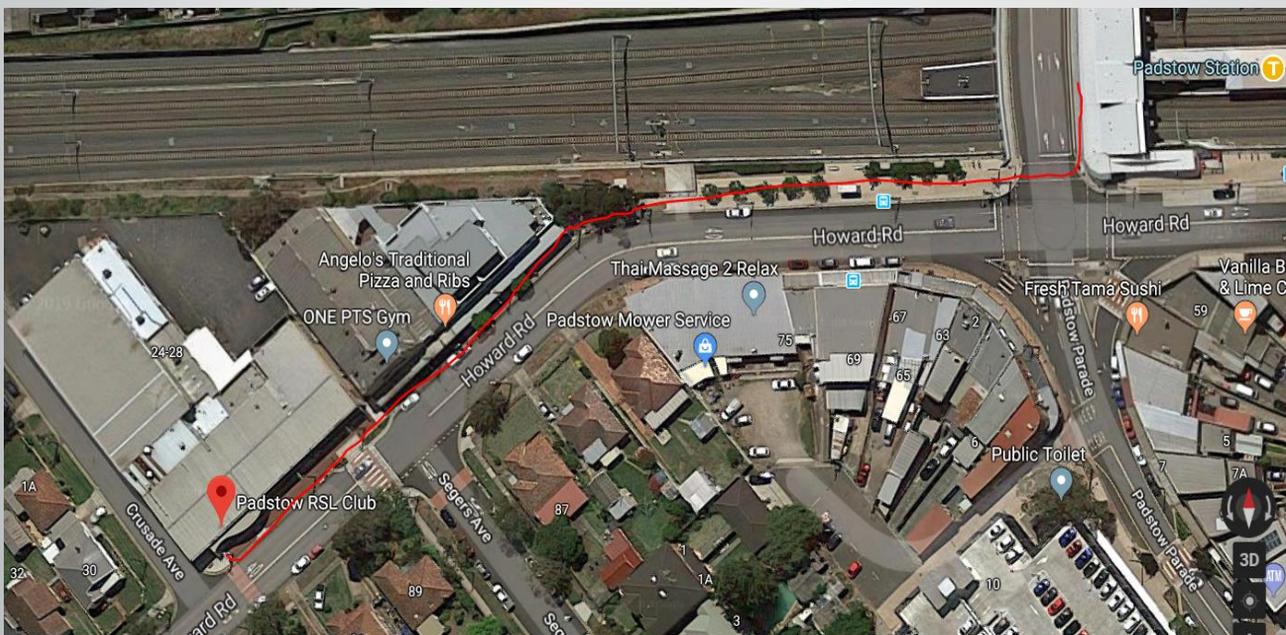


## The Bar

The gaming hall has its own separate fully stocked bar which will be staffed for players to have access to on both days.

## Transport and parking

- The club is just a few minutes walk from Padstow train station, and also has a car park situated behind the RSL, off of Crusade Ave, see below:



## Food

- A buffet lunch will be provided on both Saturday and Sunday as part of your entry ticket.

# Tickets and Payment

- Tickets are \$75 for the weekend and are available NOW – Closing date Midnight on Sunday 19th May 2019.
- Tickets can either be purchased through our website here (Bank Payments only):  
<http://mortallywoundedpodcast.com/product/sydney-slaughter-2019-entrance-ticket/>

Otherwise to order and pay via Paypal please use the direct link below:

<https://paypal.me/SydneySlaughter2019>

- Cost of entry covers venue hire, buffet lunch on both days, boards, trophies, prize support and administration.

## **Player cap**

- With a new, larger venue this year, we have a player cap of 80 players.

# Schedule of Events

Saturday 8<sup>th</sup> June – Sunday 9<sup>th</sup> June

Note, there is a late start on the Sunday due to venue restrictions, however we hope players will enjoy the sleep in after a fun and full Saturday!

- **Day 1**
- Registration: 09:15 – 09:30
- Game 1 - 09:30 – 12:15pm
- Buffet Lunch 12:15 – 13:15
- Game 2 - 13:15 – 16:00
- Game 3 – 16:15 – 19:00
- Painting Competition – see below
- **Day 2**
- Day 2 Registration: 10:30 – 10:45
- Game 4 – 10:45 – 13:30pm
- Buffet Lunch: 13:30 – 14:30
- Game 5 – 14:30 – 17:15
- Wrap-up & Awards Ceremony: 17:30 – 18:00
- Home Time

## Saturday Evening Events - (Dinner throughout)

- Entrants set up for Painting Competition, Coolest Army and Best Painted 19:00 - 19:15
- Judging and Player voting for Painting Competition, Coolest Army and Best Presented 19:15 - 19:45
- 19:45 – Late – Dinner, drinks and socialising.

# Awards - Gaming

- **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 (uncapped) and Gaming TPs (excluding Paint & Sports)

- **Best Chaos**

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

- **Best Destruction**

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

- **Best Death**

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

- **Best Opponent – 1<sup>st</sup>**

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

- **Best Opponent – 2<sup>nd</sup>**

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

- **Best Opponent – 3<sup>rd</sup>**

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

- **Wooden Spoon**

Awarded to the player with the lowest total **Tournament Points**.

# Awards - Painting

## Painting Competition Awards

### Tournament

- **Coollest Army - Players Choice**
- Awarded to the player who receives the most 'Coollest Army' player votes.
- **Best Painted – Players Choice**
- Awarded to the player who receives the most 'Best Painted' player votes.

### Legends

- **Hero of Legend** - Best Painted Single Character
- **Regiment of Renown** - Best Painted Unit
- **Monstrous Marvel** - Best Painted Single Monster
- **The Masterpiece** - Best Painted Open Category

# Additional Awards

Pro Painted Studios are sponsoring Sydney Slaughter 2019 providing a huge amount of prize support, in the form of a full set of their awesome token sets for every race they currently produce, that's a massive 18 different factions!

To that end there will be a Best in Faction (highest total TPs per allegiance) prize for the following races:

- Legions of Nagash
- Flesh Eater Courts
- Seraphon
- Idoneth Deepkin
- Kharadron Overlords
- Fyreslayers
- Sylvaneth
- Gloomspite Gitz
- Nighthaunt
- Nurgle
- Stormcast
- Tzeentch
- Slaanesh
- Beasts of Chaos
- Skaven
- Daughters of Khaine
- Ironjawz
- Bonesplitterz



Check out Pro Painted Studio's full range of products on their website here:

<https://www.propaintedstudios.co.uk/>

# Army Selection

- 2,000 point armies will be selected using the Battlehost restrictions of matched play. Any unit which has current points, including compendium models are allowed.
- Players will see that each scenarios includes a custom Realmscape Feature, Realm Command and Realm Spell, and therefore Malign Sorcery will NOT be in play, with the exceptions of Realm Artefacts and Endless spells, which can still be used.
- The 2018 General's Handbook will be in effect.
- Forbidden Power will NOT be in effect, including endless spells and new rules.

## Army List Submission

- All army lists need to be submitted to [Chris@MortallyWoundedPodcast.com](mailto:Chris@MortallyWoundedPodcast.com) on or before **Sunday 26th May 2019**.
- This event uses the five custom scenarios included the Sydney Slaughter 2019 Scenario Pack. Please note the scenarios are NOT in any order. The order of the scenarios will be announced before the event, but after list submission.
- 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 - Realm

# Models, Painting and 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 scored against the painting rubric below, with scores capped at 20 out of a maximum 30 points available.
- **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.
- **Painting Rubric**

Criteria	Points
The army is entirely painted to a three colour minimum standard.	6
Basic details of models are painted (i.e. gems, arrow tips, etc)	5
All models have consistent basing material/paint applied to all bases	3
When looking at the army it is visually cohesive	4
<i>Painting Technique</i>	
Basic shading, highlighting, drybrushing	2
<b>Tabletop Standard Painting Subtotal</b>	<b>20</b>
<i>Advanced Painting Technique</i>	
Army displays advanced painting techniques (detailed layering, highlighting, blending, Non Metallic Metal, Object Source Lighting, etc.)	1-3
<i>Freehand</i>	
Models display use of basic freehand or decals OR	2
Multiple models display strong use of freehand or freehand painted to a high level	3
<i>Modelling</i>	
Some models have been converted (kit bashing, green stuff sculpting etc.) OR	2
The army displays extensive conversions	4
<i>Basing</i>	
Models have detailed basing	3
Models are presented on a display board which matches the appearance of the army	2
<b>Total Available (Capped at 20)</b>	<b>35</b>

# Gamesmanship

- Players will mark their opponent's gamesmanship in each game through a series of 5 check boxes, as detailed below, adding a max of 25 points across the five games to their total score.

## Gamesmanship Criteria

Opponent was on time and prepared for the game - They had dice, tape measure etc.

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

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 their opponent to confirm the rolls.

Opponent was tight with their measurements – Pre-measuring distances and agreeing with their opponent before moving models.

Opponent maintained a friendly demeanour throughout the game – Gracious in victory or defeat.

# Scoring

<b>Painting and Army List Points</b>	<b>Total 25 TPs</b>
Army list submitted on time and in correct format	5TP
Army Painting Score per detailed list	Up to 20 TPs
<b>Gaming Points</b>	<b>Total 155 TPs</b>
Available points per game	10TPs
<i>Major Victory</i>	<i>10TP</i>
<i>Minor Victory</i>	<i>7TP</i>
<i>Draw</i>	<i>5TP</i>
<i>Minor Loss</i>	<i>3TP</i>
<i>Major Loss</i>	<i>0TP</i>
Secondary Objectives per game	2TPs
Victory Points	Capped at 70 TPs
Gamesmanship Points per game	5TPs
<b>Total</b>	<b>180 TPs</b>
<b>Sports Points</b>	<b>Total 15 SPs</b>
Best Opponent Vote	3SP (each)
Second Best Opponent Vote	2SP (each)
Third Best Opponent Vote	1SP (each)

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.

# Scoring continued

For example, two players play The Gnawholes with the final score being 14-8 in Victory Points. The table below shows how their tournament points are calculated:

	Player A	Player B
VPs scored in game	14	8
Major Win/ Major Loss	10	0
Tournament Points (TPs)	24	8

## Secondary Objectives

The official Games Workshop secondary objectives will be in play at Sydney Slaughter. These are included at the end of the scenario pack for reference.

At the start of each round players will select one of the 12 secondary objectives to try and achieve that game.

Both players will tell their opponent which objective they are trying to achieve and must write down which objectives both they and their opponent are trying to achieve, in the allocated space in their player booklet.

By the end of the game each player must mark Yes or No for whether each player achieved their secondary objective that round. This will allow TOs to crosscheck which objectives were attempted and achieved or not between both player books.

A player may try to complete the same secondary objective more than once throughout the tournament (in the case of a failed previous attempt to achieve it), however they will only score points for any single secondary objective once.

Each different secondary objective successfully completed is worth 2 TPs, for a possible max total of 10 TPs.

# Painting Competition

## Painting Competition – Tournament (Player Voted)

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:

- **Coollest Army**
- **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 (Judges Voted)

- In addition to the usual player voted painting awards, there is a separate judges voted painting competition, with four categories:
- **Hero of Legend** - Best Painted Single Character
- **Regiment of Renown** - Best Painted Unit (must be at least 3 models)
- **Monstrous Marvel** - Best Painted Single Monster
- **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.

# FAQs, House Rules, etc.

## FAQs

- Official FAQs are available at the following address.
- All FAQs released by list submission deadline will be in effect:
- <https://www.warhammer-community.com/faqs/>
- FAQs relating to this tournament pack will be added below as and when they are asked.

## House Rules

- For the enjoyment and immersion of both players, the use of dice rolling apps is frowned upon and discouraged at this event. However if both players agree they would like to use a dice rolling app, then it will be allowed. In the case of only one player wanting to use an app, the TO will rule against the use of an app.
- Glorious Victories and Sudden Death will not be used.

## 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.

## 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. terrain pieces gained from Allegiance abilities).
- 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.

# Sponsors

Mortally Wounded would like to thank all of our event sponsors, without whom we would quite simply not be able to put on the event that you have all paid for. Please do show your support and give thanks to all of our sponsors below.



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