



SYDNEY SLAUGHTER 2020

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 2020 (SS20) Scenario Pack, which will be released at a later date well in advance of the event.

Tournament Organisers

- Your Tournament Organisers for the weekend are Mortally Wounded Podcast hosts Chris Welfare and James Maybury.
- We will also be assisted again this year by Dan Brewer, and additionally helped by Brandt Cers.
- 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

- 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.



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

- Attendees will need to purchase lunch on both days, there is a new kitchen at the venue serving a full Asian menu.
- Additionally there a number of lunch specials available for only \$8 per the lunch specials menu below.

WOKWAY

\$8.00

Lunch Special

(non member add \$1.00 extra)

Sweet and Sour Fish with Rice

甜酸魚片飯

Curry Chicken with Rice

咖哩雞球飯

Chicken with vegetables and Rice

時菜雞球飯

Beef with black bean sauce and Rice

豉汁牛肉飯

Honey Chicken and Rice

蜜糖雞飯

Fish and chips

炸魚薯條

Bangers and mash

煎香腸配薯茸

Chicken Schnitzel with chips and salad

吉列雞排配沙律薯條

WOKWAY

CLOSED MONDAY

Tickets and Payment

- Tickets are \$60 for the weekend and are available NOW – Closing date Midnight on Sunday 10th May 2020.
- Tickets can be purchased via Paypal please use the direct link below:
<https://paypal.me/MortallyWounded>
- Cost of entry covers venue hire, boards, trophies, prize support and administration.

Player cap

- Capped at 50 Players
- We have decided against trying to grow the event this year for the sake of growing and are capping the event at 50 spots, a number we feel is large enough to provide a good competitive field whilst also allowing plenty of space for attendees and the ability to have better quality catch ups with friends travelling interstate.

Schedule of Events

Saturday 13th June – Sunday 14th 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
- 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: 10:15 – 10:30
- Game 4 – 10:30 – 13:15pm
- Display armies – 13:15 – 13:30
- Lunch and painting voting: 13:30 – 14:30
- Game 5 – 14:30 – 17:15
- Wrap-up & Awards Ceremony: 17:30 – 18:00

Saturday Evening Events - (Dinner throughout)

- Entrants set up for Painting Competition - 19:00 - 19:15
- Judging for Painting Competition 19:15 - 19:45
- 19:45 – Late – Dinner, drinks and socialising inc. AoS trivia!

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 – 1st**

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

- **Best Opponent – 2nd**

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

- **Best Opponent – 3rd**

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

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.
- The 2019 General's Handbook will be in effect.

Army List Submission

- All army lists need to be submitted to Chris@MortallyWoundedPodcast.com on or before **Sunday 31st May 2020**.
- This event uses the five custom scenarios included the Sydney Slaughter 2020 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
Tabletop Standard Painting Subtotal	20
<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
Total Available (Capped at 20)	35

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

Painting and Army List Points	Total 25 TPs
Army list submitted on time and in correct format	5TP
Army Painting Score per detailed list	Up to 20 TPs
Gaming Points	Total 165 TPs
Available points per game	14TPs
<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 Objective achieved	1TP
Denied opponent's Objective	1TP
Killed 1000+ pts of your opponent's army	1TP
Not losing 1000+ pts of your own army	1TP
Victory Points	Capped at 70 TPs
Gamesmanship Points per game	5TPs
Total	190 TPs
Sports Points	Total 15 SPs
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

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.

Player will also score additional TPs based on Kill Points, see below:

For example, two players play a game with the final score being 14-8 in Victory Points. Both players achieved their secondary objectives, while player A killed over 1000 pts of Player B's army, but Player B did not kill 1000 pts of Player A's army.

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
Secondary Achieved	1	1
Secondary Denied	0	0
Killed 1000+ pts	1	0
Didn't lose 1000+ pts	1	0
Tournament Points (TPs)	27	9

Painting Competition

Painting Competition – Tournament (Player Voted)

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 first game on Sunday, with voting taking place during lunch on Sunday.

Painting Competition – Legends (Judges Voted)

- In addition to the usual player voted painting awards, there is a separate judges voted painting competition, taking place on the Saturday evening, 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.

New Army Books, FAQs, House Rules, etc.

New Army Books and FAQs

- Official FAQs are available at the following address.
- Any recently released army book which has not yet had an FAQ released for it will NOT be in effect. Player's using any existing army books which are updated close to the event must ensure they have the 'old' versions of the rules readily available for the event.
- 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 / Slow Play

- 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 (unless it is to place a Bone-Tithe Nexus which is placed before any terrain). Players roll off and the player that wins places their first piece of terrain anywhere on the board more than 6" from other terrain and 1" from objectives.
- Both players alternate until all terrain is placed.
- Mysterious terrain effects should be rolled before each game for each piece of terrain. Both tables will be in use for the event.
- 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 be placed in the tree holes.

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 (this will be updated as more sponsor come on board).

