

# SYDNEY SLAUGHTER 2021

A MORTALLY WOUNDED  
EVENT

# Intro

## **What is this document?**

- This is the player pack, which contains all the important information about 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, Anvil of Apotheosis, Terrain, House Rules and Timing Out section included below.

## **Tournament Organisers**

- Your Tournament Organisers for the weekend are Mortally Wounded Podcast hosts Chris Welfare and James Maybury.
- If you have any questions regarding 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

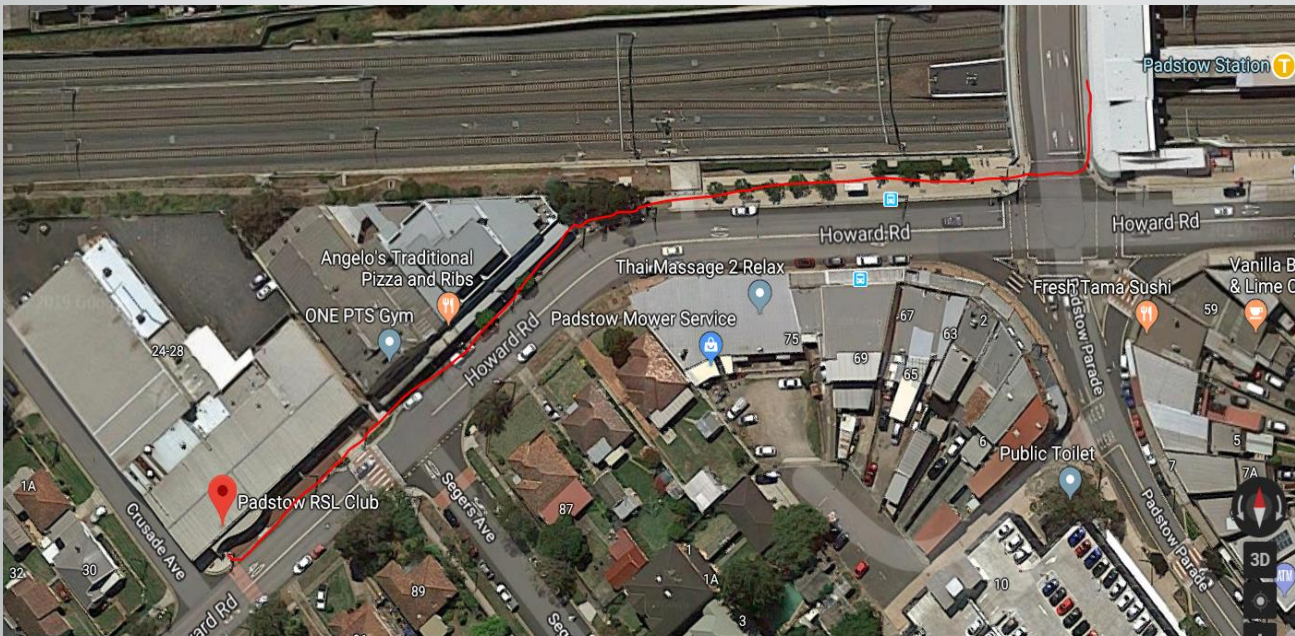
## The Venue

- 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.



## 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.



WOKWAY  
**DINNER MENU**  
AVAILABLE TUESDAY TO SUNDAY

## ENTREE

Spring Rolls (4)	\$7.50
Steamed or Fried Dim Sim (4)	\$7.50
Chicken San Choy Bow (2)	\$10.00
Garlic Bread (4)	\$7.50

## SOUP

Short Soup	\$7.50
Long Soup	\$7.50
Chicken Sweet Corn Soup	\$7.50
Combination Short Soup	\$14.80

## MAIN MEALS

Chicken Schnitzel	\$17.00
Chicken Parmigiana	\$19.00
Scotch Fillet	\$22.00
Porterhouse Steak	\$19.00
Grilled Barramundi Fillet	\$17.00

All Served with Chips & Salad or Seasonal Veg

SAUCE (Gravy, Pepper, Diane or Mushroom)	\$1.50
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MEMBERS PRICES DISPLAYED

## Tickets and Payment

- Tickets are \$85 for the weekend – we appreciate this is a little more expensive than previous years however we have incurred significant costs this year which we feel are for the benefit of all attendees – see terrain section for more details on this!
- Tickets can be purchased via the Shop on our website here:

<http://mortallywoundedpodcast.com/shop/>

- Cost of entry covers venue hire, terrain, boards, trophies, prize support and administration.

### Player cap

- Capped at 70 Players
- We have decided to offer pre-sale tickets to everyone who bought tickets to last year's event which we unfortunately had to cancel.
- Pre-sale tickets are available from 12pm (Sydney time) on Saturday 27<sup>th</sup> March until midnight Sunday 28<sup>th</sup> March.
- Remaining tickets after the pre-sale weekend will go on general sale the following weekend.



# Schedule of Events

Saturday 12<sup>th</sup> June – Sunday 13<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 – Escalation- 09:30 – 12:15pm
- Lunch 12:15 – 13:15
- Game 2 – Forcing the Hand - 13:15 – 16:00
- Game 3 – Total Commitment – 16:15 – 19:00
- Painting Competition – see below
- **Day 2**
- Day 2 Registration: 10:15 – 10:30
- Game 4 – Shifting Objectives – 10:30 – 13:15pm
- Display armies – 13:15 – 13:30
- Lunch and painting voting: 13:30 – 14:30
- Game 5 – Total Conquest – 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**

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

- **Runner up Best Opponent**

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

- **Almighty Forgesmith**

Awarded to the player with the highest combined VPs and Gaming TPs whose army includes an Anvil of Apotheosis hero.

- **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 per the 2020 General's Handbook.
- Players can include 1 Champion level and 1 Conqueror level Anvil of Apotheosis hero per page 56 of the GHB 2020. Note any points spent on these heroes must be included in the 2k army selection, they are not additional to it!
- Please refer to the Anvil of Apotheosis Section of this player pack for details regarding House Rules that will be in play surrounding this.

## Army List Submission

- All army lists need to be submitted to [Chris@MortallyWoundedPodcast.com](mailto:Chris@MortallyWoundedPodcast.com) on or before **Sunday 30th May 2020**.
- Army lists will be collated and published prior to the event. To aid this, army lists should be submitted using Warscroll Builder output. You can access this by clicking the ? icon, clicking short, and then finally the Copy button. Any lists submitted not using this format 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

# Anvil of Apotheosis

- Players can include 1 Champion level (Limit 20 destiny points (200 matched play points) and 1 Conqueror level (Limit 40 destiny points (400 matched play points) Anvil of Apotheosis hero per page 56 of the GHB 2020. Note any points spent on these heroes must be included in the 2k army selection, they are not additional to it!

## Anvil of Apotheosis House Rules:

- The below table summarises a number of changes to the GHB2020 Anvil of Apotheosis section that we believe will help to limit some of the more abusive builds. We have done this in the hope that players will still choose to take Anvil of Apotheosis heroes, but that a few under-costed selections will not have an undue impact on the overall event.

Selection	Destiny Points change
<b>Step 4 - Archetypes</b>	
Commander	+3
<b>Step 6 – Characteristic Enhancements and Abilities</b>	
Extra Armour	+1
Mighty Weapon	+1
Ethereal	+2
Ferocity	+1
Consummate Commander	+3

TO's Commentary – Players are reminded that you can only select the same Enhancement up to 3 times, and Abilities can only be selected once, e.g. Archmage can only be selected once to give +1 to cast and unbind as it is an ability, it cannot be selected 3 times to give +3.

# 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 125+ TPs</b>
Available points per game	20TPs
<i>Major Victory</i>	<i>20TP</i>
<i>Draw</i>	<i>10TP</i>
<i>Major Loss</i>	<i>2TP</i>
Victory Points	Per game
Gamesmanship Points per game	5TP
<b>Total</b>	<b>150+ 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)

As we have decided not to use secondaries, all games will result in either a Major Win/Loss or a Draw – there will be no Minor Wins/Losses.

We have made this decision following the success of this format at the recent SAGT. We believe it will avoid additional bloat, and hope it will allow players to enjoy their games more, by just focussing on the main mission.

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

# 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 be reviewed by the TO's prior to the event and we reserve the right to House Rule any potentially contentious rules within the book. Any such House Rules will be published prior to list submission deadline on May 30<sup>th</sup>.
- 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.
- Escalation – Ignore the Minor Win condition stated in the Core Book – Kill Points will not be recorded at this event.

# 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.
- Any game that has not finished after “dice down” is called at the end of each round, will be reviewed by the TO with discussion with both players to ‘resolve’ the most likely outcome of the game as if 5 full battlerounds had been played. The TO’s decision on this outcome is final; any player arguing with the TO over any such decision will be penalised -10 TPs – **Players should make every effort to finish their games within the allotted time of 2hrs 45 minutes to avoid this outcome.**
- 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 and Realms

## Terrain

- In previous years attendees have been required to bring three pieces of terrain with them, this is NO LONGER REQUIRED!
- We are delighted to announce the major sponsor of Sydney Slaughter 2021 is Battlefront Miniatures!
- Every single table will be fully furnished with at least 10 pieces of Battlefield in a Box terrain.
- Mysterious terrain effects will be randomly pre-set for each table. 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.

## Realms

- Sydney Slaughter 2021 will not be using any Realmscape Features, Realmsphere Magic or Realm Commands.
- All games will take place in a neutral 'no realm'.
- Players may still select Realm Artefacts in their army lists following the usual constraints however.

# 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).

## BATTLEFRONT

