# Welcome

Welcome to the rules pack for Warfare 2017, the first Age of Sigmar tournament at Briscon. This document will cover all of the relevant information you should require to attend our event and have a brilliant weekend!

Credit goes to the writers of other players packs from which ideas and concepts were borrowed.

# The Event

**When**
29 April 2017

**Where**
Windsor Table Tennis Centre, Brisbane

**Players**
Capped at 32 players

**Cost**
$50

**Registration Opens**
Now
http://www.briscon.com.au/tournaments.html

**Payments Due**
April 16 2017

**Lists Due**
April 23 2017

**Number of Rounds**
5

**Your Tournament Organisers**
*The Heralds of War - aosbriscon@gmail.com*
Clint M - 0451 952 224
Jesse G
Mark W

# Schedule

**Day One**
8.30am - 9.00am      Registration
9.00am - 11.30am    Game 1 – Blood and Glory
11.30am - 12.00pm Lunch
12.00pm -2.30pm    Game 2 – Gift from the Heavens
2.45pm – 5.15 pm    Game 3 – Border War

**Day Two**
8.30am - 9.00am      Registration
9.00am - 11.30am    Game 4 – Escalation (Version 2)
11.30am - 12.00pm  Lunch
12.00pm - 2.30pm    Game 5 - Three Places of Power
2.30pm - 2.45pm      Pack-up and Tallying
2.45pm –3.00pm       Presentations

# Army Details

### Army Composition

Players will create their army lists using the Matched Play system from the General's Handbook, any warscroll which has official points from Games Workshop can be used (including Forgeworld).

Command Traits, Artefacts and Spells are to be selected (either by picking or rolling) before each game.

### Army Size

2000 pts

### Army List Submission Deadline

Lists are to be submitted to aosbriscon@gmail.com by **11:59pm Sunday 23rd April 2017**. Lists are to be submitted as a PDF from www.scrollbuilder.com or using the template from the General's Handbook.

### Models, Painting and Basing

Models are expected to be fairly WYSIWYG. Conversions and suitable substitutions are allowed though, so if you have a cool conversion or unusual model, please contact the TO's 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 15-20 points easily.

**You will be asked to remove unpainted models from the table.**

Models are to be on round bases **or** square bases blutacked/attached to round bases. While we think that Age of Sigmar works best with round bases, we understand that some people want to keep their armies for use in other systems. However, as there is significant gaming advantage to using incorrect base sizes, **square based models must be attached to appropriate round bases.** You can find MDF round bases at sites like Back2Basix or on eBay.

Forgeworld models should be the official Forgeworld model or an extensively converted, unique model. This means no Varghulfs as Mournguls or High Elf Dragons as Magma Dragons etc. Please contact the TO's if you are planning on using a conversion.

# Scoring

| Painting and Army List Points | Total 35TP |
|---|---|
| Army list submitted on time | 5TP |
| Army list submitted in correct format | 5TP |
| Army is painted to minimum standard | 15TP |
| Army is painted to a higher standard (per rubric) | 25TP |
| **Gaming Points** | **Total 100TP** |
| Available points per game | 20TP |
| *Major Victory* | *20TP* |
| *Minor Victory* | *14TP* |
| *Draw* | *10TP* |
| *Minor Loss* | *6TP* |
| *Major Loss* | *2TP* |
| **Sports Points** | **Total 30TP** |
| Sports Points per game | 5TP |
| Best Opponent Vote | 5TP |
| **TOTAL** | **165 TP** |

# Awards

**First, Second and Third Place**

These places will be awarded to the three players with the highest totals of Tournament Points.

Tie breakers will be as follows:
- Player with the most Major Victories
- Player with the highest number of victory points across the weekend

**Best Presented**

Players wishing to put their armies forward for Best Presented should display their armies on their tables during lunch on Saturday.

The TO's will then walk around the tables, forming a shortlist for player voting of the Best Presented Army.

These shortlisted armies will then be set up for player voting on Sunday lunchtime.

Please note only armies painted by the attendee may win this prize , if you did not paint your army but are nominated please inform a TO.

**Best Opponent**

Players will be asked to nominate the opponent they had the most fun playing against during the weekend and the player with the most **votes** will win the Best Opponent award. In the event of a tie it will go to the player who had the most first preferences, then to most wins (major or minor) during the event.

**Wooden Spoon**

This award will go to the lowest ranked player of the weekend.

# What to Bring

Here is a quick checklist for your reference.

- Your Army (should be pretty obvious)
- Rules sheet
- Warscrolls for your full army
- Generals Handbook
- At least 2 copies of your army list
- Dice and Tape measure
- 3 Objective Markers (of a sensible size)
- Markers or counters (optional)
- Calculator or a phone with full charge
- Pens
- Glue (for incidental breakages)

# House Rules and Clarifications

- The latest GW FAQ's will be used.
- Measure to and from a model's base
- Glorious Victories and Sudden Death will not be used
- Triumphs from Pitched Battle will be used
- True line of sight is in effect
- No duplicate Artefacts in an army
- Objective measuring is done from the centre of the objective marker.
- For units with multiple standards or musicians, one of each type may be taken in the unit.

# Terrain

- Terrain is pre-set on the tables and should not be adjusted.
- The scenery table should be used if both opponents agree.
- GW Terrain warscrolls will not be used unless they are purchased as part of your army (i.e. Balewind, Sylvaneth Wylwoods)
- Woods used to make a Sylvaneth Wyldwood should be Citadel Woods or of an equivalent size or smaller.
- If a wood (of any kind) has removable trees, models may not move or be placed in the holes that the trees sit in.
- The Balewind Vortex may be bought as a **Unique** scenery warscroll. A model on a Balewind Vortex can not capture an objective.

# Painting Rubric

| Criteria | Points | Achieved |
|---|---|---|
| **Standard (Max 20)** | | |
| The army is entirely painted to a three color minimum standard. | 15 | |
| Basic details of models are painted (i.e. gems, arrow tips, etc) | 2 | |
| All models have consistent basing material/paint applied to all bases | 1 | |
| When looking at the army it is visually cohesive | 1 | |
| Army is on round bases | 1 | |
| | | |
| **Optional (Max 10)** | | |
| *Painting Technique*<br><br>    Basic shading, highlighting or blending<br><br>    or<br><br>    Army displays advanced painting techniques (blending, NMM, OSL, etc) | 1<br><br><br><br>2 | |
| *Freehand*<br><br>    Banners display use of basic freehand or decals<br><br>    or<br><br>    Banners, flags and appropriate models are freehand painted to a high level | 1<br><br><br><br>2 | |
| *Modelling*<br><br>    Some models are converted and dynamically posed (kit bashing, green stuff sculpting, etc) | 2 | |
| *Basing*<br><br>    Models have detailed basing<br><br>    Painted and based display board is used to present the army | 2<br><br>2 | |
| **TOTAL (Capped at 25)** | | / 25 |