



**BRISVEGAS OPEN
MATCHED PLAY EVENT**

**WARHAMMER
AGE OF SIGMAR**

28TH–29TH APRIL

Brisbane Table Tennis Centre, Green Tce Windsor





Location

Brisbane QLD, Brisbane Table Tennis Centre, Green Tce Windsor

Cost

\$50, tickets can be purchased from:

<http://www.briscon.com.au/tournaments.html>

Army

2000 points Matched play 5 rounds

Contact

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List due date

15 April 2018

Schedule

Day 1

Round 1 (registration @ 9)

9:30—11:45

Round 2 12:15—2:30

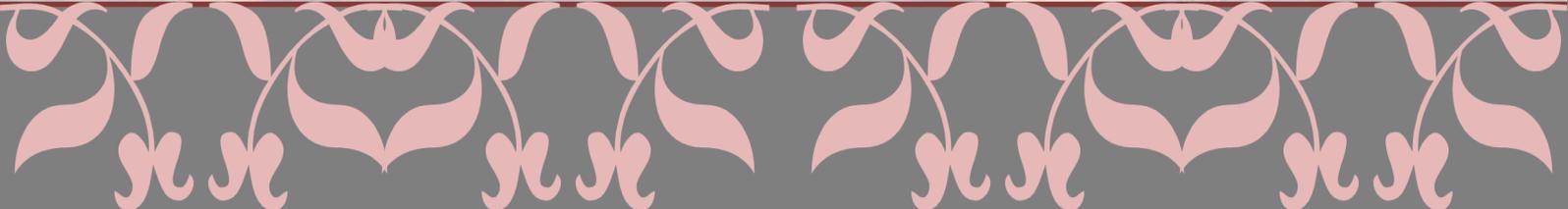
Round 3 2:45—5:00

Day 2

Round 4 10—12:15

Round 5 12:45—3:00

Presentations 3:15



Army Composition

Players will create their army lists using the Matched Play system from the General's Handbook 2017, any warscroll which has official points from Games Workshop can be used (including Forgeworld).

Command Traits and Artefacts are to be noted on the army list.

Spells are to be selected (either by picking or rolling) before each game.

Alliance abilities from Firestorm can't be used in this event.

Army Size

2000 pts per player

LISTS SUBMITTED INCORRECTLY WILL BE ASKED TO RESUBMIT. POINTS WILL BE DEDUCTED IF ASKED TO RESUBMIT MORE THAN ONCE.

Models

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. Models are to be painted to 3 colours with at least one colour on the base.

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.

Painting

Paint scores will be a score out of 25 with most people able to achieve 15-20 points easily.

Basing

Models are to be on round bases or square bases blue tacked/attached to round bases. Appropriate sized bases need to be used.

UNPAINTED MODELS WILL BE REMOVED FROM THE GAME

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) up to 25TP

Gaming/Battle Points Total 100TP

Available points per game 20TP

Major Victory 16TP

Minor Victory 12TP

Draw 8TP

Minor Loss 4TP

Major Loss 0 TP

Secondary Objective 4TP

Sports Points Total 30TP

Sports Points per game 5TP

At least one Best Opponent Vote 5TP

TOTAL 165 TP

Gaming

Games will be scored from a total of 20 gaming points.

During the tournament, players will need to note if they achieve the following secondary objectives. A secondary objective is to be declared at the start of each game, that you will try to achieve. However each secondary can only be selected once throughout the tournament.

Seize ground, hold more uncontested table quarters than your opponent.

Assassinate, Kill the enemy general before the start of the 4th battle round

Bloodlust, Destroy 2+ units in your first turn

No Prisoners, destroy all enemy battleline units by the end of the game

Big Game Hunter, Select an enemy behemoth and destroy this unit by the end of the game, if your opponent does not have any behemoths declare the highest points total unit.

What to Bring

Here is a quick checklist for your reference.

- Your Fully Painted Army (should be pretty obvious)
- Warscrolls for your full army
- Generals Handbook 2017 & applicable FAQ's
- At least 2 copies of your army list
- Your 3 pieces of terrain
- Dice and Tape measure
- 6 Objective Markers (of a sensible size)
- Markers or counters for marking buffs
- Calculator or a phone with full charge
- Pens
- Glue (for incidental breakages)
- Deodorant (Please do not unload half a can on yourself)

Sportsmanship

Cheating or other socially inappropriate behaviour may result in being asked to leave the tournament.

Rules disputes

All rules disputes should be resolved in one of three ways. Look in the appropriate rulebook & FAQ (including GW FAQ, roll a D6 for it, or ask a TO (Tournament Organiser).

The TO will then refer you to the relevant passage in the appropriate rulebook/FAQ; or make a ruling – once a ruling has been made it is final.

Just because you disagree on a rule does not mean your opponent is a bad sport. It is in the way they handle the dispute, and accepts if they are wrong, that you can see their sportsmanship. Many people have different interpretations or house rules that are not used at tournaments and these will be resolved as stated above.

The TO's word is final, and arguing after a decision has been made will incur penalties.

Tournament Rules

Measure to and from a model's base

Triumphs from Pitched Battle will be used

Objective measuring is done from the centre of the objective marker.

For units with multiple types of standards or musicians, one of each type may be taken in the unit.

Terrain is pre-set on the tables and should not be adjusted.

Mysterious terrain effects should be rolled before each game.

GW Terrain warscrolls will not be used unless they are purchased as part of your army or part of a battalion you've purchased (i.e. Balewind, Sylvaneth Wyldwoods, Baleful Realmgate)

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.

A model on a Balewind Vortex can't be used to capture an objective.

All distances will be measured from Base to Base and not from the models.

Terrain set up

Players can set up terrain by agreeing a set up or by using the following system.

Do not move the pre-placed terrain on the table.

Players roll off and the player that wins placed their first piece of terrain. Both players alternate until all terrain is placed.

No piece may be placed within 6 inches of a board edge or another terrain feature. No terrain can be placed within 1 inch of an objective marker (this does not apply to terrain placed later in the game (eg/ Sylvaneth wildwoods etc)

Then roll for each piece of terrain on the scenery table to see what special rules they have (eg Mystical, Damned etc) and then player sides etc.

Painting Rubric

Criteria	Points	Achieved
Standard (max 20)		
The army is entirely painted to a three colour minimum standard	15	
Basic details of model are painted	2	
All models have consistent basing across army	1	
Is the army visually cohesive	1	
Army is on round bases	1	
Optional (max 10)		
Painting technique		
Basic shading, highlighting or blending across army or	1	
Army displays advanced painting techniques	2	
Freehand		
Banners or models display freehand or decals or	1	
Banners or models display freehand to a high level	2	
Modelling		
Some models are kit bashed or minor conversions or	1	
Some models are extensively converted and dynamically posed	2	
Basing		
Models have detailed basing	2	
Use of a display board OR detailed themed objective markers	2	
Total (max 25)		