

**BRIS VEGAS OPEN
MATCHED PLAY EVENT
2019**



27TH–28TH APRIL

Mt Gravatt Showgrounds



Location

Brisbane QLD, Mt Gravatt Showgrounds

Cost

\$55, 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

21st April 2019

Schedule

Day 1

Round 1 (registration @ 9)

Round 2 12:15—2:30

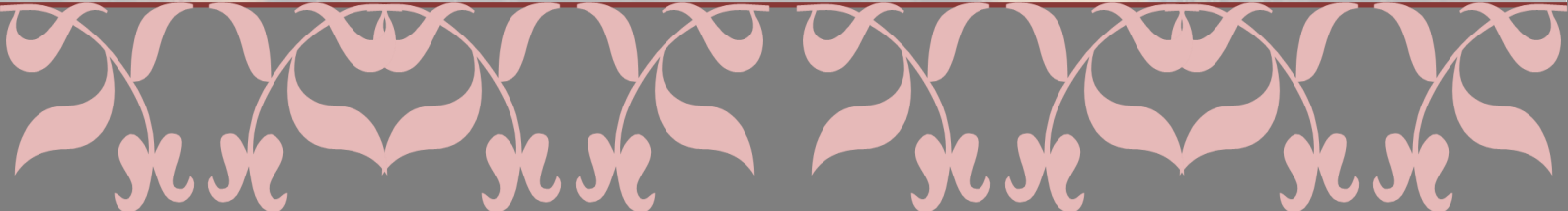
Round 3 2:45—5:00

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 2018, any warscroll which has

official points from Games Workshop can be used (including

Forgeworld).

Command Traits, Artefacts and realm 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 be used in this event.

Compendium Warscrolls may be used in this event.

Endless spells and Realm artefacts are being used.

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.

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 . Appropriate sized bases

need to be used.

UNPAINTED MODELS WILL BE REMOVED FROM THE TABLE

Post Game Scoring

Bris Vegas Open will be trying a new way of scoring Major and minor victories,

this will be based on the difference between the score at the end of the game.

The exact differences will be listed on the tournament scoring sheet at the beginning of the weekend.

As an example:

Battle for the Pass, if you beat your opponent by 6VP or more you will win a major victory, if you beat your opponent by 1—5VP you will win a minor victory.

The aim of this is to more accurately reflect the outcome of a game being close or a crushing defeat.

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 2018 & 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.

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

Terrain set up

Players can set up terrain by agreeing on 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)		