

Event Description

This will be a 2 day, 5 game event on Saturday and Sunday, Sept 17-18.

Results of this event will be submitted for ITC rankings.

Our format will mostly mirror the battleback for GHB2022. All differences from GHB2022 are *italicized*. Numbers in parentheses highlight specific areas of variance from the tournament format described in GHB2022.

Schedule

Friday, Sept 16th

Check-In: 4:30PM-10:30PM

Saturday, Sept 17th

Check-In: 8:30AM - 9:30AM
Round 1: 9:30AM - 12:00PM
Lunch: 12:00PM - 1:00PM
Round 2: 1:00PM - 3:30PM
Round 3: 3:45PM - 6:15PM
Dinner: 6:30PM
Open Hall: 7:00PM - Late Night

Sunday, Jul. 24th

Round 4: 9:30AM - 12:00PM
Round 5: 12:15PM - 2:45PM
Lunch: 2:45PM - 3:30PM
Raffle and Awards 3:30PM

Missions

Missions will be revealed on the day of the event. All missions in GHB2022 are available for selection.

Terrain Rules

Terrain will be at the table. Before sides are chosen, roll off, the winning player will place the first piece of terrain, and players will alternate placing terrain until all pieces have been placed. As players place the terrain, roll a D6 to determine its MYSTERIOUS TERRAIN rules (CORE RULES 28.1.3). A Terrain piece cannot be placed within 6" of another terrain piece.

All forests will be WYLDWOOD TERRAIN (CORE RULES 17.1.4), and some terrain will be labeled as IMPASSABLE.

IMPASSABLE

You cannot move a model over this terrain feature unless it can fly or “move over”, and you cannot move a model onto this terrain feature or set up a model on this terrain feature (even if it can fly).

House Rules and FAQs

Games will last 5 turns or until time runs out. Due to the adjustments in scoring for AoS 3.0, it is very important that you finish your game. We are making adjustments to the way that we handle timing so you can finish your rounds within the time limit that has been allotted. If your game runs to time, a TO will give you a 10 minute warning. If you pass the 10 minute mark,

Areas of Effect

When do units check to see if they are affected by an area of effect?

Units and Models

- After setup
- After an ability is used/successfully cast/summoned
- (Examples: Abilities, Spells, Endless Spells)
- After model(s) finish any type of move (Normal Moves, Pile-Ins, Charges... etc)
- After a model is removed/added

When models/units begin and end movement, models/units within range of the same area of effect are considered to have never left the area of effect.

Gothizzar Harvester

Change the first sentence to read, “Roll a dice each time a slain model is removed from play within 3” of any models with this ability.”

When do I get to roll for the random move characteristic of a unit?

You may roll for the random move characteristic (Example: 2D6) when the rules of the game require that you know it.

Example: If an endless spell or invocation requires you to roll to determine movement and you would like to remain stationary. You must decide to remain stationary before making the move characteristic roll. If you roll prior to deciding to remain stationary; you may still move 0” however the endless spell or invocation is still considered to have moved and all triggers associated with movement will still occur. This is because you do not need to know the true movement characteristic until you have decided not to remain stationary.

Army List Rules

This will be a 2000 point, Pitched Battle tournament using the latest warscrolls, erratas, values and restrictions for units supported by GH2022 as of Aug 30th.

Army lists are due by 12:01AM September 4th and can be submitted via email to cmreyn@hotmail.com. Late lists will receive a penalty (5 pts) to their overall score.

Due to recent updates, we will now accept lists from the Warhammer AOS app or Warscroll Builder. The output is much easier for us to work with. We will not take lists submitted from Battlescribe. The Warhammer AOS App can be accessed via your Android or Apple device. Warscroll Builder can be accessed with the link below:

<https://www.warhammer-community.com/warscroll-builder/>

When finished building your list, simply click the question mark at the top of the list builder and select the option to copy your list. Paste your list into the email and send. Please be sure to title your email "AoS List" with your name as this mailbox. You are responsible for checking the accuracy of the list. Any list found to be illegal at the tournament will be disqualified.

Scoring

Scoring is broken down into three major categories: Battle, Army Presentation and Sportsmanship. There will be multiple award categories. A player will only receive one major award.

Overall Champion: Highest total score in the three categories; Battle Points, Sportsmanship, and Presentation.

Best General: Highest total Battle Points

Best Appearance: Judge choice for favorite army.

Best Opponent: Highest sportsmanship score among player votes.

Players Choice: Players choice for favorite army.

Game Scoring

Battle Points from game play will be scored as (Major/Minor) Victory, Loss and Draw along with Grand Strategies and Battle Tactics. We encourage players to play out their games and not concede the remaining Battle Tactic and Grand Strategy points. Make your opponent work for their points and try to score your Battle Tactics and Grand Strategy even if the primary scenario is lost.

Battle scoring is as follows:

Major Victory (25pts)

Minor Victory (20pts)

Draw (15pts)

Minor Loss (10pts)

Major Loss/Concession (5pts)

Did Not Play (0pt)

Grand Strategy (5pts)

Battle Tactic (1pt)

Max score for any single round would be 35 points (Major Win + 5x Battle Tactic + Grand Strategy).

Sportsmanship Scoring

Sportsmanship will be scored in the first four rounds through rank choice voting and round by round feedback. We expect the average player to achieve 12-24 points. If you have an issue with an opponent of any kind that you think goes against the spirit of the players code, PLEASE BRING IT TO OUR ATTENTION ASAP. We cannot retroactively come to an unbiased decision on something that has passed and had no attention brought to it.

Appearance Scoring

Appearance will be scored by judges using a rubric. We anticipate most armies will likely receive a score in the 20-30 range with scores capped at a maximum of 40. This score feeds the Grande Champion. The highest scoring armies will be set aside and a winner will be chosen by the judges. There is a copy of the rubric at the bottom of this packet.

All models submitted as part of your army list including Endless Spells must be presented to the judges during paint judging. Some armies are heavily based on summoning; you may choose to include summonable units for paint judging.

**You will be asked to indicate if you painted your army during the registration process. If you did not you can receive a full paint score but are not eligible for any hobby specific rewards (Best Army / Players Choice).

Players Choice

Players will vote for their favorite army at the end of Round 4. Please bring a small placard (i.e. index card) indicating your name and theme.

For both Sportsmanship and Players choice awards, it is important to vote prior to round 5. If you plan to drop from the event and don't vote, it only hurts your fellow players so please drop by the TO table and vote!

Appearance Related Rules

Painting Standards

All models that are on the table (including summoned units) must be painted to a "battle ready" minimum (GHB2022 Pg. 18). If you have unpainted models you will be asked to remove them. Colored spray prime, a few spot colors and washes or Contrast paints can meet these minimum standards fairly quickly.

Basing Standards

All models must be on the correct sized base according to the latest FAQ from Games Workshop.

Conversions

Conversions are encouraged, but should be clear to a new opponent and must be based properly. If in doubt send us some pictures to review. Player brought terrain must be the actual GW model no proxies allowed, minor conversions of a GW piece to customize it are allowed. Forgeworld models should either be the actual GW model or have been previously approved by our AoS team.

Non-GW/Proxies

Models from Non-GW ranges or Proxies are allowed (2), but should be clear to a new opponent and must be based properly. If in doubt send us some pictures to review. Forgeworld units are not allowed to be proxied.

You can not use the same proxied model to represent multiple different unit types in the same army. (Example: If you are proxying Sequitors with swords as actually having maces you can't have some Sequitor units with swords who are armed as swords.)

Stay Connected

If you have questions about the event please email us at cmreyn@hotmail.com

Alcohol/Food Policy

There is a bar and kitchen on site for food and drinks, lunch menus will be provided and you can put your order in for lunch well ahead of time so it will be ready for you when the lunch break begins. Outside alcohol is allowed as long as we are discrete and respectful.