WARHAMMER
AGE OF SIGMAR

SYDNEY

GRAND TOURNAMENT 2019

PLAYER'S PACK

Version 2.0

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INTRODUCTION

Welcome to the Sydney Warhammer Age of Sigmar Grand Tournament '19. If you're reading this Players Pack, we hope that you will come along and join in with the fun!

Our goal is to run events which are fun, unique, competitive and as players wish we could play in. We attempt to cater for the tournament players, skilled painters and hobbyists, and casual players with something for everyone.

IN THIS DOCUMENT

This document covers all the relevant information you require to attend Sydney GT and have a brilliant weekend. Credit goes to the writers of other players packs from which ideas and concepts were borrowed.

TOURNAMENT SUPPORT TEAM

Anthony M.
Tournament Organiser

Liam B.B
Tournament Support

Josh G.
Tournament Support

Kirk B.
Tournament Support

Chris H.
Tournament Support

Your Tournament Support team promise to do our best to make sure everything runs smoothly so you can enjoy your games as much as possible, however; we will need you to hold up your end of the bargain to create a fun environment for all attendees.

Sydney GT will have a mix of army types in attendance, including highly competitive armies, so please set your expectations correctly.

Please speak to your tournament support if you have any problems, questions, or there is anything that you feel that you need help with – **we're here to help!** You can contact your Tournament Organiser Anthony Magro prior to the event via Email (aos.coach@gmail.com) or any of the Tournament Support team on the day.

EVENT REGISTRATION

Tickets are on sale now at https://events.humanitix.com.au/sydney-gt-19

SCHEDULE

Saturday 12th October 2019 (Day #1)
REALM: Chamon/Metal

7:45 – 8:15	Registration & Event Kick-Off
8:15 – 11:30	**Game #1: TBA**
11:30 - 12:30	Painting Vote
11:30 – 12:45	Lunch
12:45 – 4:00	**Game #2: TBA**
4:00 – 4:15	Break
4:15 – 7:30	**Game #3: TBA**

Sunday 13th October 2019 (Day #2)
REALM: Aqshy/Fire

8:00 – 8:30	Announcements
8:30 – 11:45	**Game #4: TBA**
11:45 – 12:30	Lunch
12:30 – 3:45	**Game #5: TBA**
3:45 – 4:30	Pack-Up & Tallying
4:30 – 5:00	Presentations

Grudges

Players may use the Facebook Event to request a Round 1 Grudge. Both players must agree before a Grudge can be scheduled. By accepting a grudge, you consent to being paired up in Round 1 with that opponent.

VENUE

Canterbury Leagues Club is one of Sydney's premier hospitality destinations with 5 star amenities including Restaurants, a Cafe, bars, entertainment lounges, & gym.

It is easy to get to the Club – situated only a short 100 metre stroll from Belmore Station & located on Bridge Road, Canterbury is not just one of the finest venues in Sydney, it's also one of the easiest and most convenient to access. There is ample undercover parking for patrons who feel like driving otherwise Canterbury is well-serviced by taxis, buses & trains.

ARMY COMPOSITION

Army Selection

Armies will be up to 2,500 points in size and must follow all the restrictions in the General's Handbook 2019. Players create their army using Matched Play points system from the General's Handbook 2019, any warscroll that has official points from Games Workshop is legal (*including ForgeWorld*) and any Matched Play companion books including Firestorm, Malign Sorcery and Forbidden Power.

There will be a 2-week grace period where changes made by GW (*29th September '19*) will not be used at Sydney GT.

Malign Sorcery

Choosing a Realm for your army can grant you access to Realm Spells & Realm Artefacts from Malign Sorcery.

- If your army doesn't have access to an allegiance spell lore, you may select spells from your realm
- If your army does have access to an allegiance spell lore, you may choose to select spells from either your realm or your allegiance, ***not from both***

Miniatures

Models are expected to be fairly WYSIWYG (*what you see is what you get*). 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. Conversions and suitable substitutions are allowed though, so if you have a cool conversion or unusual model, please contact the TO's for approval.

Basing

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.

Army Submission & Deadlines

Army lists are to be submitted via email to aos.coach@gmail.com by 11:59pm on Sunday 29th Sept 2019. Lists are required to be submitted in text format from warscroll builder. PDF or Ayzr lists will be sent back for resubmission.

Please enter the subject of your email as: **Name – Army Allegiance – Gaming Club** (*if any*). Lists will be published in the week of the tournament. All your allegiance abilities, command traits, spells, prayers and artefacts must be stated on your army list

Allegiance Based Terrain

Any army that uses special GW scenery models (e.g. Wyldwoods, Loon Shrines, Feculent Gnarlmaw's) must use official GW models (*in effect they are part of your army and must be displayed for paint judging*).

TERRAIN

Games of Age of Sigmar become a lot more interesting when you have lots of excellent looking tables with plenty of terrain. **Sydney GT players will need to bring at least 3 pieces of terrain** with the following restrictions:

- All terrain must be painted and gaming table quality (*I.E. grey plastic scenery*).
- 1 piece needs to be 'large/medium' size (*GW Sylvaneth woods/Skull Keep/ Obsidian Archway or an equivalent scratch built/alternative terrain piece*)
- 2 pieces need to be smaller (*these could be a pair of Realm Gates, a small shack, Garden of Morr statue or an equivalent scratch-built terrain piece*)

We understand logistically it can be difficult and appreciate the extra effort from you as players to make this happen. If you are traveling and this requirement would restrict you from attending, please reach out to the Tournament Organisers to explore an arrangement.

BECOMING SYDNEY'S GRAND CHAMPION

Sydney Grand Champion will be the person with the most Tournament Points at the end of 5 Rounds. There are **135 Tournament Points** available through List Submission, Army Painting, Gaming, & Sportsmanship.

Army List & Painting			**35 TP Available (26%)**
Army list submitted on time	5 TP	Army list submitted in correct format	4 TP
Characters named on army list	1 TP	Army painted per rubric	15 to 25 TP
Gaming (*Per Round*)			**80 TP Available (60%)**
Major Victory:	12 TP	Minor Loss:	3 TP
Minor Victory:	9 TP	Major Loss:	0 TP
Draw:	6 TP		
Hidden Agenda Achieved:	0 to 2 TP	Tertiary Objective Achieved:	0 to 2 TP
Sports			**20 TP Available (14%)**
Sports Points (Per Game)	Up to 4 TP		
Negative Modifiers *(Per Round)*			
Did not bring 3 pieces of terrain	-1 TP	Arriving late to the table	-1 TP
Inappropriate behaviour	-1 to -5 TP		

Players will be randomly drawn against an opponent in round 1 then the Swiss chess system will be used to pair off entrants in subsequent rounds. You cannot play the same person more than once during the event. If you are drawn against someone you have previously played, a tournament official will swap you.

We will be using Major Victory/Minor Victory system as defined in the General's Handbook to determine the winner of each game. Each Battle Plan outlines the rules for determining the winner for each game.

AWARDS CATEGORIES

There will be a number of awards on offer during Sydney GT;

PERFORMANCE AWARDS

1. Best Overall
2. Best Overall, First Runner Up
3. Best Overall, Second Runner Up
4. Best in Alliance
5. Best Sportsmanship
6. Meta Breaker
7. Wooden Spoon
8. Best Club Performance

HOBBY AWARDS

9. Best Painted Army
10. Coolest Army
11. World Creator
12. AoS Influencer
13. Online Favourite Army
14. Online Favourite Army, Runner Up
15. Best Narrative

Performance Awards *(tie breakers by sports second)*

1. **Best Overall:** *Awarded for the most tournament points at the end of the tournament*
2. **Best Overall, First Runner Up:** *Awarded for the 2nd most tournament points at the end of the tournament*
3. **Best Overall, Second Runner Up:** *Awarded for the 3rd most tournament points at the end of the tournament*
4. **Best in Alliance:** *Awarded for most tournament points in Order, Chaos, Death, & Destruction Grand Alliance. Winners who also claim Best Overall/Runner Up's will forfeit their prize to the Runner Up*
5. **Favourite Opponent:** *Awarded for the most Favourite Opponent votes at the end of the tournament*
6. **Meta Breaker Award:** *Awarded for our favourite army which is unusual/quirky that also achieves a solid win record (3 wins+). Tournament Support will determine if a list qualifies after list submission.*
7. **Wooden Spoon:** *Awarded for the least tournament points at the end of the tournament excluding dropouts*
8. ***Best Club Performance:*** *Awarded to the gaming club with the highest average tournament points at the end of the tournament. Clubs must feature at least 4 players to be eligible for this award.*

Hobby Awards *(tie breakers by favourite sports first, tournament points second)*

1. **Best Painted:** *Judged by event appointed Painting Judges & awarded for Best Painted Age of Sigmar army used at the event, including endless spells / summoned units / allegiance terrain. Display board may be used.*
2. **Coolest Army:** Judged by Sydney GT '19 players for the Coolest Army (painted, converted, themed, displayed), Awarded for Best Painted Age of Sigmar army used at the event, judged by Sydney GT '19 players, including endless spells / summoned units / allegiance terrain. Display board may be used.
3. **Online Favourite Army:** Judged by an online poll & awarded to the army used at the event with the highest number of votes within a 24 hour period including endless spells / summoned units / allegiance terrain. Display board may be used
4. **World Creator:** *Awarded for our favourite terrain set brought by a player to be used over the weekend.*
5. **AoS Influencer:** *Awarded for our favourite social media influencer who shares photos, videos and/or posts about Sydney GT '19 using the hashtag* ***#SydneyGT19*** *on Twitter or Instagram. Tournament Support will determine based on quality of posts.*
6. ***Best Narrative:*** *Awarded for the best/strongest army narrative submitted to aos.coach@gmail.com PRIOR to Sydney GT '19. Narrative can be demonstrated by text or video to describe about its composition, how it fits into the overarching lore of the realms and/or the current world narrative. Your narrative can be Grim Dark or Fairies and Unicorns or just ridiculous and comical. Whatever fits your personality.*

Favourite Opponent Award

Gaming etiquette is very subjective, but we believe this should go to a player who behaves well at the table, plays a fair game, reminds their opponent if they forget to do something and is generally a pleasure to play against. The result of the game, the army list or the luck of the dice should not influence this). At the end of Game 5 you will have an opportunity to rate your top three favourite opponents.

HIDDEN AGENDAS & TERTIARY OBJECTIVES

In addition to the Major/Minor Victory objective as determined each round by the Battle Plan, players will be able to generate Tournament Points through Hidden Agendas & Tertiary Objectives.

- ***Hidden Agendas:*** After choosing table sides but before deployment, each player will secretly choose 1 Hidden Agendas from the provided list. These Agendas is to remain a secret and not be shared with their opponent until the end of the game. Once achieved, a Hidden Agenda can never be chosen to use in another game the rest of the tournament. You can find the full list of Hidden Agendas & their rules in this Warhammer Community post.
- ***Tertiary Objectives:*** Each Round will include an additional objective that is predetermined by the Tournament Organiser. An example of a Tertiary Objective could be to control the centre objective in the last battle round. Check the Sydney GT '19 Battleplan Pack for more information.

NEGATIVE ACHIEVEMENTS

In each Round a negative achievement will be announced by the Tournament Support team, with prizes immediately available for the first winner/s. An example of a negative achievement could be the first person to fail casting a spell with 2x 1's. An example of the prize could be a set of terrain dice. More information will be available on the day.

ON THE DAY

ELETRONIC RESULT SUBMISSION

Players will use **Down Under Pairings** throughout the weekend to submit their results, to vote for Favourite Army nominations, and to vote for their Favourite Opponents. We believe going digital will speed up the event and allow the Tournament Support team to spend more time on the floor (with you).

You will be expected to have registered with **Down Under Pairings** prior to the event. An official link to Sydney GT's event will be shared in advance which you will need to join. Stay tuned!

WHAT YOU NEED TO BRING

Players should bring the following;

- 6 Copies of Your Army Lists
- A Fully Painted Army (*see above*)
- Generals Handbook 2019 & AoS Rulebook
- Measuring Tape & Combat Gauge
- 3 Pieces of Terrain (*see above)*
- Army book/s (*if any*)
- Dice, Wound Markers & Buff Counters
- Recommended: Carry tray to move your army around the tables

REALMSCAPE FEATURES

All games on Day 1 will take place in the Realm of **Chamon/Metal**, with both games on Day 2 taking place in **Aqshy/Fire**. A copy of the Realmscape rules will be provided at every table during the games. Realm benefits such as command abilities and realmscape feature will be announced on the day.

The Draw and Pre-Setup

Each round the draw will go up on the Facebook Event and around the venue. It will show your table number and the opponent you will be facing. The draw is random on the first game and then a "Swiss Chess" system is in place on the following games (*this means you play people who are on similar scores*).

Before starting your game, you should hand your opponent your list and allow about 5 minutes to look at them and discuss any rules or ask any questions. The players will then commence the pre-game sequence.

GAME SEQUENCE

Each round will last 3 hours and 15 minutes, which should be plenty of time for the game to be played out. There will be reminders at 90, 60, 30, and 10 minutes to go. We recommend not starting a new battle round if both players can't complete their turns in the time remaining, however; this needs to be reasonable.

Results must be submitted before the end of the round to keep the event on track. If players are still not finished at the end of a round, then they will be asked to stop and work out results.

We reserve the right to issue a penalty to anyone who does not complete 3 games in the time limit. Please bear this in mind when designing your army lists, if you want to take 140 models be prepared to play quickly.

ETTIQETTE

Each player will rate their opponent on gaming etiquette based entirely on their behaviour during the game, not on the list played. On the day you will be provided with the below checklist which is worth 4 TP per round.

Etiquette Checklist *(1 TP per question)*

1) Opponent was on time and prepared for the game (*they had dice, tape measure, markers for their army*)
2) Opponent knew their army well and did not spend an overly long time looking up their own rules
3) Opponent explained their army to you if asked and was clear with their actions.
4) Opponent did not try to cheat or bend rules.

RULE DISPUTES

All rules disputes should be resolved in one of three ways. Look in the appropriate rulebook & FAQ, roll a D6 for it, or ask a TO – once a ruling has been made it is final.

WASTING TIME

If you arrive late for registration or any round which results in your opponent sitting idle waiting for you, you will incur a penalty of -1 tournament point per instances. If you are late for every round you will incur an additional -4 tournament points (total – 8 tournament points).

If a judge is informed or observes anyone intentionally time wasting or delaying their turn or failing to start a new set of turns because they might lose but there is enough time remaining, we will intervene and may issue a TP penalty.

GENERAL MISBEHAVIOUR MAY RESULT IN INSTANT DISQULIFICATION (YOU MAY BE KICKED OUT)

CONCEDING OR DROPPING OUT

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede before the game has reached its natural conclusion, the conceding player earns a Major Loss and zero points for enemy units destroyed. The winning player records a Major Victory and 2,500 points for enemy units destroyed.

If you drop out of the event, the Tournament Organiser will determine how you are ranked at the end of the tournament for the purposes of the Australian Masters rankings. You may be recorded at your Win/Loss scores based on last completed game with the remaining recorded at Major Losses, or all five games will be recorded at a Major Loss.

We appreciate that sometimes life can get in the way and take priority from your gaming, however; it's also important to consider the experience of every player. Should you find yourself in a position where you can no longer complete the event, speak to the Tournament Organiser ASAP so an appropriate solution can be put in place.

ARMY PAINTING

Models are to be painted to 3 colours with at least one colour on the base. Any player who has models removed will score 0 TP's for army painting.

Does not meet painting requirements & will be removed

Demonstrates standard painting techniques

Demonstrates advanced painting techniques

PAINTING RUBERIC

	Criteria	Points	Scored
	The army is entirely painted to a three colour minimum standard.	**15**	
	When looking at the army it is visually cohesive	**3**	
Painting Technique	Basic shading, highlighting or blending across whole army, ***OR;***	**1**	
	Army displays advanced painting techniques (blending, NMM, OSL)	**2**	
Freehand	Banners or some models display use of basic freehand or decals, ***OR;***	**1**	
	Banners, flags & appropriate models are freehand painted to a high level	**2**	
Modelling	Some models are kit bashed or have minor conversions, ***OR;***	**1**	
	Some models are extensively converted and dynamically posed (kit bashing, green stuff sculpting, etc.)	**2**	
Basing	All models have consistent basing material/paint applied to all bases, ***OR;***	**1**	
	Models have detailed basing	**2**	
	Painted and based display board is used to present the army	**2**	

TOTAL **___/ 25**

PAINTING NOMINATIONS

During the lunch break after Game 1 players may display their armies for judging. During this time, players will vote on their single favourite army based on painting, modelling, and theme. 2'x2' display boards are optional, but armies on display boards will inevitably get more votes. We strongly support cool conversions and out of the box ideas as well! To ensure you achieve the maximum player votes make sure your army is labelled with your name. You may wish to bring something from home.

FAQ'S

Refunds: A full refund will be available until 1st September. After this date refunds will no longer be given, however; your ticket is transferable. Reach out to the TO if you can no longer attend.

House rules in addition to General's Handbook and Age of Sigmar Rules:

1. Dice rolling apps will NOT be in use
2. Dice must be clearly legible and easily interpreted by all parties involved at the event
3. All dice must be rolled onto the table or into a dice tray (not into your hand, or in a plastic organizer). Make sure your opponent can see them before you begin removing or re-rolling.
4. Where multiple entries for the same unit exist, use the most up to date version.
5. Base sizes should be within reason, but never smaller than the bases the models were supplied on.
6. During the game, players may remove trees to simplify measuring, but models cannot be placed inside the holes where trees are supposed to be.
7. If in the event that award winners are tied after the first nominated tie breaker (page 5), the Tournament Organisers may use a secondary tie breaker such as Kill Points

Q: Can I use a Firestorm Allegiance at this tournament?
A: Yes, at Sydney Grand Tournament your army can be created within the Firestorm Allegiance.

When you organise your collection to be an army from a specific city or under the command of a specific warlord, and you choose to use the Grand Alliance allegiance abilities instead of any others available to your army, it benefits from an additional City & Warlord allegiance ability; these can be found in Warhammer Age of Sigmar: Firestorm.

This does not change the army's Grand Alliance allegiance, and you can still use the battle traits, command traits and artefacts of power for the Grand Alliance normally. You cannot use the City & Warlord allegiance abilities with any other allegiance abilities apart from Grand Alliance ones.

For example, if you had an army made up entirely of Stormcast Eternals and you chose to use the Order allegiance abilities instead of the Stormcast Eternals ones, you could also use the Anvilgard allegiance abilities on page 60. If you later added Free Peoples to your army, both they and the Stormcast Eternals would be able to use the Order and Anvilgard allegiance abilities.

Q: How do the abilities with off the table effects work?
A: Any rule that requires an out of game, quirky action, such as dancing, staring, shouting, etc. will always be in effect as if the person had done the required action already.

ACCOMMODATION

There are a number of accommodation options for our guests travelling into Sydney, or who just don't want to go home. Here are a few locations that may need your needs;

- Airbnb Belmore
- Comfort Inn & Suites Burwood *(10 min drive)*
- Wiley Park Hotel *(6 min drive)*
- Lakemba Hotel *(3 min drive)*
- Campsie Hotel *(6 min drive)*

WE WOULD LIKE TO THANK THE FOLLOWING SPONSORS

Running an event such as Sydney GT is not a simple task, and we appreciate the support and investments made by;

Games Workshop

https://www.games-workshop.com/

The Game Cube

www.thegamescube.com/

Dark Fantastic Mills

https://darkfantasticmills.worldsecuresystems.com/

Deep-Cut Studio

https://www.deepcutstudio.com/

Kromlech

https://bitsofwar.com/

Module-R Terrain

https://moduler.com.au/

Heralds of War

https://www.facebook.com/Heraldsofwar/

Friday Night Gaming

https://www.facebook.com/groups/611805728910307/

Down Under Pairings

https://downunderpairings.com/

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http://jonscrivens.com/

Shabby Shac

https://www.shabbyshac.net.au/

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