WARHAMMER
AGE OF SIGMAR

SYDNEY

GRAND TOURNAMENT

PLAYER'S PACK

Version 1.2

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INTRODUCTION

Welcome to the Sydney Grand Tournament, Age of Sigmar tournament at MOAB 2018. This document will cover all of the relevant information you should require to attend our event and have a brilliant weekend!

IN THIS DOCUMENT

This document contains what you need to bring, the schedule, army composition, and general information about the event itself. Credit goes to the writers of other players packs from which ideas and concepts were borrowed.

If you've any questions about the pack, event or army selection general please don't hesitate to contact Anthony Magro via Facebook Messenger (https://www.facebook.com/anthony.magro), via Email (aos.coach@gmail.com), or via Twitter @AnthonyMagro

EVENT REGISTRATION

Tickets are on sale now: https://www.motherofallbattles.org/registration-checkout/?uts=1531126940#checkout

SCHEDULE

Saturday 29th September 2018 (Day #1)

8:30 – 9:00	Registration & Event Kick-Off
9:00 – 11:45	**Game #1: Blood & Glory**
11:45 -12:30	Painting Vote
11:45 - 12:30	Lunch
12:30 – 3:00	**Game #2: Places of Arcane Power**
3:00 – 3:15	Break
3:15 – 5:45	**Game #3: Star Strike**

Sunday 30th September 2018 (Day #2)

8:30 – 9:00	Announcements
9:00 – 11:45	**Game #4: The Relocating Orb**
11:45 -12:30	Lunch
12:30 – 3:00	**Game #5: Focal Points**
3:00 – 3:30	Pack-Up & Tallying
3:30 – 4:00	Presentations

VENUE

Sylvania Heights Community & Youth Club is the home of MOAB (*Mother Of All Battles*).

- Drivers: there is plenty of free parking available on-site Entry to the venue is via. Box road.
- Public Transport: Sutherland is your closest train station (*T4 line*) and will require either a short Uber/taxi. (*7-12 minutes*) or bus ride (*30 minutes*)

Feel free to use the Facebook Event to find local players who can give you a lift or help you from Sutherland

ARMY SELECTION

Players will create their army list using the Matched Play points system from the General's Handbook 2018, ForgeWorld or Battletomes released after the GHB18. Armies will be up to 2,000 points in size and must follow all the restrictions in the General's Handbook. Players are expected to use the most up to date warscrolls & points.

Allegiance Abilities, Artefacts, Spells, Etc.

Command Traits, Endless Spells & Artefacts, as well as any Battletome specific spells, prayers, etc. must be included on your list. These will not change throughout the course of the tournament.

- *Realmscape rules will be in play, chosen by the TO which you can find here: http://bit.ly/2zEzi9q*
- *Realm artefacts will be in play, must be chosen in advance and listed on your army list*

List Submission & Deadlines

Lists are to be submitted using warscroll builder (https://www.warhammer-community.com/warscroll-builder/) in PDF format and attached to an email to aos.coach@gmail.com by 11:59pm on Sunday 16 Sept 2018.

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.

WHAT YOU NEED TO BRING

- 6 Copies Of Your Army Lists (*printed, Azyr or scroll builder is fine*)
- A Fully Painted Army (*see below*)
- Generals Handbook 2018 & AoS Rulebook
- Measuring Tape & Combat Gauge
- 3 Pieces of Terrain (*see below*)
- Army book/s (*if any*)
- Dice & Counters
- Recommended: Carry tray to move your army around the tables

TERRAIN

Games of Age of Sigmar become a lot more interesting when you have lots of excellent looking tables with plenty of terrain. MOAB 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. no cardboard boxes or 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, walls and fences, a small shack, a Garden of Morr statue or an equivalent scratch built/alternative terrain piece*)

You may want to have your name or initials marked on the bottom of the terrain piece.

Age of Sigmar Scenery Warscrolls: Should you bring a Games Workshop produced a *Citadel Wood*, *Dragonfate Dais*, *Magewrath Throne*, *Numinous Occulum*, *Ophidian Archway*, *Sigmarite Mausoleum* (whole piece, not broken up), or *Arcane Ruin* as a required terrain piece, you may use the updated warscroll for them.

This does not impact allegiance terrain such as Sylvaneth Woods, Gloomtide Shipwreck or Feculent Gnarlmaw.

These 3 pieces of terrain will be the "main" pieces but players should feel free to bring more and even small scatter terrain if they want to. Both players must agree for players to use these extra terrain pieces.

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 Organisaer to explore an arrangement.

BECOMING SYDNEY'S GRAND CHAMPION

The Tournament Champion will be the person with the most Tournament Points at the end of 5 games. There are **195 Tournament Points** available through List Submission, Army Painting, Gaming, & Sportsmanship.

Army List & Painting — **45 TP Available**

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 30 TP
Best Painted Nomination (Max 1)	5 TP		

Gaming (*Per Round*) — **120 TP Available**

Major Victory:	15 TP	Minor Loss:	5 TP
Minor Victory:	10 TP	Major Loss:	1 TP
Draw:	7 TP	Scheme Achieved:	9 TP

Sports — **30 TP Available**

Sports Points (Per Game)	Up to 5TP	Best Opponent Vote (Max 1)	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.

Players may use the Facebook Event to request a Round 1 Grudge. Both players must agree before a Grudge can be scheduled.

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. If a player wins a Major Victory, their opponent scores a Major Loss. If a player wins a Minor Victory, their opponent receives a Minor Loss. A draw can only happen if players are tied on the major objective, schemes, and kill points.

Schemes

In addition to the Major/Minor Victory objective as determined each round by the Battle Plan, we will be utilizing Schemes for each player to achieve every game. Schemes are asymmetrical, hidden secondary objectives each player will try and achieve each game.

Upon checking in to the tournament Saturday morning, each player will be asked to draw 7 Scheme cards out of a larger set of 19 Schemes (*more informational in Scheme section below*).

AWARDS

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

- Best Overall
- Best in Alliance - Most TP's in Order, Chaos, Death, & Destruction and not named as Best Overall. Ties decided by Sportsmanship.
- Best Sportsmanship - Most Sportsmanship Points. Ties decided by TP's.
- Best Painted – Most Best Painted votes
- Super Schemer - Player who completed the most Schemes. Ties decided by TP's.

ARMY PAINTING

Models are expected to be fairly WYSIWYG (*what you see is what you get*). 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.

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. You can find MDF round bases at sites like Back2Basix or on eBay.

Any player who has models removed will score 0 TP's for army painting.

PAINTING RUBERIC

	Criteria	Points	Scored
Standard (Max 20)			
	The army is entirely painted to a three colour 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	2	
Optional (Max 10)			
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	Models have detailed basing	2	
	Painted and based display board is used to present the army	2	
		TOTAL (Max 30)	___/___

Best Sportsman Award
During the event anyone can nominate one person they played for this award. The player who receives the most nominations will win the best sportsman trophy.

Sportsmanship 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. In short the vote should go to the person you would want to play again more than the others (the result of the game, the army list or the luck of the dice should not influence this).

Players may wish to use the following questions to rate their opponent after each game:

- Did he/she show up to the game on time and with all the necessary items to play?
- Did he/she adhere to the rules of AoS and handle any rules disputes or questions respectfully and agreeably?
- Most importantly, did your opponent conduct themselves in a manner that made the game an enjoyable experience?

ON THE DAY

Each round will last 2.75 hours, which should be plenty of time for the game to be played out. We will be playing the following Pitched Battles battle plans out of the Warhammer Age of Sigmar Core Book & Generals Handbook 2018:

1. Blood & Glory
2. Places Of Arcane Power
3. Star Strike
4. The Relocating Orb
5. Focal Points

We will need results in before the end of the round to the front desk to keep the event on track. In the event players are still not finished at the end of a round then they will be asked to stop and work out results. Equal turns should be the aim of every player if you are approaching the time limit.

The Draw and Pre Setup
The draw will go up each round in several places around the venue. This will show your table number, opponent and the army 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.

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.

The player with the most votes will win Best Painted. Ties in votes will be decided by the tournament organizer.

RULE 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.

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 2,000 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.

In Game Walk Through

1. *Before the Battle Begins:* List Reveal

   Once players have been drawn for the round and are at their assigned table, each player will share their list to their opponent.

2. Scheme Choice

   After lists have been chosen and revealed, players choose which Scheme they will pursue in their game. This card is then removed from their deck and placed face down on the table.

3. *In the Midst of Battle:* Scheme Reveal

   Once a player completes a Scheme, they will flip their card face up on the table. For some Schemes, this may not occur until the end of the game. Each card will outline the criteria for the reveal.

4. *The Battle Ends:* Recording Scores

   Once the game is complete, each player will tally their scores for the round. This will include the primary objective and the Scheme objective. Players will sign their opponent's score sheet to confirm the scoring.

   Additionally, each player will rate their opponent on Sportsmanship. Keep in mind that this Sportsmanship score is based entirely on your opponent's behaviour during the game, not on the list played. We want to reward stellar tabletop behaviour, not punish hard lists.

SCHEMES

Before the start of each game, players must choose one scheme to achieve in their game. This Scheme is to remain a secret and not be shared with their opponent. Once picked, a Scheme can never be chosen to use in another game the rest of the tournament. Players will score tournament points at the end of the game if they successfully complete their Scheme.

The following list of Schemes make up the total number of Schemes players could have to achieve in game. Before the tournament, these 19 Schemes will be given physical cards. Saturday morning, at sign up, players will be asked to draw 7 cards, which will comprise their Scheme deck to use for the duration of the tournament.

Scheme List

1. **Securing the Sacred Site**
   Your mission is to claim a sacred site for your people. Upon choosing this scheme, select a single piece of terrain outside of your deployment zone. To succeed on this Scheme, you must control this piece of terrain at the end of the final battle round of the game. You control the terrain by having more models on or within 6 inches of the objective than any other player. If you have control of the terrain piece at the end of the last battle round of the game, you may reveal this scheme as successful.

2. **Murdering Your Protégé**
   Before the start of the game, after all units have been deployed, choose a single HERO in your army that is not the General. This model must be killed by the enemy before the end of the game for this scheme to be successful. If the chosen HERO is killed by the enemy, you may reveal this scheme as successful. If the HERO is killed in any other way (including by your forces or by wounds they deal to themselves), then this scheme fails.

3. **Secret Messenger**
   Before the start of the game, after all units have been deployed, choose a single HERO in your enemies' army that is not the General. This model must survive the game for this scheme to be successful. At the end of the game, if the chosen HERO is not killed, you may reveal this Scheme as successful.

4. **Vendetta**
   Your general must kill the enemy general. If your general deals the final wound to the enemy general, this Scheme is successful. If your General deals the last wound to the enemy general (removing them from play), you may reveal this scheme as successful. If any other model kills the enemy general (including itself), this scheme fails. If the enemy general returns to play for any reason after the last wound is dealt, this scheme may not be revealed until the final wound is dealt and the model is removed from play and does not return.

5. **The Tomb King's Curse**
   Before the game begins, select one of your units, this unit is Cursed. If the Cursed unit is destroyed, the unit that killed them (or dealt the last wound to them) is now Cursed. This repeats, i.e. if the current cursed unit is killed or destroyed, the unit that destroyed them is now Cursed. This scheme is revealed the first time that the Curse changes units. At the end of the game, if you do not have any Cursed units, you may reveal this scheme as successful.

6. **Making an Impression**
   You must destroy the enemy unit with the highest point cost. If multiple units are tied for highest point cost, you may choose one, which must be noted before the game begins. If the highest point cost enemy unit is destroyed (*completely removed from the table and does not return*), you may reveal this scheme as successful.

7. Too Valuable to Die

Before the game begins, select one of your non-HERO or non-MONSTER units. To succeed on this scheme, that unit must avoid Close Combat. At the end of the game, if the chosen unit has not engaged in Close Combat (i.e. never been attacked or attacked in the Close Combat phase) and at least one model from that unit is still alive, you may reveal this scheme as a success.

8. Plant the Flag

Your goal is to reach the enemy deployment zone with a unit you control with the TOTEM keyword or a banner/standard. At the end of the game, if a unit you control with the TOTEM keyword or a unit banner/standard is alive in the enemy deployment zone, you may reveal this scheme as successful.

9. Map Maker

Your goal is to explore the game board by reaching all four corners of the play area with any of your units. If at any point in the game, you have touched all four corners of the play area (i.e. come within 1" of the corner of the play area with any of your units), you may reveal this scheme as successful.

10. Et Tu Brute

Your goal is to get your General killed by the enemy forces before the end of the game. If your General is killed by an enemy model and removed from play without returning for any reason, you may reveal this scheme as successful. If your general is killed or removed from play for any other reason, this scheme fails.

11. Thirst for Blood

One of your units has an insatiable lust for blood and your goal is to make sure that they are attacking the enemy forces in each battle round. At the start of the game, nominate a single unit you control. This scheme is successful if the chosen unit makes an attack roll against an enemy unit during each battle round that they are alive.

At the end of the game or if the chosen model dies, you may reveal this scheme as a success if the chosen unit made an attack roll during any phase in each Battle Round of the game that they were alive. If a full Battle Round passes without this model making an attack roll for any reason, this scheme fails.

12. Outmanoeuvre

Your goal is to have more units in the enemy deployment zone at the end of the game than your opponent. If at the end of the game, you have more units in the enemy deployment zone than the enemy, you may reveal this scheme as a success.

13. Blood for the Blood God

At the start of the game, nominate a single piece of terrain. This contains the hidden altar to Khorne. Your goal is cause as much bloodshed on that Terrain piece as possible. If at any point in the game, at least 40 wound have been dealt either to units on the chosen terrain or by units on the chosen terrain (enemy or friendly) you may reveal this scheme as successful.

14. Rule Through Fear

Your goal is to make as many models as possible flee the battlefield from failed Battle shock tests. If at any point in the game, you have caused at least 3 different enemy units to fail a Battle shock test (i.e. lose at least 1 model during the Battle shock phase), you may reveal this scheme as successful.

15. Treacherous Progression
Your weakest hero has a plan to catapult up the ranks. At the start of the game, nominate a HERO with the lowest point cost. If multiple HEROES are tied for lowest point cost, you may choose which hero is nominated. Your goal is to have this HERO be the only HERO in your army that is alive at the end of the game. At the end of the game, if the nominated HERO is the only HERO in your army that was not killed (i.e. removed form play for any reason without returning), you may reveal this scheme as successful.

16. Some Gave All
Your goal is to make sure that each of your units participates in the bloody battle and is wounded in the process. At the end of the game, if none of your units are at their full starting wounds (i.e. because of lost models or wounds on models with multiple wounds) you may reveal this scheme as successful.

17. King of the Monsters
Your goal is to have the only monster alive on the battlefield at the end of the game. At the end of the game, if no other player has any units with the MONSTER keyword on the battlefield, you may reveal this scheme as successful.

18. Survival
Your goal is to have as much of your army as possible survive the battle. At the end of the game, if you have at least 50% of your total army alive on the table (units that are not currently on the table for any reason do not contribute to this total), you may reveal this scheme as successful.

19. Booby Traps
At the start of the game, nominate one of your Non-MONSTER units as Trappers. Your trappers are trying to lay traps on notable terrain. Your Trappers can trap a piece of terrain by ending their movement in the Movement Phase on a piece of terrain outside of your deployment zone. If at any point in the game, you have Trapped at least 3 piece of terrain outside of your deployment zone, you may reveal this scheme as successful.

FAQ'S

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

- Where multiple entries for the same unit exist, use the most up to date version.
- Firestorm supplement will be in use (*see below for more information*)
- Base sizes should be within reason, but never smaller than the bases the models were supplied on.
- Sylvaneth Wyldwoods must be the exact size of the Games Workshop Citadel Wood bases, including the holes for trees, and players must have trees or equivalent.
- During the game, players may remove trees to simplify measuring, but models cannot be placed inside the holes where trees are supposed to be.
- Legion of Nagash Gravesites - All measurements and ranges will be measured from the centre of the gravesite. We recommend using markers that obstruct gameplay as little as possible. If in doubt, small, flat tokens work best.
- If models on tall scenery pieces (i.e. towers) cannot be reached in melee combat, use the Garrisons rule from the Watchtower warscroll to determine melee distance.
- Any custom-made terrain being used to replace a GW terrain piece (i.e. Feculent Gnarlmaw and Gloomtide Shipwreck) must adhere to the correct size of their Games Workshop produced kit

Q: Can I use scenery warscrolls in my games?
A: Yes. Refer to Page 3 of this players pack to find out which scenery warscrolls will be eligible at Sydney GT.

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.

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 the following organisations;

THE GAMES CUBE

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