



SOLENT WARGAMERS CLUB

Tabletop, card and board games club in Portsmouth

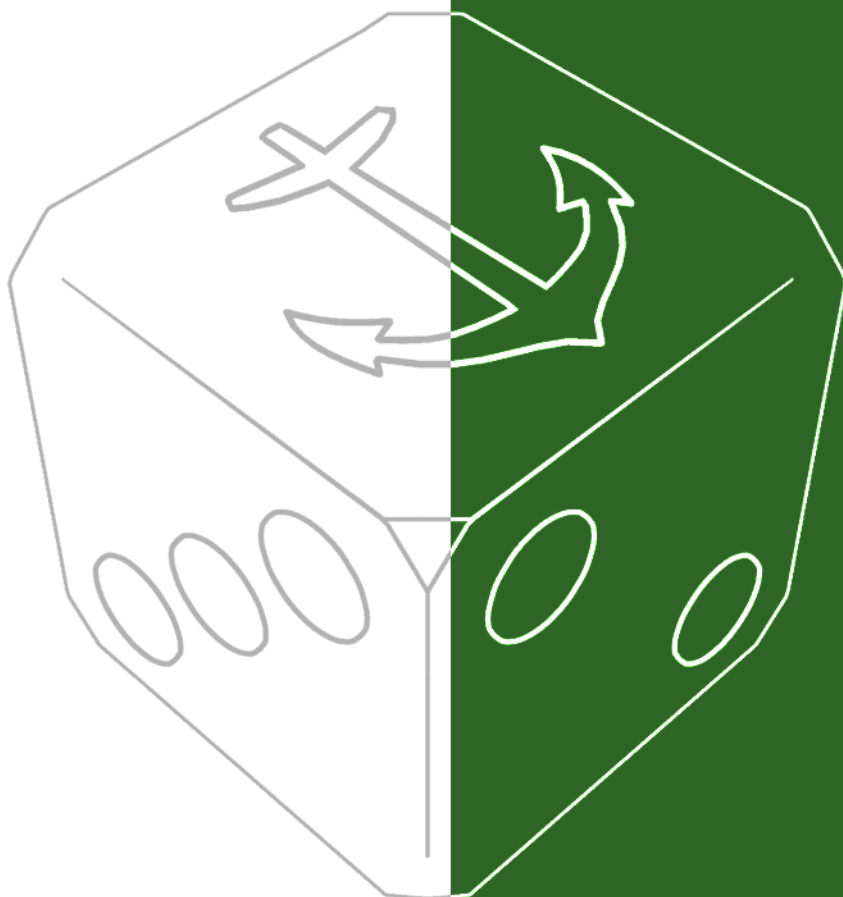
HONOUR AND GLORY

AGE OF SIGMAR TOURNAMENT

25 NOVEMBER 2017

£10

PROFITS IN SUPPORT OF:



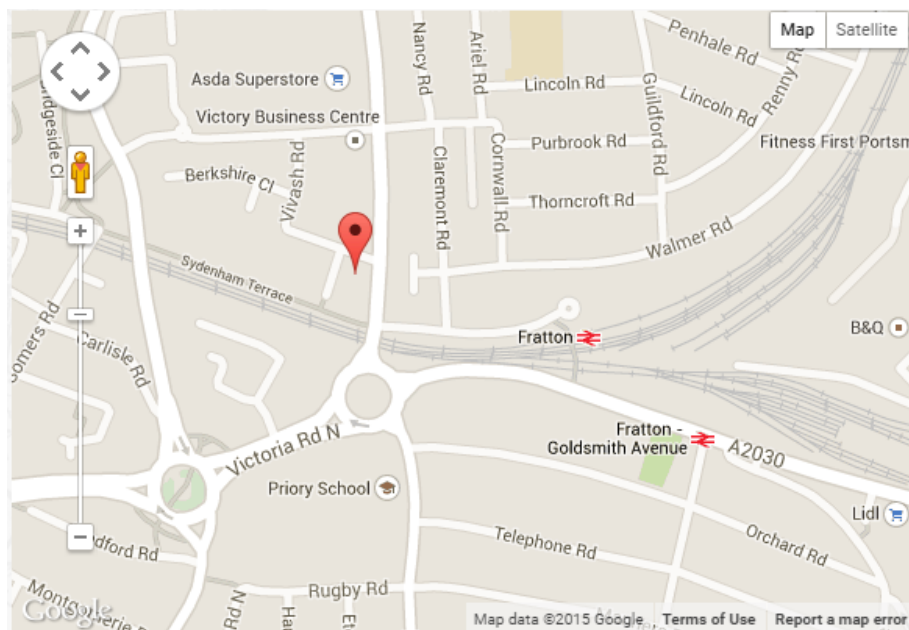
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EVENT SUMMARY

Event Type:	Tournament
Date:	25 November 2017
Eligibility:	Open to All
System:	Warhammer: Age of Sigmar
Points value:	2000
Start time:	9:00
End time:	18:00
Ticket Price:	£10.00

Tickets may be purchased in person from a member of the club committee or via PayPal at the following address: <http://solentwargamers.co.uk/product-category/tickets/>



VENUE

LOCATION

Upstairs at the Royal British Legion Portsmouth South:

1 – 3 Lucknow Street
Portsmouth
Hampshire
PO1 1PT

The venue is a 2 minute walk from Fratton train station and has a visitors' car park.

ACCESS

There should always be a doorman present and the front door will be unlocked. If this is not the case, please use the buzzer to the right of the entrance.

The event organiser may use the rear fire escape to bring equipment into the hall. This is not a public entrance and should not be used by attendees.

RULES & REGULATIONS

FOOD & DRINK

The venue is a licensed premise. As such, beverages purchased outside the venue are not permitted in the hall. Alcohol and soft drinks are served most of the day. Tea & coffee are also available at the bar.

CLOTHING

The following are not allowed by the venue:

- Wearing of hats or headgear to be worn in the bar.
- No offensive clothing.
- No exposed shoulders/midriff

RULES

RULESET

Warhammer: Age of Sigmar as available on the Games Workshop website combined with extra material found in the General's Handbook 2017.

FAQS & ERRATA

The errata as published on the [Warhammer Community website](#) will be used for this event. Furthermore, the 'Pitched Battles' rules as published in the General's Handbook will be used.

We ask that all measurements are taken from base to base, ignoring limbs and weapons that hang over the edge of the model's base.

Battleplans will be announced the week before the event takes place.

Objectives should be measured from the position on the battleplan, not the outer edges of any objective marker.

Any 'Hints and Tips' as published in Battletomes will also be considered errata for this event.

PAIRINGS

First round pairings will be randomly assigned. Where possible, this will avoid pairing players who regularly play against each other i.e. from the same town, club or store.

Subsequent pairings will be determined by the Swiss system – those with similar scores so far will be paired.

BYE ROUNDS & ODD NUMBERS

If possible, there will be a stand-in player to ensure even numbers. This may be the event organiser, though they will be excluded from winning any awards at the event. If this is not possible, the lowest standing competitor will receive a bye, scored as for a draw.

COMPOSITION & RESTRICTIONS

Players must select their army in accordance with the Matched Play rules.

Player armies are limited to 2000 points worth of Warscrolls and Battalions. Points for Warscrolls and battleline can be found in the General's Handbook 2017.

Allegiance traits, artefacts and abilities may be used. Abilities and Artefacts are to be selected during army creation.

MINIATURES

PROXIES

Proxies are allowed as long as they are appropriate representations of the model they stand in for, and you must make it clear to your opponent what any proxies are before the game starts.

Please check in advance with the organizer for suitability of proxies, otherwise you might be unable to use them.

ASSEMBLY & PAINTING

All models must be assembled and fixed to a correctly sized base. Painting is not a requirement, but bonus points will be allocated for fully painted forces. For the purposes of scoring, 'Painted' has this definition:

"A painted miniature is one that has had a suitable selection of colours applied to it, in order to make the miniature more aesthetically pleasing than its unpainted or base coated equivalent. The base is considered to be a part of the miniature."

There will be points awarded for army theme, which has this definition:

"An army will be considered to be themed if, as a whole force including summoned units, it appears to be one cohesive body."

These definitions are deliberately vague and does not take into account skill, medium or technique. Judges decisions are final, but if you are in any doubt that your miniatures may not pass these standards, please ask in advance to avoid disappointment on the day.

SPORTSMANSHIP

All players are expected to be civil and respectful at all times, and treat other players as they would like to be treated. When asked, players should provide the information for their models, as well as any other additional public information. Basically, do not be a dick! Activations/turns should be played in a timely manner.

Players are given a single warning when their behaviour towards other attendees is considered unacceptable. This includes anything from deliberate cheating to abusive behaviour. If their behaviour persists, and the organiser determines the player to be a disruption to the tournament, it is within their authority to disqualify the player from the event.

BOARDS & TERRAIN

Terrain will be placed by the organizer in advance and must not be moved by the players. Please take a moment to talk to your opponent about the terrain and make sure you both agree on how it is played.

There is no requirement for players to bring their own terrain to this event.

PLAYER RESPONSIBILITIES

You will need to bring with you:

- All the models you need to play your force
- Official Rules for everything you will need
- Tape Measure
- Dice/Cards as appropriate
- Rulebook
- Any counters and gauges you may require (objectives should be no larger than 40mm round)
- Pen & Paper
- You will need to provide your own lunch, there will be no catering on site. There are numerous take-aways and a supermarket within a short walk of the venue.

AWARDS & SCORING

AWARDS

Awards are to be given for:

- Champion, for the player who has the highest combined Glory and Honour score.
- Glorious, for the player who has the highest Glory score (but has not been proclaimed Champion. In the event of a tie, the player who has destroyed the most enemy points will be nominated)
- Honourable, for the player who has the highest Honour (but has not been proclaimed Champion or Glorious. In the event of a tie, the player who has destroyed the most enemy points will be nominated)
- Exemplary Army, for the player who receives the most votes in the best-painted competition.

SCORING

The player who has the most glory and honour at the end of the event will be proclaimed the champion of the tournament!

GLORY

Glory will be used to rank players between games at the event; it is a measure of how successful they are on the table top at crushing their opponents. Players can earn glory depending on how well they do in their games:

- A. Major victories are worth 6 glory
- B. Minor victories are worth 4 glory
- C. Draws are worth 3 glory
- D. Minor Defeats are worth 2 glory
- E. Major Defeats are worth 0 glory
- E. Conceding will have a penalty of -1 glory (boo!)

HONOUR

Honour is not used to rank players between games, but will be added to their glory score to decide an overall champion. It is a measure of their perceived quality and respectability whilst at the event. Honour can be gained by carrying out these virtuous actions:

PAINTING HONOUR

- A. Painting all Leader warscrolls is worth 1 honour
- B. Painting all Battleline warscrolls is worth 1 honour
- C. Painting all remaining warscrolls is worth 1 honour.
- D. All warscrolls conforming to a theme is worth 1 honour.
- E. Selection for the Best Painted (Exemplary) Army award is worth 1 honour.
- F. Winning the Best Painted (Exemplary) Army award is worth 1 honour.

ROSTER HONOUR

- A. Submitting an army roster one week before the event is worth 1 honour.
- B. Submitting an army roster in the correct format is worth 1 honour.
- C. Having no errors on an army roster is worth 1 honour.
- D. Having all Artefacts and abilities on an army roster is worth 1 honour.
- E. Having your name on your army roster is worth 1 honour.
- F. For supporting the charity of our choosing, have 1 honour!

VILLAINOUS DEEDS

Honour can be lost by performing these villainous deeds:

- A. Submitting an army roster on the day of the event will cost 6 honour.
- B. Not painting any of their warscrolls will cost 6 honour.
- C. Receiving a warning from any event official will cost 3 honour (please note that a warning will disqualify a player from winning any awards).

Throughout the event the players will retain their score cards. Scores will be displayed by the tournament organiser throughout the day. If you believe that there is an error, please approach the tournament organiser who will adjust either his own score, or your score card, as required.

EXEMPLARY ARMY AWARD

A select few players may have their armies nominated for the Exemplary (best painted) army award. If your army is nominated for this award, but has not been entirely painted by you, it will be de-selected. You will be asked by event staff if you have painted every model yourself, if your army is selected. If, after this, a nominated army is believed to have been painted by a person other than its user, and it is proven, the player will receive a warning and the army de-selected.

During the lunch break, all nominated armies are to be displayed and every player will be asked to rank the armies presented. Nominated players are welcome to answer any questions about their armies, but should refrain from hassling players for their vote.

ARMY ROSTER SUBMISSION

In order to aid the tournament organiser and generally make his life easy, it is asked that all army rosters are submitted in the same format. The presented army rosters will be processed and a copy given to you during registration, at which time you are to check that it is correct.

If possible, please use Warscroll Builder to create your army roster. Save the file, use your name as the title, and submit it to the following email address. If you cannot use Warscroll Builder, please submit your army list in the main body of the email. The minimum information required is Warscroll names and model count, plus allegiance abilities, traits, artefacts, summoning pool etc.

Coregamestony@googlemail.com

Please title the message as HAG ROSTER (all capitals) as this is an email address with high traffic, and we would not want you to lose points because it was titled 'Joe's list'. Please also remember that this is worth honour points.

SCHEDULE

150 minutes is allowed for each game round. Exceeding the allocated time will be considered dishonourable...

09:00	Registration
09:30 – 12:00	Round One
12:00 – 12:30	Lunch
12:30 – 15:00	Round Two
15:00 – 15:15	Break
15:15 – 17:45	Round Three and Awards
18:00	Latest time to leave venue

SOLENT WARGAMERS CLUB

NORMAL MEETINGS

Solent Wargamers Club regular meetings are held every Tuesday evening, from 7-11pm at the Royal British Legion Portsmouth South and are open to over 18's. Fees for playing one or more games are £2, or £1 for board games.

EVENTS

REVENUE

Profits from Solent Wargamers Club events are normally made as a donation to the Royal British Legion charity. For this event, the profits are instead going to the REME charity. A minimum donation of £65 is always made to the RBL Portsmouth South for use of the hall. Expenses deducted from the revenue are minimal but may include purchase of certificate frames and trophies, rental of scenery and cost of repairs to club assets.

All money from ticket sales is held by the club until the conclusion of the event. No income is generated for either the club or any persons involved in running the event. Details of the amount raised and expenses may be requested after the event.

REFUNDS

Refunds are not normally given. Where a player has bought a ticket but is unable to attend, they may nominate a player to take their place. No profit is made from SWC events, so those unable to find a replacement should consider their ticket fee to be a donation to the Royal British Legion charity.