"Hammer of Sigmar"
2000pt Age of Sigmar Matched Play Tournament
Saturday 22 April 2017

Name:		Alliance:	
Game	**Opponent**	**Major/Minor/Draw/Loss**	**KP Scored**
1			
2			
3			

The Event:

This tournament is a one day, three round 2000pt Age of Sigmar Tournament held at *The Sanctuary*. Tickets cost £10 and can be purchased by sending £10 via PayPal to adamsinclairuk@yahoo.co.uk. Payment can be taken on the day(please still let me know you're coming) but I can only accept cash.

We will be using the rules for Matched play found in the Age of Sigmar *General's* Handbook. The three rounds will be *randomly generated* on the day from the 5 Scenario's (we will not be using Escalation) found within and will not be repeated on the day. Any scroll that is released and has a Games Workshop or Forgeworld point's value on the day of the tournament is usable (Bring on the new Dwarfs!)

List submission is not required but a legible copy of a legal army (see below) must be made available on the day for the TO and your opponent. Can I suggest using http://scrollbuilder.com or the official Age of Sigmar Azyr app.

Army Selection

In an attempt to promote thematic armies and dissuade people from "cherry picking" the best units from each alliance the following will be trialled at this tournament:

Upon production of a valid army list at registration, each player will receive 10TP.

If your army is sourced from only two different *Factions* (According to the Age of Sigmar App) there is no penalty. For each additional faction after 2, you will receive a 5TP deduction from this amount a maximum of twice.

For example:
A themed list of Wanderers and Sylvaneth would receive no penalty.
A list containing Wanderers, Sylvaneth and a hurricanum would receive a -5TP

Tournament Schedule:
0900-0930: Registration
0930-1200: Game 1
1200-1245: Lunch
1245-1515: Game 2
1530-1800: Game 3
1810-1820: Awards Presentation

Please be considerate of round timings when considering an army (looking at you Kunnin' Rukker's!)

Scoring:

10 TP will be awarded for a win of any kind (Major/Minor), 5 TP for a draw, 1TP for a loss and 0TP for a no show or concession. The winner at the end of the day will be the person with the most TP. In the event of a tie, **the fully painted army will be the first tie breaker.** If this does not create a winner then the number of Kill Points (KP) scored will be used. KP are equal to the points cost of completely removed units.

Awards:

Depending on the number of participants, trophies will be given for 1st, 2nd, 3rd and Best Army.

Best Army – The Best Army award can be awarded for talented painting, conversions, overall theme or wow factor. To be eligible for this award your army must be fully painted and based. This award will be judged by the players and TO on the day. Please leave your army on display at lunch if you wish to be considered for this.

Painting and Basing

For this tournament, I ask that at least **one Battleline** unit and at least **one Leader** is fully painted and based (This requirement will increase with each tournament leading to a requirement for fully painted by the end of the year. Due to the advantage that differing bases can offer in game; *all models must be based on the appropriate round base*. If one is not provided in the box and you are unsure please consider the following square to Circle conversions:

20mm Square onto 25mm Circle
25mm Square onto 32mm Circle
40mm Square onto 40mm or 50mm
50mm Square onto 50mm

Use common sense. Generally smaller is a no go and the TO reserves to right to remove any model deemed to be based for advantage on the day. If in doubt please email me at the above address with a picture.

League:

The number of TP and VP you accumulate through the year (2017) will kept and the top 24 invited to a "Hall of Fame" event in December (top player enters for free). The winner of this tournament will receive free entry to up to 6 AoS tournaments run by myself (Adam Sinclair) at The Sanctuary in 2018!

Proxies and "Counts As"

There are many fantastic model ranges out there and I don't mind you using a suitable model to represents one within the AoS universe. If you wish to use a Darklands "Krull" as a Khorne Bloodthirster this is a "Counts As" and would be perfectly fine (please email me to check).

Painting a single unit of Bowmen in three colour variants and using them as 2 other units and a hero is "Proxying" and is forbidden.

If in doubt, please email me. I don't want to inhibit creativity and thematic armies on the scene but also don't want to create a lazy atmosphere.

FAQ's

Q: Do I need to bring Terrain?
A: No. All terrain is provided and set up. All you need is your models, your dice, your tape measure, your army list, access to your Warscrolls (Books/App) and access to the General's Handbook (Book/App).

Q: Is lunch provided?
A: No but there are many good food outlets around The Sanctuary that are open and within walking distance

Q: Can I bring my own food/drink?
A: The sanctuary has a fully equipped bar area that sells hot and cold drinks and a selection of snacks. You are not permitted to bring your own food/drink onto the premises. Consumption of alcohol on the premises is strictly forbidden.

House Rules

- The dice rolls for deciding who goes first/second each Battle round cannot be modified in any way
- All measurements should be made from the models base
- Models which cannot be attacked or targeted cannot hold or contest objectives.
- A natural roll of a 6 to hit and/or to wound is always considered a success. For clarity, were a modifier to make it normally impossible to wound, a 6 would always wound but it *would not* trigger any special ability associated with it (a Bloodletter's mortal wound on a 6 for instance)
- Persisting effects/spells with the same name do not stack
- All terrain should be rolled for before picking sides
- "Destiny Dice" **cannot** be used to alter Mortal Wounds