Outpost 6030 presents

a Skulls 2018 tournament

WARHAMMER
AGE OF SIGMAR

Saturday, 6 October 2018

South Perth Community Centre

(corner of South Tce and Sandgate St, South Perth)

Tournament Organiser:
Christopher Gorham-Wadsworth
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$30
GENERAL ADMISSION

$25
OUTPOST 6030 MEMBERS

$5 OFF
WHEN YOU REGISTER FOR **TWO** SKULLS TOURNAMENTS

Places are limited, so make sure to register! Entry fees can be paid in cash at an Outpost 6030 club night, or by direct deposit:

Outpost 6030 Incorporated
BSB: 036-069
ACC: 603621
REF: AOS + your name

ABOUT THE TOURNAMENT

Skulls 2018: Warhammer Age of Sigmar is a competitive tournament with a friendly atmosphere, intended as a good introduction to organised play for newer players and an opportunity for veterans to show off their tactical acumen. We value good sportsmanship and dedication to the hobby and community.

WHAT TO EXPECT

The tournament will include three 2½-hour games over the course of one day (see the schedule opposite).

Each round will feature a Battleplan from the *General's Handbook 2018*, and each table will provide a unique Realm of Battle to wage war over, with its own realmsphere magic, realmscape features and realm commands. Your army will need to be prepared to contend with a range of objectives and environments!

There will be prizes available for:

Best General – the player with the greatest success in battle across all three games;

Best Hobbyist – the player with the most impressive army, as voted by the players;

Best Sports – the player who was the most enjoyable opponent, as voted by players.

Each player will only be eligible for a single prize. There will also be door prizes on the day!

EVENT SCHEDULE	
09:30	Sign-in
09:45	**Round One**
12:15	Lunch break
13:15	**Round Two**
15:45	Break
16:00	**Round Three**
18:30	Prize ceremony

WHAT TO BRING

- All the models necessary for you to play your army (including any models available for summoning, endless spells, and special terrain features such as Gloomtide Shipwrecks and Sylvaneth Wildwoods);

- Copies (physical or digital) of the Warhammer Age of Sigmar Core Rules, the Warscrolls, Warscroll Battalions and Allegiance Abilities for all the units in your army, and any Errata and Designers' Commentaries that are relevant to your army;

- Two printed copies of your army list;

- Plenty of dice;

- A tape measure;

- Money for the lunchtime **Sausage Sizzle** ($5 for two sausages in buns and a drink) and other snacks throughout the day!

CHOOSING YOUR ARMY

Your army must adhere to the restrictions for a Battlehost in the Pitched Battle rules (see the chart opposite for reference, and p. 48 of the *General's Handbook 2018* for more details on building a Pitched Battle army). Use the points values from the *General's Handbook 2018* (including any errata from the Warhammer FAQs).

BATTLEHOST	
Points	2,000
Leaders	1-6
Battleline	3+
Artillery	0-4
Behemoths	0-4
Other Units	Any number
Allied Units	≤ 400 pts

PAINTING REQUIREMENTS

If your army is not painted, you are more than welcome to attend and play! However, if any units in your army are not painted to tabletop standard (three-colour minimum with appropriate basing) then you will not be eligible for the Best General or Best Painted awards.

ENDLESS SPELLS

Your army may include any number of Endless Spells, as long as you have the appropriate Age of Sigmar model to represent each spell. Only one instance of each Endless Spell may be included in your army, as per the Pitched Battle rules.

REALMS AND REALM ARTEFACTS

You may choose for your army to be from a specific Mortal Realm. If you do, you may select your army's artefacts of power from the lists available to that Realm (see *Malign Sorcery*, pp. 79-85).

BASE SIZES

It is preferred that all models are mounted on a round or oval base of the official standard size (see the *Designers' Commentary for Warhammer Age of Sigmar: Core Rules and Base Sizes* in the Warhammer FAQs).

If you have models mounted on non-standard bases, that's okay – see the "Base Sizes in Matched Play Games" section of the *Designers' Commentary* for how to handle this in your games, preferably by bringing templates of any necessary base sizes to use for this purpose.

PROXIES, ALTERNATES AND WYSIWYG

Using an Age of Sigmar model to represent a different Age of Sigmar model in the game without extensive customisation (a *proxy model*) is not permitted. In addition, any weapon options or other equipment available to a unit that is physically represented on a model must be reflected in your army list (and vice-versa, any options *not* represented on your models may not be included in your army list). This includes special unit roles such as banner bearers and musicians – the unit must include appropriate models in order to benefit from those rules. In general, models should adhere to the principle that *what you see is what you get* (WYSIWYG).

Using a model from a game not set in the Age of Sigmar (an *alternative model*) to represent a model in your army is broadly permitted, as are kitbashing and scratch-building models to better fit your army's aesthetic. We encourage players to field unique and interesting armies to showcase their hobby skills! However, please ensure that your models are appropriate to the setting (e.g. fielding a force of Space Marines as Stormcast Eternals will not be permitted) and are not misrepresentative or confusing – make sure that your opponent has a clear understanding of what each alternative model represents at the start of the game, and remind them as necessary. If in doubt about whether your models are appropriate, misrepresentative, or confusing, please contact the TO before the event.

For all enquiries, please contact Christopher Gorham-Wadsworth via
christopher.gorham@gmail.com or 0422 694 159