



Basic information of the event:

Date: January 19-20 2019

Place: Africafe

<https://www.google.hu/maps/place/Kinizsi+Africafe+Klub/@47.4830465,19.0570959,14z/data=!4m5!3m4!1s0x0:0xc8a99eb7ee97184a!8m2!3d47.4840181!4d19.0624389>

Planned schedule for the event:

January 19

09:00 gate opening,
09:30 short opening ceremony
09:45-12:15 first round, 1250 points
12:15-12:45 Lunch break
12:45-15:15 second round, 1250 points
15:15-18:20 third round 1750 points
18:30 disclosing the results of the first day, handing out the prizes :)

January 20

09:30 gate opening,
10:00 opening of the **Goblin's Fucking Market**
10:00-13:00 fourth round, 1500 points
10:00-14:00 **entry for the painting competition**
(Lunch break is not included in the schedule)
13:00-16:00 fifth round, 1500 points
16:15 disclosing the results of the second day and the final results as well as the painting competition, handing out the prizes :)

If the rounds go faster there may be a difference.

Entry fee:

- Both days 4000 HUF per player;
- Saturday Only 3000 HUF per player,
- Sunday Only 2000 HUF per player.

Those who come to the event farther from 60 kilometres may reduce the entry fee by 1000 HUF, naturally the entry fees will be used for the rental of the premises and for the prizes. The entry fee is payable upon registration to the following account:

Name: Herce-Daróczy Andrea

Bank name: OTP Bank Plc.

IBAN number: HU17117734250231790000000000

SWIFT code: OTPVHUB

Application: the deadline is 5th of January 2019, the registration is done by sending the army list, prepared with the **warscroll builder** (<https://www.warhammer-community.com/warscroll-builder/>), in the application please indicate all **weaponry, artefacts, traits, sub factions, spells and prayers.**

Please note that as of the time of present notification the limit of players will be set in 44 so it is advisable to send the registration beforehand. The list of the registered players will be published on a google drive excel sheet (link to be added later). It is possible to “book” your place by sending an e-mail and the entry fee and only sending the actual army list later (but until the 5th of January).

Those who register but are above the limit should not transfer the entry fees until their place is approved by the organizer via e-mail and the excel sheet.

Entry fees are only paid back in the case the event is cancelled due to any reason.

Game system: Warhammer, Age of Sigmar, matched play, any warscroll or battletome that was published 30 days prior to the event

Army points: 1750 points, the army size will be different for the game rounds as you can see above. Please note that only one army list may be submitted and upon preparing the army list extra attention is needed to have a working army for all game rounds.

Prizes: The first three players will receive a trophy designed and created specifically to this tournament by Tesseract Tomb (<https://www.facebook.com/tesseracttomb/>). Each day will have its own separate winners as well, but prizes will not be given to the second and third places for each day. Other prizes will come as the tournament approaches, we have possible backers who intend to donate prizes ...

Game Rounds: 5 (3 on Saturday and 2 on Sunday)

Eating/drinking: Soft drinks and food may be purchased from the cafeteria, spirits and other stronger drinks may be brought in.

RULES PACK

During the games the realm specific spells will not be used with the exception of the spells from Ghyran where the narrative will take place. **Up to two spells may be chosen per army from the spells available in the realm of Ghyran.** The spells must be included in the application in some form.

If an unnamed character leads the army please name the general to your liking and include its name in the application with a short story related to the army's narrative, this is not a must, but we appreciate it and it gives us opportunity to include the general in the story. Google may help you with the names, with specific name generators. The army lists and the application should be sent to the below address: ageofmurderfck@gmail.com. Pre-application is possible before the above deadline however the application will only be completed upon receipt of the full information related to the player's army.

Extra rules for the army lists:

The armies shall be constructed from 1750 points by taking into consideration the conditions set forth in page 48 of the Generals Handbook 2018. under „battle host”.

	Battlehost
Points *	2,000
Leaders	1-6
Battleline	3+
Artillery	0-4
Behemoths	0-4
Other Units	Any number
Allies	400

Rule of Spam and Disgusting Mofos: an army may only include one unit that has 40 models or two units that have 30 models, other units in the army shall not reach the above model count, furthermore no unit shall be included with a point value exceeding 500 points. So far we only received positive feedback in relation to this rule and we do not think that this will make any army obsolete, however we do know that this is not in line with the usual meta and spam tactics, but those are usually not welcomed on Murderfuck ☺

Rule of Base: we do not wish to limit any bases for the models this means that you do not have to cut off your models from their square bases however this means that in such cases only two lines of a unit with a two inch reach weaponry may reach the enemy, even though technically three line can be fitted with their bases.

Rule of Fun: a unit may only suffer a number of eight mortal wounds per phase, during the shooting and fighting phase the rolls that would otherwise generate mortal wounds shall be treated as normal wounds using the general rules for example if 30 bloodletter rolls 15 sixes to hit in the fight phase then the target unit will suffer 8 mortal wounds and the remaining 7 hits will need to wound rolls as well (with the general profile of the weapon), if the to wound roll generates the mortal wounds than any wound exceeding the 8 mortal wounds shall be treated as normal wounds with the general profile of the weapon). This rule was prepared in order to enable any player who has taken the effort to come to the competition and gather up

his army to have some fun rather than removing his or her entire army due to one spell or ability. (that would not be fun ☺)

Rule of Finite spells: up to three endless spells may be included in one army.

Rule of re-rolls and stacking: a dice may only be re-rolled once, if there is a possibility to re-roll again by using a command point then the maximum re-rolls number is two. The bonuses that may be added to unit's characteristics by using command abilities, traits, abilities, spells may only be applied twice to one unit, therefore any other bonuses above that will not be counted.

Rule of summoning the homies: on the competition we will use summoning in a way that you may use the summon ability once per two game turns to summon one unit to the battlefield, the player with the summoning ability decides the round in which he or she wants to summon. Therefore if the summoning ability is used in the first turn it may only be used in the third turn next time.

Triumph rules will not be used. The specific rules for realmscales and terrains will not be applicable all terrain on the battlemat will be counted as ordinary terrain pieces.

The army lists and the matchups will be published one week prior to the competition. The Swiss system is not applied for the competitions round. The players are paired by a program.(<http://tournamentscheduler.net/>

Missions will be available in the middle of November

Painting Competition

The fourth Murderfuck will be a special event, since we are planning to include a full scale painting competition. Therefore the event will host the first Golden MoFo competition as well. There will be four categories where the contestants may enter.

- Professional 1 hero/small sized miniature (up to 32 mm)
- Professional 2 war machine/big model/diorama
- Amateur 1 hero/small sized miniature (up to 32 mm)
- Amateur 2 war machine/big model/diorama

The entry fee for a figure will be 500 HUF. Any number of entry is allowed by one contestant, however at least one month prior to the event the contestant has to inform the organizer of the event about the intention of entry. The entry fee is payable upon entering the event. The winners will be decided by a committee of three, the members are: Andrea Herce-Daróczy (degree in Arts), Viktor Kovács (Nagash Painting) and Emsperger Tamás (representative of Gép-Ház)

Details of the competition and guidelines

- Entries must be related to the Age of Sigmar game
- Entries must not have been shown online or in print media, or announced as winners, in another competition or exhibition. Entries must not have been published in any professional or commercial media, either print or online.
- Contestants are responsible for the transportation of entries to and from the competition.
- Contestants agree to provide all entries, at their own risk.
- Contestants agree to have their entries photographed, videoed, or otherwise recorded.
- All units not mounted on a single display base must be presented on a movement tray. This is to facilitate handling and photography, and to ensure the group is arranged as the entrant intends. Movement trays are not required to be painted or have groundwork. They will not be considered in judging, and will neither add to nor detract from the entry's score.
- It is recommended that loose models on a plinth or movement tray be secured with putty, magnets, or other means of attachment. Please notify staff of any models which require special handling during registration.
- Display plinths will not be considered in judging, on either technical or artistic grounds, and will neither add to nor detract from the entry's score. All modelled and painted work atop a plinth or standard gaming base will be judged as part of the entry.
- Entries may not be removed during the competition for use in games.
- The committee will have final say on what models are suitable for submission and category placement of submitted models.

Criteria:

The committee will be looking for models that are well painted and well presented. Each entry will be judged in three areas – preparation, painting and finish work/detail.

- Preparation: Frequently overlooked by many painters and often the tie-breaking factor in a competition; includes all pre-paint work that could be visible in or on the finished product such as flashing lines and conversion/joint work.
- Painting: The committee will be looking for smooth coverage, clean lines, even transitions in shading, areas are properly highlighted and shaded, miniature is completely painted, etc. This covers all styles of painting encompassing inking, washing, dry brushing, wet blending, etc.; since there are so many techniques available for the painter, the committee will do their best to be open minded about the techniques used, but in the end, it is all about aesthetics and is the committee's call.
- Finish Work/Detail: Will entail all of the extra work done to the figures and base/s; includes freehand designs, basing detail and those added extra touches the painter included that really set an entry apart from the others.