

MYTHICOS

events

TRIUMPHGT

— 2 0 2 0 —

June 5 (Warm up day) June 6th (Day 1) June 7th (Day 2)



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AGE OF SIGMAR

2020 season

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EVENT DETAILS

Event Dates:

June 5 (Warm up day) June 6th (Day 1) June 7th (Day 2)

Entry fee (for the weekend):

\$60

Location:

The location is 430 Western Ave, Morristown, NJ 07960, National Guard Armory Morristown.

For questions please contact:

joe@mythicosstudios.com Or call [\(201\) 966-7406](tel:(201)966-7406)

Tournament Schedule:

June 6th Saturday

9am registration

10am start

Round 1: 10am to 1pm

Lunch: 1pm to 1:30pm

Round 2: 1:30pm to 4:30pm

Round 3: 4:30pm to 7:30pm

June 7th Sunday

10am start

Round4 : 10am to 1pm

Lunch: 1pm to 1:30pm

Round 5: 1:30pm to 4:30pm

Closing Ceremony 5pm to 5:30pm

Best General: 1st, 2nd, 3rd and the Wooden Spoon!

Painting Prizes: 1st, 2nd and 3rd

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WARHAMMER
AGE OF SIGMAR

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Age of Sigmar RTT 6/6/20-6/7/20

How to sign up: You can sign up for the event on our events website:

<https://www.triumphgt.com/about-triumphgt>

Our goal is a 50 player event so please sign up before all the slots are gone!

Army Composition: Please bring 6 copies of your army list to the event. A copy should be provided to us at registration and one for each of your opponents over the course of the 2 day event.

We recommend using the Warscroll builder or Azyr app. All upgrades, allegiance abilities, spells and options must be indicated on your list per the Match Play rules. This is a 2,000 point event.

List Submission: All lists need to be submitted by **May 29, 2020**. Submit your lists to joe@mythicosstudios.com. Lists should be submitted as plain text in the body of an e-mail with the subject marked as "Player Name-Allegiance-Club Name" if you have one.

Best Coast Pairings – We will be using the Best Coast Pairings apps for this event.

Missions: Each of the 5 missions listed below will be played chosen randomly:

- Border war (Core book)
- Scorched Earth (GHB 2019)
- Focal Points (GHB 2019)
- Shifting Objectives (GHB 2019)
- Total Conquest (GHB 2019)

Hidden Agendas: GW official Hidden Agendas per GHB 2019 will be used. Select 2 each game, for each agenda achieved you will receive 1 tournament point. Hidden agendas can only be attempted once per event. Agenda objective cards will be given to each player. Two of these cards should be placed face down on the table at the beginning of the each game.

Kill points: Please record kill points at the end of all games, be advised that summoned models count toward kills points.

Painting: Armies should at least adhere to the 3 color minimum for this event. No bare plastic or metal please.

Scoring:

- Major victory = 14 tournament points
- Minor Victory = 9 tournament points
- Minor Loss = 6 tournament points
- Major Loss = 3 tournament points
- Each secondary = 1 tournament point

Scoring Sheets: Scoring sheets will be provided for each table at the beginning of each round.

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Rules:

- Terrain: Terrain will be set up by event organizers, if a terrain piece will create an issue due to an objective's location please find a TO to adjust any terrain.

Realm Rules: Only realm artifacts will be used, realm spells, realm command abilities and realm features will NOT be used. Battles will not be fought in any particular realm.
- Endless Spells: Endless spells are allowed.
Armies should be created using The General's Handbook 2019 Matched Play Rules. Any model that has a point value in the GHB 2019, later publication or Forgeworld may be used
- You must use the most recent version of a model's warscroll
- The latest official GW FAQ's will be in effect
- New Battle Tomes released 7 days prior to the event can be used
- Firestorm and Malign Portents supplements will not be used however your army can hail from one of the seven realms and have access to Realm Artefacts
- Endless spells will be allowed
- Proxies and conversions will be allowed, but must clearly represent the warscroll
- General terrain warscrolls will not be allowed. Armies or warscroll battalions that have specific scenery scrolls or rules may still have access to them. Any army using special GW scenery models such as Wildwoods and Feculent Gnarlma's etc...must use official GW models
- We will not be using the suggested tournament guidelines, the suggested terrain guidelines, the suggested scoring system or Triumphs as suggested in the GHB 2019.
- We will be using hidden agendas!
- Each round will last 3 hours. In the event players are not finished at the end of a round we will ask you to stop and work out victory conditions We recommend not starting a new battle round if both players cannot complete their turns in the time remaining. If a judge is informed and observes anyone intentionally wasting time or delaying their turn to gain an unfair advantage we may issue a TP penalty.



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Painting Competition:

We will be running a painting competition during the event. Judging will take place during the lunch break on both Saturday and Sunday. Please leave your name next to your army so we know who's army we are looking at!

Painting Competition Rules: All judging will be done by Mythicos staff

- All figures included in the army are expected to be painted.
- Painted is understood as all areas of the model having some paint applied and at least 3 colors being used on the model.
- All models are based on appropriate round bases with some sort of basing element applied (i.e. the bases are not bare plastic or MDF).

When judging the painting of an army, the following items will be considered when determining the quality of the work.

Qualitative Evaluation Items

- Large amounts of tonal variation and contrast.
- Clean paint application across all miniatures.
- Advanced techniques such as OSL, Weathering, Battle Damage,
- Freehand or NMM
- Large, well-executed conversions
- An impressive theme that tells a story across the entire army
- Advanced basing techniques

Prizes: There will be a 1st, 2nd and 3rd place painting prize!



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SCORE SHEET 1

Player Name: _____ Table # _____

Game 1 Opponent: _____

Please mark applicable choice FOR YOUR RESULT:

- Major victory = 14 tournament points _____
- Minor Victory = 9 tournament points _____
- Minor Loss = 6 tournament points _____
- Major Loss = 3 tournament points _____

- Hidden Agenda #1 = 1 Tournament point per. _____
- Hidden Agenda #2 = 1 Tournament point per. _____

- Your Total Points _____
- Opponent's Total Points _____

- Your Total Kill Points _____
- Opponent's Total Kill Points _____



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SCORE SHEET 2

Player Name: _____ Table # _____

Game 2 Opponent: _____

Please mark applicable choice FOR YOUR RESULT:

- Major victory = 14 tournament points _____
- Minor Victory = 9 tournament points _____
- Minor Loss = 6 tournament points _____
- Major Loss = 3 tournament points _____

- Hidden Agenda #1 = 1 Tournament point per. _____
- Hidden Agenda #2 = 1 Tournament point per. _____

- Your Total Points _____
- Opponent's Total Points _____

- Your Total Kill Points _____
- Opponent's Total Kill Points _____



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SCORE SHEET 3

Player Name: _____ Table # _____

Game 3 Opponent: _____

Please mark applicable choice FOR YOUR RESULT:

- Major victory = 14 tournament points _____
- Minor Victory = 9 tournament points _____
- Minor Loss = 6 tournament points _____
- Major Loss = 3 tournament points _____

- Hidden Agenda #1 = 1 Tournament point per. _____
- Hidden Agenda #2 = 1 Tournament point per. _____

- Your Total Points _____
- Opponent's Total Points _____

- Your Total Kill Points _____
- Opponent's Total Kill Points _____



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SCORE SHEET 4

Player Name: _____ Table # _____

Game 4 Opponent: _____

Please mark applicable choice FOR YOUR RESULT:

- Major victory = 14 tournament points _____
- Minor Victory = 9 tournament points _____
- Minor Loss = 6 tournament points _____
- Major Loss = 3 tournament points _____

- Hidden Agenda #1 = 1 Tournament point per. _____
- Hidden Agenda #2 = 1 Tournament point per. _____

- Your Total Points _____
- Opponent's Total Points _____

- Your Total Kill Points _____
- Opponent's Total Kill Points _____



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SCORE SHEET 5

Player Name: _____ Table # _____

Game 5 Opponent: _____

Please mark applicable choice FOR YOUR RESULT:

- Major victory = 14 tournament points _____
- Minor Victory = 9 tournament points _____
- Minor Loss = 6 tournament points _____
- Major Loss = 3 tournament points _____

- Hidden Agenda #1 = 1 Tournament point per. _____
- Hidden Agenda #2 = 1 Tournament point per. _____

- Your Total Points _____
- Opponent's Total Points _____

- Your Total Kill Points _____
- Opponent's Total Kill Points _____

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HIDDEN AGENDAS

Hidden Agendas are secondary objectives that represent the secret goals of the armies fighting a battle. Achieving your army's Hidden Agenda can turn a drawn battle into a victory. They can be used in any game.

If you are using the Hidden Agenda rules, after both armies have been set up, but before the battle begins, you must secretly pick 2 of them to apply to your army for that battle. You must record this, either by writing it down on a piece of paper, by placing a card with the name of the Hidden Agenda face-down on the table, or by hiding a twelve-sided dice under a cup with the number of the Hidden Agenda uppermost. When you complete the Hidden Agenda, reveal the piece of paper/card/dice to show that the Hidden Agenda has been completed.

STARTING ARMIES

Several Hidden Agendas refer to a player's 'starting army'.

A player's starting army is made up of the units from the army that were set up before the first battle round, including any units that were set up in reserve before the battle began. Units that are added to a player's army after the battle has begun are not included, and neither are units that have been destroyed and subsequently returned to play (for example, units from a Legions of Nagash army returned to play by the Endless Legions battle trait would not count as a unit from the player's starting army).

Note that unless a Hidden Agenda specifically refers to the player's starting army, any unit that meets the specifications is eligible to complete the Hidden Agenda.

UNIT TYPES

Sometimes a Hidden Agenda will refer to a type of unit, such as a Battleline unit. A unit's type is listed in its Pitched Battle profile.

HIDDEN AGENDA

SECRET MISSION

You can complete this Hidden Agenda in any battleshock phase if a friendly **HERO** is wholly within enemy territory, within 1" of the edge of the battlefield, and more than 12" from friendly territory. You can remove that **HERO** from play to immediately complete this Hidden Agenda.

HIDDEN AGENDA

ANCIENT HEIRLOOMS

You complete this Hidden Agenda if any friendly **HEROES** with an artefact of power are on the battlefield at the end of the battle.

HIDDEN AGENDA

TERRIFY

You immediately complete this Hidden Agenda if an enemy unit is destroyed as a result of failing a battleshock test.

HIDDEN AGENDA INVADE

You complete this Hidden Agenda if a friendly unit with 3 or more models is wholly within your opponent's territory at the end of the battle.

HIDDEN AGENDA SEIZE

You complete this Hidden Agenda if you control more objectives than your opponent at the end of the battle (this Hidden Agenda cannot be completed if there are no objectives).

HIDDEN AGENDA DEFEND

You complete this Hidden Agenda if there are no enemy units wholly within your territory at the end of the battle.

HIDDEN AGENDA SLAY

You complete this Hidden Agenda if the **HERO** with the highest points value from your opponent's starting army has been slain at the end of the battle. If 2 or more **HEROES** are eligible, slay any of them.

HIDDEN AGENDA CONSERVE

You complete this Hidden Agenda if at least one third of the units from your starting army (rounding up) have not been destroyed and are on the battlefield at the end of the battle.

HIDDEN AGENDA ATTRITION

You complete this Hidden Agenda if at least two thirds of the units from your opponent's starting army (rounding up) have been destroyed and/or are not on the battlefield at the end of the battle.

HIDDEN AGENDA LINEBREAKER

You complete this Hidden Agenda if all of the Battleline units from your opponent's starting army have been destroyed at the end of the battle, and at least 1 friendly Battleline unit is on the battlefield at the end of the battle.

HIDDEN AGENDA CENTRE GROUND

You complete this Hidden Agenda if you control the objective closest to the centre of the battlefield at the end of the battle. If more than 1 objective is eligible, control at least half of them (rounding up). Count **HEROES** as 10 models when determining control of an objective for this Hidden Agenda.

HIDDEN AGENDA SACRIFICE

You complete this Hidden Agenda immediately if the **HERO** with the highest points value from your starting army and that is not your general is slain by an attack made by an enemy **HERO** or **MONSTER**.