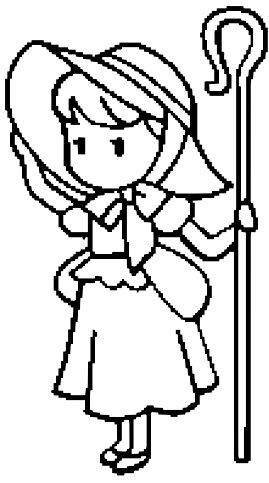


Little Bo-Peep

Grand Tournament

**A Series Of One Day AoS Events
Leading Up To A Two Day Grand Final**

**Heat One
Mini Leagues**



Bristol Age Of Sigmar

presents

Little Bo-Peep Grand Tournament Heat 01

Mini Leagues - Event Pack



General Event & Safety Information

Dates & Times

To be held on Sunday 25th October 2020. Starting at 9:30am and finishing at 6:45pm.

Venue

Bristol Independent Gaming - 16 Clothier Road, Brislington, Bristol, BS4 5PS.

Player Places Available

Currently 4 Player maximum. This may change with changes to current government guidelines.

Army Information

Event will use the Battlehost pitched battle rules. This is 2000pts with a minimum of 3 battleline units.

All current publications as of 6th October 2020 will be allowed, excluding any that have been deemed to be no longer matched play legal, such as the battalions from White Dwarf or legends units published prior to the GHB20.

If you wish to use something that you think might not be matched play legal then please ask the TO ahead of the event, as some exceptions may be allowed if the TO has been notified ahead of time.

The latest FAQ's, erratas and designer's commentary will be in play. And players must use the most up to date version of each warscroll.

Game Playing Information

A total of 3 x 2.5hr games will be played, using battleplans from the General's Handbook '20. All of these games will be played on 6' x 4' sized boards.

All terrain will be set out prior to the start of the event by the TO.

During the event, due to rules set in place by the venue, in compliance with restrictions from Covid-19, if any terrain needs to be move, then players must ask the TO over and then the TO will be the one to move any terrain.

This is to limit the potential infection and need to disinfect the entire board after each game has been played.

All players are required to bring along the standard items required to play, these are: Dice, Tape Measure, Any Rules Books they may require (including GHB20), Pen/Pencil, Objective Tokens, Wound Trackers and of course your Models.

Running Order

Below is an estimate for the running order.

Registration:	09:30am - 09:45am
Game 1:	09:45am - 12:15am
Lunch:	12:15pm - 1:15pm
Game 2:	1:15pm - 3:45pm
Game 3:	4:00pm - 6:30pm
Presentations:	6:30pm

Please note that these timings may vary depending on the number of players attending, on how quickly the players finish their games and on how long the scoring takes to tally at the end of each round.

Player, Venue and TO safety during Covid-19

As a way to ensure that all those attending, running and hosting the event, are kept as safe as possible, we expect players to provide their own face mask.

The venue will be providing hand sanitiser and players are reminded to be mindful of the potential risk that they might pose to their opponent, with regards to infection.

Players are also asked to wash their hands before and after each game has taken place.

Regardless of your opinion or view on wearing face masks and the entire Covid-19 situation, all players attending must wear their mask whilst playing their games.

Whatever the current social distancing rules are in place at the time of the event, these must be adhered to when possible by those attending the event.

Players are also reminded that by attending this event, they are obviously going to be putting themselves into a more high risk scenario, than by not attending the event.

And I emphasise once again, that all players attending must take into account the risks involved with attending.

It's also important to remind players that not following the guidelines that we are setting for running this event, is not being respectful to the other players attending the event, to those people who run the awesome venue and to myself as the organiser. And disrespectful behaviour will not be tolerated. You have been warned.

Player Conduct

This is super simple. Don't Be A Dick. The current global situation has affected everyone differently and we must be respectful of that. Just because you personally may not feel the importance of a situation, it doesn't mean that everyone does, and we need to be extra tolerant of that during this time.

This event, whilst being a matched play event, is aiming to provide some light relief to those within the gaming community. So any 'in game' disagreements, if you are unable to come to a solution between yourselves as players, then please call over the TO as soon as possible.

Any 'out of game' disagreements, please call of the TO as soon as possible.

Lastly players are reminded that we as a community are here to support each other. Even if we do that by humiliating our opponent's by defeat in battle using little toy soldiers.

So please try and keep an banter as civil and respectful as possible.

Purchasing Tickets & Refunds during Covid-19

As mentioned earlier, this event is currently capped at 4 people maximum.

Tickets are £15.00 per player and must be purchased via PayPal, using the following payment details: duncan.screenprinter@gmail.com

Please make sure that payments are made via the 'friends and family' payment method option when purchasing your ticket.

PayPal will take a cut from the sale if you do not use the 'friends and family' payment method. And doing so will reduce the prize support money.

With regards to refunds, we have the follow policies in place regarding refunds on tickets, to help cover you as the player during this Covid-19 period of time:-

- If there is another nationwide lockdown, then there will be full refunds issued.
- If a player can not attend due to being affected by a localised lockdown, then they can be given a full refund.
- If a player decides that they don't feel confident with attending the event, for their own reasons, then no refund will be given.
- If you decide that you do not want to attend, for any reason not related to Covid-19, and there are 30 days or less before the event, then a refund can not be given. But players are more than welcome to try and find someone else to take their place, if the event has sold out and no more tickets are available. We have no issue with changing the name if the original ticket purchaser has given us consent to do so.

Game Structure & Scoring Information

Tournament Rounds and Rules

Each round will last 2.5hrs. The game are 2000pts, so this will be more than enough time for players to set up and play their game.

All the games will be using the new battleplans from the General's Handbook '20 (GHB20). None of the games will be taking place in the realms. There will also be no mystical terrain rules in place either.

The battleplans will be rolled at random by the TO prior to the event and will be announced at the start of each new round.

The new secondary objectives (auxiliary objectives) will be used. How these will be used will be explained later on the pack.

Terrain will be pre-set by the TO. If a player needs to move any of this terrain, in order to place their own faction terrain, then they must call over the TO, and the TO will move the terrain.

As mentioned previously, this is to help prevent the venue having to disinfect the scenery and table after each game, which ultimately helps us to get more games played.

Please note, that if you are a relatively new player, then let your opponent know, so that they can help explain the various terrain and realm rules to you, both before and during games.

Also please read the section later on in the pack on how the mini-league system works and what it will involve.

The rules for this must be followed to the letter, otherwise this event may not be able to take place, nor will the other events planned for the series.

Tournament Points & Scoring

Players will be scored solely on the results of the games played. No soft scores will be used to determine an overall winner.

The points will be scored as follows:

Major Win:	10 points
Minor Win:	7 points
Draw:	5 points
Minor Loss:	3 points
Major Loss:	1 point

Auxiliary Objectives will take the place of secondaries and will be used as tie breaks. These can be found in the GHB20.

Players will be required to pick four auxiliary objectives at the start of each round. These will then be placed face down in front of your opponent. Your opponent then picks two of these auxiliary objectives. These are turned face up and become the two that you will try and score.

The objectives that were left faced down, are then put into the discarded pile. These can not be used again for the rest of the event.

Any objectives that are shown face up to your opponent, after the game, must also go into the discarded pile. These also can not be used for the rest of the event.

You repeat this process for the other player.

In total there will be 18 auxiliary objectives to choose from. Each tournament round will require the player to pick four. So there will be more than enough to pick the four required for each game.

Players will score one secondary point for scoring their objectives. And also one secondary point for each auxiliary objective that you deny your opponent scoring.

So you can score a total of four secondary points each tournament round.

Players will be provided with print outs of the auxiliary objectives to use for the event.

Kill points will no longer be used for determining tie-break.

Prizes and Awards

There will be the same prizes for each mini league event that you may attend.

1st Place

Favourite Opponent

Normally under the more standard tournament format, there would be more prizes, but due to the nature of the mini-league event, the prize support is being split across the multiple mini-leagues.

Each player taking part in the event will get a free t-shirt. This will be issued by the TO at the beginning of the event, along with the score sheets and other sundries that players will be given.

Army Build Rules & Post Event Results

Army Build Restrictions

All army lists must be built using the latest rules, warscrolls and FAQs that are available. There is a cut off for new content for the event, which will be two weeks prior the the event itself. This cut off date is Tuesday 6th October. Any releases that happen after this date will not be allowed to be used for this event.

Armies are to follow the Battlehost restrictions from the new updated pitched battle chart in GHB20. This means a minium of three battleline units.

There is no painting requirement for this event. Normally there would be a 'Best Army' award, but due to the nature of the mini-league format, this won't be possible to do whilst the current '6 person limit' restrictions are in place. The TO may award a player with the 'TO's Choice' award, but this is entirely at the TO's discretion.

You must bring along a copy of your list for your opponet to see. Due to Covid-19, please try to refrain from touching your opponent's army list.

Submitting Lists & Tabletop.to

All players must submit their lists by the list submission cut off point, which for this heat will be Sunday 11th October.

Lists must be submitted in the format via the warscroll builder (link below)

<https://www.warhammer-community.com/warscroll-builder/>

The reason for using warscroll builder is that it gives you options for all of the various extra elements that I will require for the post event analysis, such as sub-factions, relics, etc...

I will also be aiming to go more pro with this series of events, so I will also be asking that players sign up to Tabletop.to prior to the event, which I will be using to update the results during the events, and will also be using to post the results of the events. (link below)

<https://tabletop.to/>

Once the event has been concluded, I will be publishing the full lists that were used, so that players can reference them easily.

****NOTE: Due to the mini-league format, the results will still be entered into tabletop.to, but this will be done by the TO at the end of the event.****

Post Event Analysis

Because I'm an idiot who likes to give himself more work, I will be recording all of the data across the 3 heats and the Grand Final.

I will be collecting stats on faction representation, perform and win rate, as well as recording individual player stats as well.

All of this information will be published on a shared google document, which will be made available once the results for the first heat have been collected.

In order to make sure that this information is as in-depth as possible, I will request that when players submit their lists, that they also include elements such as sub-factions used, relics, spells, and any other information that will be of interest for post event analysis.

The eventual aim, will be to collect a database of results that can be accessed, so that players can see how well certain factions have performed, or how well certain players have performed across the series of events.

The Mini-League Format Rules & Info

Additional Event Structure

Due to recent changes in government guidelines, this event is being broken down into several smaller independent events. Players will be grouped into mini-leagues of 4 players maximum.

During the course of the 3 games, each player will play the other 3 players in their designated league group. the winner of each mini-league group will be the one who has qualified for the Grand Final event in April 2021.

Each mini-league group will be restricted to 2 tables for the entire event. The TO will make sure to move scenery around during the lunchbreak to help vary the tables. But it will be down to the players within their mini-league to determine which of the two tables they play their games at during the event, so please communicate with the other players within your mini-league group.

Each mini-league group must not socialise with anyone else who may be present in the main venue space, whilst they are inside the premises. They are free to socialise when outside of the venue, as long as they maintain the most up to date social distancing guidelines set out by the government.

When players in their mini-league return to their tables at the start of each round, they must make sure that they have sanitised their hands and that they are wearing their face mask.

It is vital that all players follow these additional guidelines in order to make sure that the mini-league event is allowed to take place. By following these guidelines, it means that for each mini-league group, they will only be exposed to 3 other individuals throughout the day, which is well within the current '6 person limit' set out by the government.

Mini-League Format

The way the mini-league format will work, is that each player will each additional player in their designated mini-league. This will mean that each player will play 3 games throughout the course of the day.

Players will still need to record the scores for each of their games.

Players with 3 wins will automatically qualify for a spot in the Grand Finals.

Players with 2 wins, will be decided on the auxiliary objectives, which will still be the method for determining secondaries. Should there still be a tie-break at this stage, then both players will qualify for the Grand Finals.

The organiser will use self assessed player ratings and their submitted army lists to create each of the mini-league groups, with the aim to create as balanced a group as possible. This obviously is not a perfect system, so please bear this in mind before attending this mini-league event, that you may end up in a 'group of death' scenario.

Prizes for the Mini-Leagues

There will noly be two prizes for each mini-league. 1st Place and Favourite Opponent. If there is a tie for 1st Place, then the TO will arrange with those tied to get additional prize support added.

There may also be a 'TO's Choice' award for the best painted army, though this will may only happen if it's possible to facilitate on the day.

How The Heats Work & Future Dates

Earning Your Place For The Finals

Any player that wins their mini-league place will qualify to purchase a ticket for the Grand Finals.

There will be a total of three qualifying heats taking place, so the winner from each mini-league event from each of the three heats will be the first to be eligible to purchase their Grand Final tickets.

Once all of the mini-league winners have chosen whether or not to buy their Grand Final tickets, then the remaining places will be offered up to the players with the highest tournament points scored in the mini-leagues that they took part in, until the 15 'winner' spots have been filled.

There will be a few 'Wild Card' tickets that will be issued by the event organiser. These will be tickets for the Grand Final, where the player hasn't had to take part in any of the previous mini-league event heats.

Do not count on being eligible for these 'Wild Card' tickets, they will be issued solely by the choice of the event organiser.

Dates For The Other Heats and The Grand Final

The other dates for the other events in the Little Bo-Peep GT series are:

- **Heat 2:** Sunday 29th November 2020 (£15 ticket)
- **Heat 3:** Sunday 21st February 2021 (£15 ticket)
- **Grand Final:** Saturday 24th & Sunday 25th April 2021 (£30 ticket)

If you wish to put yourself on the reserves list for either Heat 2 or Heat 3, then please drop the TO a message either via facebook (direct message or on events page), or via the TO's email address provided below.

Thanks for Reading the Pack

As always, a big thanks for taking the time to read through everything. If you have any questions about the event then please get in touch via the facebook event page or via my email address: duncan.screenprinter@gmail.com

I hope to see as many of you there as possible and may the gods forever be in your favour.