

Marauders Massacre 2022

Tournament pack v1.0



An Age of Sigmar event by the Mjörn Marauders Wargaming Club at Gymnastikens Hus, Alingsås, Sweden. Hosted on October 29th, 2022.

TIMETABLE

Saturday 29th

Registration	08:30 - 09:00
Game 1	09:00 - 12:00
Lunch	12:00 - 13:00
Game 2	13:00 - 16:00
Snack break & setup game 3	16:00 - 16:30
Game 3	16:30 - 19:30
Results	19:45 - 20:00

Drinks, war stories & food at local bar approx 21:00

During registration you will receive your own personal player packs to use throughout the day. If you have any problems making it to the venue on time, please let the events team know on +44 0704604930 or mjornmarauders@gmail.com

VENUE

Marauders Massacre 2022 will be held at Gymnastikens Hus in Alingsås.

The full address is:

Gymnastikens Hus i Alingsås, Metallgatan 2A, 441 32 Alingsås

Email contact for the venue: kansli@gymnastikenshus.se

Gymnastikens Hus is a sport's hall complete with cafeteria where pre-ordered event food will be served.

All terrain is provided, so there is no need to bring any.

The venue is conveniently located less than 5 minutes' walk from Alingsås train station and has free but limited parking directly outside.

AWARDS

Marauders Massacre 2022 will have multiple trophies:

1st, 2nd, 3rd Overall

Best Painted Army

Best Sportsman

Best General Per Grand Alliance

HOW TO BUY A TICKET?

There will be 24 tickets on sale. Numbers may vary depending on demand.

Tickets will be 400 SEK per person. Tickets will go on sale at 20:00 on Monday 1st August.

Payment needs to be sent by Swish to 0704604930.

For internationals or those without Swish, please send payments via PayPal to adam@mradamjames.com

If you are buying multiple tickets, please make sure all names of entrants are included in the Swish or PayPal notes. Full refunds will be given until 26th September 2022. After this date refunds will be given if a player takes your spot at the event. Due to Covid, we will try to be lenient and provide refunds as much as possible, but due to the nature of some costs it may be that a partial refund is given after the 26th September cutoff.

ARMY LIST SUBMISSION

A legal army list needs to be submitted to the team no later than 23:59 Wednesday 12th October (1.5 weeks before event). Lists need to be e-mailed to Mjornmarauders@gmail.com.

Lists must be sent in the body of the e-mail (not as an attachment) using the Warscroll Builder format:

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

Please make a note in the e-mail of any club you are part of, we will use this to avoid matching you up against a teammate in games 1 and 2.

A PDF of all the army lists will be available before the event.

PLAYING GAMES

The latest rules and 'General's Handbook: Pitched Battles 2022-23 Season 1' will be used during the event. All rules from the General's Handbook will be used, including scenery rules. Games will be played using a 2,000 point limit. Before each round, the Tournament Organizer will choose a Battle Plan that everyone will play for that round. No Battle Plan will be played twice.

For this event we are banning any Battletome specific or White Dwarf supplement Battle Tactics & Grand Strategies. We are making this decision due to the perceived lack of balance between them and us wanting to maintain as level a playing field as possible.

For each game, each player must keep track of whether they have won a Major Victory/Minor Victory/Draw, whether they have completed their Grand Strategy and how many Battle Tactics they have completed.

There will be 3 hours for each game. This includes reporting game results to the Tournament Organizer.

SCORING

There will be 3 ways to score points at Marauders Massacre 2022.

Primary Tournament Points:

As per each Battle Plan, each player will get Primary Tournament Points based on their result for each game:

Major Victory	- 10 Primary Points
Minor Victory	- 7 Primary Points
Draw	- 5 Primary Points
Minor Loss	- 3 Primary Points
Major Loss	- 0 Primary Points

Secondary Tournament Points:

These will be awarded for completing your Grand Strategy listed on your army list. You will receive 1 Secondary Tournament Point per Grand Strategy completed.

Tertiary Tournament Points:

These will be awarded for completing your Battle Tactics per game. You will receive 1 Tertiary Tournament Point per Battle Tactic completed.

WINNING THE TOURNAMENT

Primary Tournament Points will be used to determine the rankings of each player. i.e., the person with the most Primary Tournament points at the end of the event will be the Overall Winner. In the case of a tie on Primary Tournament Points then Secondary Tournament Points will be used as tie breaker. And if there is a tie-on secondary tournament points then Tertiary Tournament points will be used as the next tie breaker.

BEST GENERAL PER GRAND ALLIANCE

A Best General award will be given out to each player per Grand Alliance. This will be based on Secondary and Tertiary objectives. In the case of a tie, then Primary Objectives will be used as a final tie breaker rather than the primary tie breaker.

PAINTING AND ARMY PRESENTATION

All models in your army must be fully painted, with 3 colours minimum and in an appropriate colour scheme. Bases must also have appropriate texture on them. We are all adults and should know what an acceptable standard is. If they are painted with a decent amount of effort then they will be fine. What is not fine is bare plastic/metal or a large brush blobbing on 3 different colours in random places for example. If there are armies that are obviously taking liberties, they will have the offending models removed as casualties at our discretion. We are not asking for cohesive armies, just that all models are painted. If you think this might at all be an issue, please contact the team beforehand.

Weapons and armour options chosen from the army list must be shown on most of the models in a unit. If you have models with great weapons, the majority must be armed that way. The same thing goes with shields and missile weapons. If you have any doubts regarding this, then please ask us.

All models used must be of the appropriate type for the troops they represent. Proxies are not allowed. We consider a proxy to be using a clearly different model to represent what is considered the correct model for a unit. Using alternative models or similar looking models is ok but please check with us before the tournament if you are unsure.

If you are unsure about any of the above then please contact us beforehand, as on the day it will be too late. Details of how best to contact us can be found at the end of this pack.

There will be a single best painting award to be won. This will be decided by a player vote, which will take place during lunch. We will nominate armies to be put forward for Best Army. **Armies not painted by the player will not be eligible to be put forward.** In the case of a tie on votes, the team will decide the winner. **You may not vote for yourself...**

SPORTSMANSHIP AND CONDUCT

After game 3, each player is required to fill in the Best Sports voting box at the back of the player pack. You must nominate a single opponent to receive your Best Sports vote. These can be given to anyone you enjoyed playing and that you feel deserves it for whatever reason.

The player who receives the most Best Sport votes will receive the Best Sportsman prize.

As a team of long in the tooth wargamers, we know that being very sporting when you're doing badly, and the dice are against you is easier said than done.

We expect everyone to conduct themselves in an appropriate manner during the event. We do not expect this to be an issue but if you feel your opponent is trying to gain an unfair advantage such as unintentional cheating or slow playing then please call over a ref. If you would prefer to speak to us after the game regarding this then please come and seek us out to discuss.

Please take a moment before your game to discuss with each other how you'll play cocked dice. We recommend players re-roll all dice not flat on the gaming mat or dice tray. All dice you personally use should also have symbols/logos on either the 1 or the 6 facing, not a mixture.

If a player is deemed to have gained, or tried to gain, an unfair advantage during the tournament then a Battle Point penalty may be applied at our discretion. This will be issued on a case-by-case basis. This could be for any reason such as unintentional cheating to slow playing.

THE DRAW

Marauder Massacre 2022 will be using Best Coast Pairings for draws and pairings. Please create an account and install the app in advance of the event to help you keep track of things throughout the day.

The draw for game 1 will be done in advance (subject to change on the day incase of any dropouts).

It will be done randomly for game 1, then using the Swiss chess system for round 2 and onwards. Players that enter as a club will avoid playing each other for rounds 1 and 2.

Grudges will be allowed at this event. Both players need to agree to the grudge and let me know either through email or Twitter. You both need to inform me by 23.59 Wednesday 12th October.

The round 1 draw will be announced live on **Twitter on Wednesday 12th October at 20:00**. The draw will be tweeted by @Mjorn_Marauders.

The official twitter hash tag for Marauders Massacre 2022 is **#Marauders22**

LUNCH & SNACKS

Your ticket price includes food on the day of the event. To keep things simple, we will be ordering in Pizza from Milano Pizzeria in Alingsås. Menu choices will be emailed to players on October 12th. **Please ensure you send your choices no later than October 19th.**

In addition to Pizza Marauders Massacre will have a kiosk where you will be able to purchase snacks & light refreshments as well as official club merchandise. If you have any specific dietary requirement please let the team know in advance.

Due to a known nut allergy of an attendee, Marauders Massacre 2022 is strictly nut free zone.

CONTACT THE TEAM

This event is being run by Adam James and one other Mjörn Marauders club member. If you have questions about anything in this rules pack or general questions then please feel free to contact us in one of the following ways:

Twitter: @Mjorn_Marauders
E-mail: Mjornmarauders@gmail.com
Text or Phone +46 0704604930

COMP PACK

We will be publishing a comp pack for the event which players can expect early October. This will contain Club specific house-rules, FAQ's, and common rules queries.

Event sponsors:



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