



GHAL MARAZ

A Warhammer: Age Of Sigmar Matched Play event by The Silverway.

Ghal Maraz, Great Shatterer, Skull Splitter, Warhammer.

Sigmar's hammer has many names, but few are found worthy enough to wield it. If you relish the opportunity to prove yourself, to test your skills in the heat of battle and lead an army to glory then this is your chance. Ghal Maraz is an Age of Sigmar matched play event where the victor will be crowned "Champion of Sigmar" and pronounced worthy of his hammer. Victory on the battlefield alone will not seize the day. Champions of Sigmar must conduct themselves with honour and inspire those around them. If you believe yourself worthy then read carefully and prepare your forces for battle. Good luck and remember, while only one can be pronounced Champion of Sigmar, everyone can relish the challenges ahead.

Time:

1st of April 2017,
8:30am -5:30pm.
2nd of April 2017,
9:00am - 5:30pm

Location:

House of War
52 Maroondah Hwy,
Ringwood 3134.

Cost: \$60

Games: Six

Game Type:

Battlehost - 2,000pts

Game Length:

2 hours 15 Minutes.

Organiser:

Michael Torrisi

Email: torrisi.michael@gmail.com

REQUIREMENTS

Each player is required to have an army, their own set of dice, a tape measure and to make a copy of their army list available to each of their opponents. All models need to be WYSIWYG (what you see is what you get). If you're unsure your models comply you may get a ruling via email prior to the 19th of March. Tournament

points may be lost in the event models in your army are discovered not to comply.

GAME STYLE

Missions and Matched play rules will be followed as written in The General's Handbook. Opponents may choose or roll for their Command Traits and Artifacts at the beginning of each battle before deployment.

LIST SUBMISSION

Army lists are due for submission by Sunday March 19th, 2017. Please send your list to the above email address.

GRUDGE MATCH

You may ask to play a specific opponent of your choice in the first round of the tournament. Both players will need to communicate this via the above email by Sunday 19th of March 2017.

PAINTING COMPETITION

Please see the pinned post on the Melbourne Age of Sigmar Facebook Page for details.

PAYMENT

Please email torrisi.michael@gmail.com to confirm after payment is completed.

BSB: 923-100

Account Number: 32953900

Account Name: Michael 2

Reference: Your full name

Honours And Awards Sigmar's Champion

1st overall

Lord of the Host

2nd overall

The Honoured

3rd overall

Lord of Layers

Best painted army

An Extraordinary Gentleman

Best Sportsman (or woman)





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Event Timetable 1st of April

9.00-9.30	Player Registration
9.30-11.45	Game 1 - Take and Hold
12.30 - 2.45	Game 2 - Blood and Glory
3.00 - 5.15	Game 3 - Escalation

Event Timetable 2nd of April

9.00 - 11.15	Game 4 - Border War
11.30 - 1.45	Game 5 - Three Places of Power
2.30 - 4.45	Game 6 - Gifts from the Heavens
4.45 - 5.15	Awards Ceremony

Scores

Battle Score:

150 points 60%

Sportsmanship Score:

30 points 12%

Painting Score:

40 points 16%

Army Composition Score:

30 points 12%

Battle Score Breakdown

Major Victory:	25 Battle Points
Minor Victory:	15 Battle Points
Minor Defeat:	10 Battle Points
Major Defeat:	5 Battle Points

SPORTSMANSHIP SCORE

You don't need to be everyone's best friend. But the person across the table is your partner in crime for an enjoyable 2 hours. As long as you act respectfully and honestly then you should expect good scores. If your opponent feels like you're behaving immaturely or you are making him/her feel uncomfortable then that person has every right to deduct points accordingly.

Sportsmanship Score

Points

- 5 Like a game with a good mate. We laughed, we cried and got so carried away playing a fun game that the result was almost irrelevant. We have another game lined up for next week!
- 4 A good game played in a friendly, competitive spirit. Would happily play this opponent again.
- 3 You opponent didn't do anything particularly wrong but you didn't exactly enjoy the experience. Your opponent may have been overbearing or putting unnecessary pressure on you.
- 2-1 You believe your opponent was less than respectful towards you and potentially not acting honestly. Failures were followed by tantrums and success with unnecessary gloating. Your opponent was doing everything they could to win and nothing else mattered.
- 0 Complete antisocial behavior. You didn't come to here to put up with this crap. You're going to have to have a discussion with the tournament organiser about what happened and, if possible, be able to verify what happened with someone else. If someone receives this score more than once then they may be disqualified.



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PAINTING SCORE

This breakdown is to be used as a guide only. Paint scores will be subjectively judged by this criteria during the tournament and it is not expected to be strictly adhered to. High scores will be awarded to players whose army sets out to inspire the rest of us. It should tell a story and it should be clear to everyone that it has been created with love. Models used in the tournament must be base coloured at the very minimum. There will be several judges on the day whose scores will be averaged.

Painting Score

Points

33-40

Your force is spectacular. Not only is it clear that you have put in a supreme effort into painting a beautiful looking army, you lead the pack when it comes to applying your craft. The army is resplendent with excellent colour choice, freehand painting and extra details that would make anyone stare longingly at your force for hours. You are the elite.

25-32

A lovely looking army. You may not sit amongst the Lords of Layers but you have painted something you should be very proud of. It's easy to see that a lot of effort has been put into this force.

17-24

Your force is above the standard. Fully painted and ready for battle. No shortcuts were taken on this army and it shows. It is a special pleasure to gaze upon the large variety of armies at a tournament and you have contributed to that.

9 - 16

Your Army is fully painted. But it looks like you may have had a few late nights in order to make it that way. Your army may be only base coloured and washed, or maybe there are one or two units where the standard had to drop to get it ready in time. Perhaps it is hard to distinguish detail. Your army is a work in progress, but a sign of great things to come.

Painting Score (continued)

Points

3-8

Your army is base coloured. You didn't come here expecting to score high in the painting scores. Perhaps you came here to play games and have fun with a new army you really wanted to play with. Perhaps you're new to the hobby and this is your first army. People of all aptitudes are encouraged to attend. You may be able to pick up some tips and tricks from the masters while you are here.

0-3

You made your army out of a bunch of empty tuna cans and plastic pelicans. You didn't paint it either. Normally we wouldn't allow this kind of thing but circumstances on the day have convinced us to make an exception. You're lucky to be participating.

ARMY COMPOSITION SCORE

At Ghal Maraz we want everyone to be able to take the army that they want. We encourage people to create fantastic armies that have all the tools necessary to win the day. We want people to try different synergies and combinations that make an army hard as nails; army building is part of the fun!

What we don't want is for 6 people to look at your army across the table and realise from the beginning that they have no chance of winning, that they never did. In fact, your army pretty much takes the thinking and the tactics out of it. You're just going to systematically wipe out your opponent and there was never anything they could do about it. That's not fun and there is no honour in it.

The objective of this score is to promote mindfulness that the force you take could mean that 6 people don't particularly enjoy playing against you. Some people don't have the funds or the time to wield the most fine edged of swords.



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ARMY COMPOSITION SCORE (continued)

We recognise again that this can sometimes be subjective and it can be difficult to come to an agreement on where the line is on something like this. As matched play is currently in it's infancy, army composition is even more difficult to judge accurately. Which is why we believe having a large number of opinions is a benefit to the process.

Each of your direct opponents will provide up to 3 points for your composition score.

The tournament organisers, as a panel, will be awarding up to 12 points towards your composition score.

Be aware that the tournament organisers reserve the right to ask you to resubmit your army list in the unlikely event that they do not believe it is in the spirit of the tournament.

Player Composition Scoring

Points

- 3 This is what you expected. A competitive, balanced and challenging army. The army has all the tools it needs to win but the General behind it did the winning. Everyone will enjoy playing this opponent. This is what you were looking for.
- 2 Phew! That army was a bit strong. Far from game breaking, but the majority of players will find themselves starting on the backfoot playing against this army.
- 1 A really tough list. Most people are going to be taken for a ride. That army is going to win the majority of battles regardless of the mistakes the General makes.
- 0 This person took an Abrams tank to a knife fight. 99% of armies wouldn't stand a chance. If this General wins all their games they shouldn't feel good about it. Be prepared to explain your decision to the tournament organiser if you choose to award 0 points.

Please Note: When marking your opponent it can be easy to let the results of your game influence the score you provide. Try to refrain from letting this happen and attempt to gauge your opinion more holistically. Ask yourself if it was perhaps your own army that was under power. Did your opponent's army do the winning or the opponent? If this was a video game did your opponent set the difficulty on normal or on very easy? At the end of the day we expect that you will judge your opponent honestly and score them with the same level of fairness that you would expect to be scored yourself.

