



"Slayer of Kings"
2000pt Age of Sigmar Matched Play Tournament
Saturday 28 January 2017

Name:		Alliance:	
	Game	Opponent	Major/Minor/Draw/Loss
	1		
	2		
	3		

The Event:

This tournament is a one day, three round 2000pt Age of Sigmar Tournament held at *The Sanctuary*. Tickets cost £10 and can be purchased by sending £10 via PayPal to adamsinclairuk@yahoo.co.uk

We will be using the rules for Matched play found in the Age of Sigmar *General's* Handbook. The three rounds will be *randomly generated* on the day from the 6 Scenario's found within and will not be repeated on the day. Any scroll that is released and has a Games Workshop or ForgeWorld points value on the day of the tournament is usable.

List submission is not required but a legible copy of a legal army (see below) must be made available on the day for the TO and your opponent. Can I suggest using <http://scrollbuilder.com>

Tournament Schedule:

0930-1000: Registration

1000-1230: Game 1

1230-1315: Lunch

1315-1545: Game 2

1600-1830: Game 3

1840-1850: Awards Presentation

Scoring:

10 TP will be awarded for a win of any kind (Major/Minor), 5 TP for a draw, 1TP for a loss and 0TP for a no show or concession. The winner at the end of the day will be the person with the most TP. In the event of a tie, Major Victories will be used to determine the winner. If scores are still tied, the number of VP scored will be used. VP are equal to the points cost of completely removed units.

Awards:

Trophies will be given for 1st, 2nd, 3rd and Best Army.

Best Army – The Best Army award can be awarded for talented painting, conversions, overall theme or wow factor. To be eligible for this award your army must be fully painted and based. This award will be judged by the players and TO on the day. Please leave your army on display at lunch if you wish to be considered for this.

Painting and Basing

As this is the first AoS tournament at The Sanctuary, fully painted is not yet required, however due to the advantage that differing bases can offer in game; *all models must be based on the appropriate round base*. If one is not provided in the box and you are unsure please use the following

https://docs.google.com/spreadsheets/d/1ohYLSaHzf8v5FM7Luou-wNtA5YEPv9DkgIbrO_n9ukk/edit?usp=sharing

League:

I am hoping to run Bi-Monthly tournaments. The number of TP and VP you accumulate through the year (2017) will kept and the top 24 invited to a "Hall of Fame" event in December (top player enters for free). The winner of this tournament will receive free entry to up to 6 AoS tournaments run by myself (Adam Sinclair) at The Sanctuary in 2018!

FAQ's

Q: Do I need to bring Terrain?

A: No. All terrain is provided and set up. All you need is your models, your dice, your tape measure, your army list, access to your Warscrolls (Books/App) and access to the General's Handbook (Book/App)

Q: Is lunch provided?

A: No but there are many good food outlets around The Sanctuary that are open and within walking distance

Q: Do I need my thermals?

A: Likely! The Sanctuary is notoriously cold in January so a hat and warm jacket is strongly advised (along with gloves, a scarf, thermal underwear and an emergency ration kit!)

Q: Can I bring my own food/drink?

A: The sanctuary has a fully equipped bar area that sells hot and cold drinks and a selection of snacks. Consumption of alcohol on the premises is strictly forbidden.

House Rules

- The dice rolls for deciding who goes first/second each Battle round cannot be modified in any way
- All measurements should be made from the models base
- Models which cannot be attacked or targeted cannot hold or contest objectives.
- A natural roll of a 6 to hit and/or to wound is always considered a success. For clarity, were a modifier to make it normally impossible to wound, a 6 would always wound but it *would not* trigger any special ability associated with it (a Bloodletter's mortal wound on a 6 for instance)
- Persisting effects/spells with the same name do not stack