

# Brewcity Brawl 2018

April 28<sup>th</sup> – 29<sup>th</sup> 2018 at the Crowne Plaza Milwaukee Airport Hotel

An Age of Sigmar GT presented by Guys from Milwaukee

## Event Pack V2.1

Sign up by sending \$35 via PayPal friends and family to [brenmelnick@gmail.com](mailto:brenmelnick@gmail.com)

Full refunds offered until December 31<sup>st</sup> and half refunds offered until March 23<sup>rd</sup>.

Hotel info: Crowne Plaza Milwaukee Airport Hotel 6401 South 13<sup>th</sup> Street Milwaukee WI, 53221

Make reservations by calling (414) 764 – 5300 by March 28<sup>th</sup> and mention you are a member of the Milwaukee Grand Tournament. Special rate of \$99/night.

The event will be a five (5) game 2,000 point Age of Sigmar tournament. Primary missions will be taken from both the General's Handbook 2016 and 2017. A variety of secondary objectives will be used as well. Missions and secondary objectives will be revealed at the event in the mission packet. Rules, releases, and FAQs **after April 21<sup>st</sup> will not be allowed**. All judgement rulings by the TO will be final. Players must have access to most recent version of warscrolls for their army (in a medium that can be read by your opponent if needed), their own measuring device, their painted army ON APPROPRIATELY SIZED ROUND BASES (plague bearers on 32mm for example), a sufficient number of dice to reasonably play your army (no you may not play a Kunnin Rukk with 6 dice), and writing utensil

All armies are to be on appropriately sized round bases, painted to a 3 color minimum, and WYSIWYG. Conversions/proxies must be recognizable for units they are representing. For judging please feel free to list any conversions or interesting items you did with the army, on your army list or a separate sheet to ensure your army is judged as accurately as possible (the best conversions are the ones you assume are part of the kit)

Players are expected to bring a total of seven (7) copies of their army list for the event. One for day of submission (will be reviewed against original submission if you made changes tell me as it makes my life easier), one for each opponent, and one for themselves. **Lists are to be submitted no later than April 21<sup>st</sup> 2018**, legal lists submitted on time will receive 10 points towards sportsmanship, player induced changes after this day will forfeit the 10 points.

Players are expected to bring three (3) objective markers on either 25mm or 32mm round bases, they do not have to be themed to your army but it is preferred. Players are also expected to bring a playable piece of terrain to be used during the event.

Any questions or concerns regarding the packet or model/paint requirement can be made on the Facebook group (Brewcity Brawl), twitter (@hobby\_bear), or to [brenmelnick@gmail.com](mailto:brenmelnick@gmail.com)

Venue rules:

**No outside food and beverage** – there is a bar connected to the gaming room (there is literally only a door between you and a full service bar) and I can request it be opened as early as you may see fit and they will keep it open as long as it is being frequented. Please be smart about this rule.

**Don't bring alcohol you bought at the hotel offsite**

**Don't damage the hotel**

**No smoking physically in the hotel**

Schedule:

**Friday April 27<sup>th</sup>**

6:30 PM – 11:00 PM – Room setup and general hanging out

**Saturday April 28<sup>th</sup>**

8:30 AM -9:00 AM - Check in

9:00 AM – 11:30 – Game 1

11:30 – 12:30 PM – Lunch break / Paint Judging

12:30 PM – 3:00 PM – Game 2

3:00 PM – 3:30 PM Break / Player's Choice Paint Selection for armies and terrain / carry over paint judging

3:30 PM – 6:00 PM - Game 3

6:00 PM – Midnight – Open hall

7:00 PM – Midnight – Shadespire tournament

**Sunday April 29<sup>th</sup>**

8:30 AM – 11:00 AM - Game 4

11:00 AM – Noon – Lunch break

Noon – 2:30 PM – Game 5

2:30 PM – 3:00 PM Clean Up/Compiling Results

3:00 PM– 3:30 PM – Awards

## **Scoring**

**General scoring** – Major win = 20 points, Minor win = 15 points, Draw = 10 points, Minor loss = 5 points, Major loss = 0 points

**Secondary scoring** (may only score one result per game as each secondary will have an exalted and a minor condition and you score the higher of the two completed)  
– Exalted secondary objective completed = 10 points, Minor secondary objective completed = 5 points, No secondary completed = 0 points

**Sportsmanship scoring** – List turned in on time = 10 points, 3 points per game – 1 for arriving and starting on time, 1 for having all necessary gaming tools, 1 for playing your game/army in timely manner

**Painting** – Points that count towards your overall score will be capped at 50 points but you may score up to the full checklist when considering awards for best painted. There is a total of 100 points available to score. Checklist on next page.

Base Skills	The army contains one or more unfinished models	0
	The army is fully painted, but only to the most basic 3-color standard	15
	The army is fully painted with obvious effort put into detailing the army beyond the minimum standard	30
Fine Details	No conversions or fine details.	0
	Minimal: Basic conversions (head/weapon swaps), rough freehand/transfer work, simple unit/army markings, and or basic weathering on a single unit	5
	Minor: Advanced conversions (kitbashing, putty, plasticard, minor sculpts), quality freehand/transfer work, clean unit/army markings, and/or advanced weathering on a single unit, AND minor details on 75%+ of the army	10
	Major: Scratch built models, unique sculpts, outstanding freehand work, and/or realistic weathering on a single unit, and minor details on 75%+ of the army	15
Model Basing	Bare plastic bases	0
	Basic bases (1 or 2 materials/colors)	5
	Realistic bases (3+ materials/colors or well-done highlights/shading)	10
	Exceptional bases (3+ materials/colors, well-done highlights/shading, high attention to detail, a realistic variety of terrain heights and materials, and adds to the narrative of the army)	15
Display Base	No display base, bare tray, etc	0
	Basic : 1 or 2 materials/colors	5
	Themed: 3+ materials/colors or well-done highlights/shadings that matches the player's army	10
	Exceptional: A diorama style board that forges a narrative for the army (what is this army all about?)	15
Advanced Skills	No advanced techniques	0
	Models have a basecoat with a shade and highlight color	5
	Models shaded using layering with high highlights/blending	10
	Models have been shaded using seamless blending	15
Player's Choice	The three armies receiving the most player's choice votes will receive an additional 10 points to their paint score on top of the 90 available from the rubric	10

## Awards

May only earn one of the following in **bold**. May earn any number of eligible awards in *Italics*. Prize support, if any, will have random drawings during the event.

**Best Overall** – In game points + Sportsmanship + Paint (Up to cap) - Tiebreaker is kill points, if tied on kill points, coin flip

**Best Overall in Faction** – In game points + Sportsmanship + Paint (Up to cap) - Tiebreaker is kill points, if tied on kill points, coin flip

**Best Paint** – Highest total paint score based on paint rubric – Tiebreaker is in game points then sportsmanship then kill points, if tied on kill points, coin flip

**Best Sportsman** – Highest number of favorite opponent votes - tie breaker is sportsmanship then in game points then paint then kill points, if tied on kill points, coin flip

*Players Choice* – Based on number of favorite army votes by players – Tiebreaker is highest paint score based on rubric then in game points

*Best Rookie* – Highest overall score to player who is participating in 1<sup>st</sup> AoS 2 day event (participation is based on honor system) – Communicate this to event organizer at time of list submission. If there are no 1<sup>st</sup> event players this will be opened up to players who have begun playing AoS in the last calendar year. Otherwise I will continue opening the scope up until someone can win this award.

*Best Terrain* – Based on number of favorite terrain votes by players – Tiebreaker determined by event organizer

*Best Table* – Based on number of favorite terrain votes by players – Tiebreaker determined by event organizer

*Strength of Schedule* – Best finish based on strength of schedule calculation

*Sigmar Hardmode* AKA the “Special Snowflake” Award – The player and army that best embodies the Guys from Milwaukee mindset of a unique and unusual army with at least a 3-2 finish. This will be selected by a secret cabal of voters, bribery will not work, only exemplary displays of generalship with unique and unusual armies. Get to 3-2 and you have a shot.

*(Blood)Thirstiest* – Most kill points

*Wooden Spoon* – Last place – Also receives free entry to event in next year

1. Measure base to base, and bases should never overlap.
2. Objectives are measured from the center of the marker.
3. Measure vertically by measuring the volume between two models, usually from one model's base to another's head (but don't measure to limbs, wings, weapons, banners, and so on).
4. Models that can't be attacked or targeted are unable to score or contest objectives, until they can be targeted unless otherwise stated (Changeling can score per FAQ)
5. May have one of each available command option per FAQ (multiple banners/musicians as long as they are different)
6. Players may not summon a Balewind Vortex within range of an objective. If over the course of the game it comes to be in range, players must move the Balewind outside the closest objective edge (i.e., it can't be used to claim, deny, or contest objectives).
7. Sylvaneth Wyldwoods must be the exact size of GW's Citadel Wood bases, including the holes for trees. Players must also have trees, but may remove them temporarily to simplify measuring.
  - a. Feculent Gnarlmaaws have the same expectation except they are one solid piece typically so please don't go lifting them up over the course of the game.
  - b. Idoneth shipwrecks – See above**
8. GW clarified models are allowed to climb up and down any type of scenery. However, to avoid awkward model placement and simplify gameplay, models cannot end their move at the top of Citadel Wood trees – they must end their move on the ground. At the same time, you can lean model bases up against the base of Citadel Wood trees, as long as the model stays upright.
9. Firestorm and Malign Portents are not allowed
  - a. Exception being the harbingers themselves from Malign Portents are allowed using their points profiles
10. Gravesite effects are measured from the center of the base/marker. Since gravesites do not occupy tangible physical space please have available a flat token or marker (a blank base will work just fine for this) to put in the place of

any custom or built up markers during the game. We don't want any damaged models (or markers)

11. Points must be present in either GHB 2017, GHB 2017 Compendium, Malign Portents (Harbingers), or a battletome released after GHB 2017. Battalions and units will not be permitted without appropriate points.

**12. Lords of Change may not be on balewinds for any reason ever under any circumstance ever. Ever.**

# SHADESPIRE!!!!!!

## Saturday night 7 pm - Midnight

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3 rounds, best of 3, keeping the same deck throughout. Warbands must be painted to event standard. Cards must be sleeved (sleeves do not have to be GW).

Round 1: 7 pm – 8:30

Round 2: 8:45 – 10:15

Round 3: 10:30 – Midnight

Awards immediately following unless we get kicked out promptly at midnight in which case we will do awards in the AM

Since GW won't sell me one of those sweet sweet event boxes I won't have unique cards, mats, etc that are typically available for winning these type of things. But I will be using the entry fee to acquire a trophy for the winner and use any remaining funds to try and buy some swag for this event specifically.

We will be providing a deck sheet to fill out preemptively closer to the event to save us all some time.

Guaranteed awards offered: Shadeshire Champion