



Age of Sigmar @ BADGACON 2018

Thank you for checking out the players pack! In this document you will find all the details for this event. We would also like to take the opportunity to thank BADGA for allowing us to run this event at their convention – the first GT in Bendigo. We would also like to thank the various people/groups listed throughout for our shameless theft of certain things from your player packs. This is definitely something we are very keen to make happen and promise to provide our best efforts before, during and after the event, to ensure the best experience for everyone attending!

Cheers,

– The Measured Gaming crew.

The Event:

When: 9th and 10th June 2018

Where: The Bendigo club – 22 park street, Bendigo, VIC Australia

Cap: 40

Cost: \$30

Registration opens: 12th February 2018

Payments due: Sunday the 13th May 2018

Lists due: Sunday the 13th May 2018

Pre event organizer: Joel McGrath

TO: Kameron Ritchie

Contact: measuredgaming@hotmail.com

Schedule:

Rounds will last for 2.5 hours.

Day one:

8.30am – 9.00am Registration

9.00am – 11.45am Game 1

11.45am - 12.30pm Lunch

12.30pm -3.00pm Game 2

3.15pm – 5.45 pm Game 3

Day two:

8.30am – 9.00am Registration

9.00am - 11.45am Game 4

11.45am - 12.30pm Lunch

12.30pm – 12.45pm Paint Voting

12.45pm - 3.15pm Game 5

3.15pm - 3.30pm Pack-up and Tallying

3.30pm –4.00pm Presentations

Army Details:

Composition:

Army size: 2,000 points per player

Players are to make their rosters using Matched play restrictions from the Generals Handbook 2017.

Compendium warscrolls and Forgeworld warscrolls are allowed in this event providing the most up-to-date warscroll and points are used.

Command traits, artefacts and all spells are to be noted on your roster.

Allegiance abilities from Firestorm will not be used at this event.

Army list Submission/How To Pay:

Lists are to be submitted to measuredgaming@hotmail.com by 11:59PM on the 13th May 2018

Lists are to be submitted in plain text in the email. This is to ensure lists are easily readable and also helps when the lists will be released for public viewing. Please do not send screenshots from the Azyr app.

If a list is incorrectly submitted, you will be asked to resubmit and may incur a penalty on your score.

Payments are to be made via bank transfer to the details below. Please put your name and AoS in the transfer description. For example: 'Steve AoS'

Name: Bendigo and District Gamers Association inc.

BSB: 633-000

ACC#: 124765884

Models, Basing and Painting:

Models:

Models are to be strictly WYSIWYG. Conversions, scratch builds and 3rd party models are allowed providing they accurately represent what they are meant to count as.

If you have a heavily modified or unusual model, please send a picture to the TO for approval.

Painting:

Models are to be painted to a 3 colour minimum. This does not mean paint 2 dots over an undercoat. Some reasonable form of effort has to be shown.

Models do not have to be painted certain colours to use certain models and/or rules. Such as Neave Blacktalon's warscroll or Kharadron overlords sky ports as examples.

Unpainted models will be removed from the table

25 points will be up for grabs for painting. Most people will be able to achieve 15-20 points with 3 colour minimum.

Basing:

All models are to be based on rounds/ovals. If your models are on squares and you do not want to (understandable) rebase your models. Then squares attached to rounds underneath is acceptable.

Scoring:

Painting and army list points	Total 35TP
List submitted on time	5TP
List submitted in correct format	5TP
Army is painted to minimum standard	15TP
Army is painted to higher standard	up to 25TP
Gaming and battle points	Total 100TP
Available points per game	20TP
Major Victory	20TP
Minor Victory	15TP
Draw	10TP
Minor Loss	5TP
Major Loss	0 TP
Sports points	Total 30TP
Sports points per game	up to 5TP
At least one best opponent vote	5TP
Total	165TP

Gaming:

Games will be scored from a total of 20 gaming points up for grabs across both players, with a Major Victory being worth 20 points and so forth.

During the tournament, players will need to note on their score card how many points you scored in game for the scenario. These will be used as any tie breakers for final standings. Tertiary tie breaking will be enemy units killed, measured in points. You will be required to mark these down too.

What to bring:

Below is a quick list of some things you should consider bringing to AoS@BADGACON

- Your Army (obviously)
- Some form of access to your units warscrolls (phone, battletomes, cards etc.)
 - Generals Handbook 2017 & applicable FAQ's
 - At least 2 copies of your army list
 - Dice and Tape measure
 - 6 Objective Markers
 - Glue (for incidental breakages)
 - Deodorant

Sportsmanship:

Cheating or other forms of antisocial behaviour may result in you being asked to leave the event.

For any rules disputes, consult the rules, generals handbook, FAQs before asking the TO for a ruling.

The TO's ruling is final. Regardless if you agree or not. It is advised to move on with the game after a TO has made a decision.

If you do have a disagreement with your opponent, it is advised not to judge their sports based on that. It should be based on how it was resolved.

Prizes:

First, Second and Third

Awarded to the three players who have the highest tournament points accumulated.

Tie breakers:

- The first tie breaker will be based on the amount of in game points the players have scored over the 5 rounds.
- The second tie breaker will be enemy units fully slain. These will be calculated in the points of said units.

Best In Alliance

4 prizes up for grabs. Going to the players with the highest tournament points from order, death, chaos and destruction.

Best Opponent

Each player will be asked to nominate who their favourite (Primary), and second favourite (secondary) opponents were over the tournament. The winner will be the player who has the most primary votes. Tie breakers will be based on secondary votes.

Best Painted Army – TO's Choice

Each player will be asked to set up their armies on the table they were playing on at the end of round one. The judges will inspect the armies over the lunch break. And will award the player who has the best painted army at the end of the event.

Coollest Army – Players Vote

The TO will create a short list of armies which they think are great. These shortlisted players will be asked to then set up their armies at the lunch break on day two. Each player will then have a chance to inspect those armies and vote on their favourite.

House Rules/FAQ's and Clarifications:

FAQ's up to the 1st of April 2018 will be used.

Base to base measuring will be used.

Objective measuring is done from the centre of the objective.

Units with multiple musicians and banner options can only have one of each taken in a unit.

Mysterious terrain should be rolled for before choosing sides.

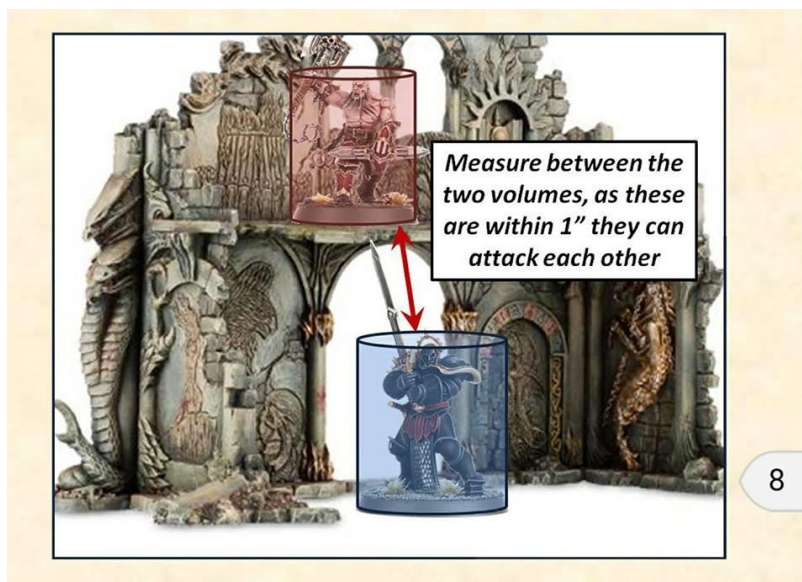
Terrain warscrolls will not be used unless they are a part of your army (Sylvaneth wyldwoods etc)

If a wood of any kind has removable trees, feel free to remove them but models cannot be placed in the holes where the trees would go.

A balewind vortex may not be set up within 3" of an objective, and a model on top of one may not count as scoring an objective. Furthermore, no other models apart from the wizard who summoned it may be placed on or within 3" of one regardless of how or why.

True line of sight will be used.

The SCGT volume system will be in effect for measuring purposes



(Picture borrowed from SCGT players pack)

Terrain:

There will be at least 8 pieces of terrain per table. These pieces of terrain will be in varying sizes, themed to the tables you will be playing on. The terrain will be pre setup before the event and should not be moved over the course of the event.

Players are not required to bring any terrain unless it is included with your display board.

Battleplans:

BADGACON will be using 5 of 6 pitched battle battleplans from the Generals Handbook 2017. Given the nature of the event we decided not to add custom scenarios for this event.

The battleplans will be chosen prior to the event, but you will not find out which ones they are until the day.

Painting Rubric:

<u>Criteria</u>	<u>Points Achieved</u>
<u>Standard (max 20)</u>	
The army is entirely painted to a three colour minimum	15
Basic details of models are painted (i.e. gems, arrow tips, etc)	2
All models have consistent basing material/paint applied to all bases	1
When looking at the army it is visually cohesive	1
Army is on round bases	1
<u>Optional (Max 10)</u>	
<u>Painting Technique</u>	
Basic shading, highlighting or blending across whole army	1
Or, Army displays advanced painting techniques (blending, NMM, OSL, etc)	2
<u>Freehand</u>	
Banners or some models display use of basic freehand or decals	1
Or, Banners, flags and appropriate models are freehand painted to a high level	2
<u>Modelling</u>	
Some models are kitbashed or have minor conversions	1
Or, Some models are extensively converted and dynamically posed	2
<u>Basing</u>	
Models have detailed basing	2
Painted and based display board is used to present the army	2
<u>TOTAL (Max 25)</u>	

(Credit for the painting rubric is owed to Clint Mallet).