

# **Midwest Meltdown**

## **Venue**

Age of Sigmar Tournament  
July 21 – 22, 2018  
Stony Creek Inn  
101 Mariners Way, East Peoria IL 61611

## **Cost**

\$50 entry fee - paypal (as friends / family) to [domus2112@yahoo.com](mailto:domus2112@yahoo.com)

Our goal is to ensure that you all have fun! We will do our best to make sure everything runs smoothly so that you can enjoy your games as much as possible. Please note that we need you to hold up your end of the bargain to create a fun environment for all attendees. Given the army selection rules we fully expect there to be a mix of army types in attendance, including highly competitive armies. So please set your expectations correctly. All prize support will be passed out at the end of the event via random number generation to attendees, no duplicate winners.

## **Army Info**

- 2000 pts Matched Play using the AoS 2 rules, the Generals Handbook 2018 and Malign Sorcery. You can nominate that your army is from a specific realm and use those Artefacts. Please note the realm somehow on the army list. Firestorm allegiances also allowed with appropriate FAQs.
- July 14<sup>th</sup> @ Midnight will serve as our rules cutoff date. No new rules / FAQ beyond that date will be allowed. Additionally, units not available by that date will not be usable which may impact Stormcast / Nightaunt.
- Command Traits & Artefacts, as well as Battletome specific spells/prayers, must be chosen when you turn in your list for the tournament. These will not change throughout the course of the tournament.
- Please submit an army list by July 17<sup>th</sup> @ midnight to [domus2112@yahoo.com](mailto:domus2112@yahoo.com) – Please use <http://www.scrollbuilder.com/> and send either the list summary or a PDF. Excel / any text editor is also fine.
- Most recent version of Warscrolls will be used. If Azyr is still questionable please refer to the last published version + Errata/FAQ.

## **What you need to bring**

- A Fully Painted Army.
- A copy of your army list to share with your opponents
- Dice / Tape Measure and Combat Gauges
- The rules – Either in hard copy or access on a digital device
- A copy of all Warscrolls in use or access to the Warhammer App
- Objective markers for use in scenarios
- 1 piece of terrain (details below)

### **Battleplans**

- Any of the following 9 Battleplans will be used in the 5 games. The Battleplan to be used will be announced at the end of each round for the following round.

Total Commitment

Focal Points

The Better Part of Valour

Shifting Objectives

Places of Arcane Power

The Relocation Orb

Duality of Death

Border Wars

Gift from the Heavens

### **Realms of Battle**

- The Realms of Battle rules will be in use with a house rule below. The realm will be set by the TO each round for all players as well as the Realmscape Feature. Additionally, the Spells of the Realms will be in play for that realm per Malign Sorcery. Realms may be duplicated.

Ghur - We will NOT be using the Monstrous Beasts rule. Disregard any references to it.

### **Army Painting**

- Tabletop standard minimum and bases finished which also applies to any summoned models. This is more than 3 colors. Please contact me with any questions. Any models not meeting this requirement will ensure the army receives a 0 paint score and is 100% ineligible for **any** awards. Attendance in future years will also be taken under serious consideration.
- WSYWIG – What you see is What you get (aka - all models armed appropriately)
- Models must be based on appropriate round / oval bases as in an game advantage to using incorrect base sizes. Please refer to GW base chart.
- Endless Spells will be excluded from “Army Coherency” checks for this year but must still be painted via the same requirements.
- All summoned units must be painted via the same requirements. Please be reasonable in the models you bring to summon.

### **Terrain Contest**

- We will require that all players bring one piece of terrain to make our gaming tables even more interesting.
- All terrain must be painted and of gaming table quality. (\*no cardboard boxes or grey plastic)

- Prefer a mid to large size piece. Ballpark of 12"x12" max footprint. We're okay for some leeway here we just don't want 3' square pieces.
- Can not be a hill.
- We will also pick our favorite piece of terrain and there will be an award!

### Awards!

- Best Overall
- Best Player in Each Grand Alliance
- Best Painted
- Best Sportsman
- Best Terrain Piece
- Coolest Army
- *each player will only be eligible to win one award*

### Scoring Categories

#### Etiquette / Sportsmanship

- Army list submitted by deadline = 5 pts
- Army list is legal and in easy to use format = 5 pts
- Bring 1 piece of Terrain (\*criteria above) = 5 pts
- Being on time for the start of each round = 5 pts max, 1 pt per round
- Players will cast a vote at the end of the event for a favorite opponent. The Best Sportsman award will be based on the pts above + votes. (\*note the votes have no impact on overall scoring) Battle then paint for Tie-Breakers
- We will be asking both you and your opponent if games were resolved in 5 turns or came to a natural conclusion. If you receive 4+ no votes we will consider applying a 3 point sports penalty.
- The most important rules at our event is to be a decent opponent and to give / have fun. There is of new with the edition change and FAQs so please be very tolerant. Overly abusive behavior will be addressed by the judges and can result in judge applied penalties / ejection from the tournament. Please don't let it get to there.

#### Painting

- Per Paint Checklist = 20-30 pts max – details coming
- Judges will pick the "Best Painted" and "Coolest Army" from the armies in attendance. Best painted purely on technical ability and Coolest Army purely on judges opinion.

#### Gaming

- Major Victory = 12 pts
- Minor Victory = 9 pts
- Draw = 6 pts
- Minor Loss = 3 pts
- Major Loss = 0 pts
- Secondary objectives as well which will be revealed on the day. 3 pts per game.

## Event Details

- Each round will last 2.45 hours, a bit more time for the new edition. Players need to have results in before the end of the round to keep the event on track. If players are not finished at the end of the round they will be asked to stop and work out results.
- Judges rulings are final. We will be looking to make fast decisions on rules calls and make no claims to be perfect. Please have all rules readily available, including FAQs, when asking the judges for a ruling.

## House Rules

- Army specific terrain must be on your list if used. The footprint must match the GW kit exactly including tree holes, etc... If you are not using the GW model a scratch build is acceptable as long as it is a model and not a 2d printed object.
- Woods (Ours & Wildwoods)- Trees can be removed and models may move freely on the spaces around the 3 circles but the 3 circles are impassable to units unless the model can fly.
- Also note that all Forests will be using the Citadel Woods scroll. \*\*Sylvaneth Wyldwoods **DO use** the Overgrown Wilderness rule from the Citadel Woods scroll.
- The following command abilities gain this rule... - You cannot pick the same unit to benefit from this command ability more than once per hero phase. IE – No Stacking  
Vampire Lord Blood Feast  
Wight King Lord of Bones (Both warscrolls)  
Great Unclean One Grandfathers Joy  
Verminlord Corruptor Gouge-tear their Eyes  
Orruk Warboss Waaagh!  
Celestial Vindicators Righteous Hatred  
\*\* Any non-conditional +1 attack command ability also (In case I missed one for the list)  
\*\* This does mean you can stack things like the Mighty Waagh and the Deepkin King abilities.
- Any command ability that allows for a unit to attack or shoot in the hero phase gains - You cannot pick the same unit to benefit from this command ability more than once per hero phase. (Example – Anvils of Heldenhammer – Heroes of Another Age)
- Glottkin command ability is limited to once per hero phase.
- Allied Heroes can never be given artefacts of power or spells from a spell lore.
- Allied units never benefit from Temple / Enclave / Stormhost / etc... rules.
- Any unit in an army that does not have the army's keyword is considered an Ally. EG – Order Wizard in Gnarlroot Wargrove. They don't count against ally points / slots but do count as Allies in every other fashion. (Cant be battleline, cant get lore spells, etc..)
- Seraphon Astrolith Bearer – Multiples do not Stack

- Additional attacks will never generate further additional attacks. (\*\* as it was in AoS1)
- Lord Kroak -Impeccable Foresight command ability is limited to once per hero phase.
- Lord Kroak can not be the target of any ability or spell which specifically targets a stat he does not have.
- Engine of the Gods – On a 14-17 result the Summoned Unit cannot move in the following movement phase.
- Summon Keeper of Secrets spell may no longer be used.
- Grot Warboss – Command ability does not stack!
- Endless Spells – Do abilities that modify or re-roll an unbinding roll have an effect on an Endless Spell dispel roll? NO
- You must have paid the points cost for an Endless Spell model in order to use it in a game.
- Do things that increase the range of a casters spells apply to the distance which an Endless Spell can be setup from the Caster? No. Nor can you use things that allow you to measure from a different location when setting up an Endless Spell.
- Evocators can only cast Empower.

## Event Schedule

### Friday

3:00	11:00	Open Gaming in the Hall
------	-------	-------------------------

### Saturday

8:30	9:00	Registration
9:00	9:15	Welcome Wagon
9:15	12:00	Game 1
12:00	1:00	Lunch
1:00	3:45	Game 2
3:45	4:00	Break
4:00	6:45	Game 3
6:45	11:00	Open Gaming

**Sunday** - \*\* Early start to accommodate those with long drives.

8:30	11:15	Game 4
11:15	12:15	Lunch
12:15	3:00	Game 5
3:15		Awards