



SERGEANT

PLAYERS PACK

Introduction

Welcome to SAGT, South Australia's first Age of Sigmar Grand Tournament! This document contains all the information you need to know about SAGT. Included are the items you'll need to bring, the schedule for the weekend, army composition and other information about the event itself. Credit goes to the writers of other players packs which ideas and concepts have been borrowed for running this event.

If you've got any questions about the contents of this pack, the event or army selection please feel free to get in touch either via email someone2040@gmail.com, twitter @someone2040 or via Facebook event page.

Event Details

When	Saturday March 16th and Sunday March 17th 2019
Where	Hilton RSL, 147 Sir Donald Bradman Drive, Hilton, SA
Places	40
Cost	\$50 (Includes lunch both days)
Registration Open	Now
Payments Due	Midnight, Sunday 3rd of March 2019 AEST
Number of Rounds	5
Points	2000pts, Battlehost
Lists Due	Midnight, Sunday 3rd of March 2019 AEST
Tournament Organizers	Mathew Weiss Michael Bevan

Venue

The venue is the Hilton RSL, 147 Sir Donald Bradman Drive, Hilton, South Australia. This is a short bus ride or Uber trip from the city. It is also conveniently located on the way to the airport for any interstate travellers.

Schedule

Saturday 16th		Sunday 17th	
8:30-09:00	Registration & Event Kick off	8:30-09:00	Day 2 Sign in
9:00-11:45	Game 1 - Blood and Glory (Core Rulebook)	9:00-11:45	Game 4 - Three Places of Power (Core Rulebook)
11:45-12:30	Lunch	11:45-12:30	Lunch
12:30-3:15	Game 2 - Starstrike (GHB2018)	12:15-12:30	Best Army Voting
3:15-3:30	Break	12:30-3:15	Game 5 - Focal Points (GHB2018)
3:30-6:15	Game 3 - The Better Part of Valour (GHB2018)	3:15-3:45	Pack up and Tallying
		3:45-4:00	Award Presentation

Army Selection

Players will create their armies using the Matched Play points system from the General's Handbook 2018.

Only Warscrolls, Warscroll Battalions, Endless Spells and Terrain with Pitched Battle profiles from the Generals Handbook 2018, Compendium Warscrolls from 2017, Forge World Compendium Warscrolls or any newer battletomes or supplements may be used. You must use the most up to date warscroll and points available for any units you use during the event. Rules that are released after Sunday the 3rd of March may not be used during this event.

Based on the restrictions above, you must make a valid **2000 points** army list. On your army list, you must provide the following details:

- Army Allegiance (Any valid keyword allegiance, including Firestorm allegiance if applicable)
- The Realm the army hails from
- The General
- Command Traits for those eligible to take them (Usually just the General)
- Artefacts for any Heroes
- All units that are a part of your army, including equipment/other options
- Any Warscroll battalions being taken
- Any Endless Spells being taken
- Battletome specific spells, prayers, or other abilities

None of the above options may change during the event. Note that if your allegiance is entitled to any additional units (Such as summoning or terrain) these are not required to be written on your army list.

Army List Submission

Lists are to be submitted to someone2040@gmail.com by midnight Sunday the 3rd of March Australian Eastern Standard Time.

Lists should be submitted as an attached Warscroll Builder (<https://www.warhammer-community.com/warscroll-builder/>) PDF. If your list is submitted in the incorrect format (Such as hand written, Azyr or others) you will be asked to resubmit your list and may incur penalties.

Please enter the subject of your email as: **Name - Army Allegiance - Gaming Club** (if any). Lists will be published a week prior to the event taking place.

What to Bring

Please ensure you bring the following to the event. This will ensure that games run smoothly and on time.

- At least 3 printed copies of your army list
- Your fully painted army
- Core Rulebook, Generals Handbook 2018, Malign Sorcery (if using a realm artefact)
- Battletome(s) if any
- Measuring Tape, Dice and at least 3 objective markers
- Combat Gauges, Tokens, Markers, and any other gaming aids
- Pen, paper, calculator, phone for results calculation and recording
- It is also recommended to have a carry tray for easy movement between tables
- Deodorant, it's going to be hot!

Models, Painting and Basing

Models

Models are expected to be fairly WYSIWYG (What you see is what you get). Conversions and suitable substitutes are allowed, though if you have a cool conversion or unusual model which may have some confusion in game please contact the TO for approval. Forge World models should use the official Forge World model or an extensively converted, unique model. This means no Varghulfs as Mournguls or High Elf Dragons as Magma Dragons etc.

Painting

Models are to be painted to a minimum tabletop standard. This means every single model (including those summoned and any terrain that is a part of your army) should be painted with 3 colours minimum and at least one colour on the base.

Any model that does not meet that criteria will be removed from the table.

Games

You will be playing 5 games of Age of Sigmar at SAGT. The battleplans being played are the ones provided earlier in the schedule.

Matchups and Pre-Setup

The draw for each round will be announced prior to the round beginning. The first round will be done randomly, after then a Swiss draw will be used to determine opponents in rounds 2 to 5 (You play people on similar match records, tie broken by enemy slain).

Before each game, you should have a quick discussion with your opponent about the battlefield, the armies and the scenario. In particular, you should run through your own army list, clarify any questions you have on his army list, and make sure you are well aware of how the scenario works, and what rules each piece of terrain has on the battlefield.

Realms

Each round a random realm that has not yet been played in will be used for the game. The full rules for the realmscape rules, realm commands and realm spell from the Core Rulebook will be in use with the exception that the realmscape rule will be fixed as per the table below:

Realm	Realmscape
Shyish, The Realm of Death	Haunted Realm The Realm Command Soul-Force Sacrifice will not be in play
Aqshy, The Realm of Fire	Flaming Missiles
Chamon, The Realm of Metal	Rust Plague
Ghur, The Realm of Beasts	Primal Violence The Monstrous Beasts rule will not be in play
Ghyran, The Realm of Life	Seeds of Hope
Hysh, The Realm of Light	Aetheric Beams of Light
Ulgus, The Realm of Shadow	Perpetual Dusk

Malign Sorcery

If both players have with them a copy of the Malign Sorcery rules and agree to use them, you may use the Spells of the Realms as per Malign Sorcery. However, by default these spells will not be in use.

Terrain

All terrain on the battlefield with the exception of Terrain summoned or as part of an allegiance ability will be classified as regular terrain and will not use any warscroll terrain rules.

Before the roll off for territories is performed, you should do two things for each piece of terrain on the board:

1. Discuss with your opponent whether the terrain is regular, an obstacle or a garrisonable building
2. Roll for the mysterious landscape effect that will apply to that piece of terrain

Sports and Player Conduct

Hopefully this section is self-explanatory and does not come up during the tournament. However, it is worth reinforcement of the values and behaviour we expect of all players at our event.

Rules Disputes

The rules are not always perfectly clear, and misunderstandings of rules can occur during gameplay. If a rule comes up during gameplay that you are unsure about, please try and resolve this by discussing with your opponent first. This could be resolved by discussing what is the most thematic or intended way the rule should be played, going through the rulebook and FAQs or simply rolling a D6 to determine which way the rule should be played.

If a consensus cannot be agreed upon, please call over a tournament organiser to make a final judgement call on the rule. We will try our best to provide a fair and impartial ruling.

After the ruling has been made, the rest of the game should be played out in the agreed way.

Timing Out and Slow Playing

While we have tried to provide adequate time to play the games at SAGT, there will be times when games are running behind.

Plenty of notice will be given throughout the round to ensure everyone is well aware of how much time is remaining. However, if a game is looking like it will not be finished, the following below will apply:

Take note of the results of the game before the start of the battle round (Victory points and enemy slain should be recorded). If the players are unable to finish the current battle round in full these are the results that will stand to ensure both players had an equal number of turns.

While allowances should be made for newer players in the sport of the game, deliberate slow playing to gain an advantage in game result is not acceptable. Players are expected to prompt their opponent to speed up their game play if they are concerned about being slow played. If at the end of the game, your opponent did not speed up after multiple attempts please come and speak to the TO's.

The first time this occurs a warning will be given to the player slow playing. Second and subsequent notifications of the same player will result in loss of tournament points or potentially being disqualified from the tournament.

Cheating

Cheating or other socially inappropriate behaviour will result in you being asked to leave the event and forfeit any right to prizes.

Conceding

Best attempt should be made to resolve the game to the fullest (i.e. 5 battle rounds played or one player having no models remaining). If running low on time, you may wish to call the result early and 'play out' the game figuratively to determine the result.

Conceding is generally frowned upon for other reasons, as all players have paid to play 2 full days of Warhammer. If you concede due to lack of wanting to play the game, you will receive no points of the round while your opponent will be given full points (Major Victory, max other points).

Being on Time

It's important that you arrive at your table in a timely manner for the next round. Adequate time has been provided between rounds for a break to go to the toilet, have a quick snack or a cigarette. If you are not at your table within 10 minutes of the round beginning with good reason you will be penalized in tournament points.

Dropping Out

Unless there are exceptional circumstances, players are expected to attend and play all rounds of the event and stay for presentations.

Should you wish to withdraw from the event, please contact a TO as soon as possible to let them know.

Scoring and Awards

The tournament champion will be the player with the highest number of Tournament Points (TP) after 5 rounds of battle. The scoring is split up into 3 components; Painting, Gaming and Sports. A total of **150 points** are available to be achieved.

Criteria	TP
Painting (See Painting Rubric)	25
Army is painted to a minimum standard	Up to 20
Army is painted to a higher standard	Up to 5
Gaming	100
Your army list was not submitted on time or was not in the correct format	-5
Major Victory (per game result)	20
Minor Victory (per game result)	15
Draw (per game result)	10
Minor Loss (per game result)	5
Major Loss (per game result)	1
Sportsmanship	25
Sports points (per game)	Up to 5

Awards

There will be a number of awards available at SAGT. Players may be awarded multiple awards, but will only receive the prize for the higher award (the prize will drop down to the next eligible player)

- Best Overall - the player with the highest total score, tie broken by strength of schedule (Sum of your opponent's TP from game results), then by total Victory Points earned
- Best Sportsman - The person with the most best opponent votes, tie broken by sports points and then total TP
- Best Painted - The person with the most best painted votes, tie broken by TP
- Best in Grand Alliance - the player in each grand alliance that has the highest ranking and has not received any other award

Painting Rubric

	Criteria	TP
Basic (Max 20)		
	The army is entirely painted to a three-colour minimum standard and based	15
	Basic details of models are painted (i.e. gems, arrows tips, etc)	2
	All models have a consistent basing scheme	1
	When looking at the army, it is visually cohesive	2
Advanced (Max 5)		
Painting	Basic shading, highlighting or blending across the whole army, OR;	1
	Army displays advanced painting techniques (NMM, OSL, etc)	2
Freehand	Banners or some models display use of basic freehand or decals, OR;	1
	Banners, flags, & appropriate models are freehand painted to a high level	2
Modelling	Some models are kit bashed or have conversions, OR;	1
	Some models have been extensively converted and dynamic posed (kit bashing, green stuff sculpting, etc)	2
Basing	Some models in the army have used advanced basing techniques to make them stand out	2
	Painted and based display board are used to present the army	2

FAQ

What happens if my model is on a different base to the recommended GW base chart?

You should strive to use the same bases as the official base size. However, sometimes it's cool to put a hero on a particularly cool looking base. As such, models should never be on bases smaller than the recommended size, and should only be on larger ones within reason.

Do I have to use the official terrain for Sylvaneth Wyldwoods or other pieces of scenery?

No, but your scenery must be the same base dimensions or smaller, look approximately the same size and look suitable for the piece it is replacing. In addition, Sylvaneth Wyldwoods must have slots for trees to go and you must bring the trees provided.

Can I remove the trees from my Sylvaneth Wyldwoods?

Yes, but only for ease of moving models through the woods. The model's base must still be able to fit between the holes for it to be eligible to move or be placed in a Wyldwood.

How do I measure vertical distance when attacking models in combat?

When measuring distances vertically, project an imaginary cylinder using the base of the model as high as the model's head (or torso) whichever is the highest point (excluding weapons, wings, banners, etc). When measuring to and from models vertically use these cylinders to determine whether a weapon is in range.

Can I take as many banners or musicians as I want in a unit?

No. You may take each valid banner and musician (or other) option once per each number of the minimum models in a warscroll. For example, Chaos Marauders can take one Tribal Banner, Icon Bearer and Drummer per 10 models in the unit.

Can I use the Firestorm Allegiances at this event?

Yes, but you must obey the latest FAQ which means every model in the army must be valid for the Firestorm allegiance, as well as the army must be using their respective Grand Alliance allegiance abilities.

Can I use a dice rolling app?

Warhammer is primarily a dice rolling game, and hence the act of rolling dice is an integral part of the enjoyment of the game. With that in mind, we will not be allowing the use of dice rolling apps at this event.