

The  
Dwellers  
Below

PRESENTS:

# LORD OF WAR

JUNE 22ND & 23RD 2019

## Welcome!

Welcome to Lord of War 2019 - brought to you by The Dwellers Below. This player pack will be your go-to document for the event, with all the information you need in the lead-up and during the event itself.



## The Dwellers Below Ethos

The Dwellers Below is a podcast about Age of Sigmar hosted in Melbourne. We are known for our medium audio and terrible jokes. We have a range of hobby interests, and collectively we take gaming, painting, and writing derivative fluff seriously. The line-up of The Dwellers might change, but our commitment to fun and friendly hobby, repeating old jokes, and repeating old jokes will not.

We aim to add a professional touch to our tournaments (5-game hobby events). Winning is fun, but not as much fun as having a fantastic weekend, so we treat the event as an experience. This begins on the table-top. We will be focusing on the awesome moments and stories from across the venue, and reward good sports as much as we do good players and good painters. But it goes beyond as well, which is why there are big plans for Saturday night, meals provided, and more!

The biggest reward for us when running events is not in efficiently awarding someone rankings points, but in spending quality gaming time with quality gaming people. We hope that Lord of War will provide you with the same.



Formed by experienced artists with an eye for ergonomic design, Artis Opus combines premium quality, durability and elegance.

We use only the finest components in our products, making us the natural choice for both aspiration and leading painters.

## Important Information

- When:** Saturday June 22nd and Sunday June 23rd.
- Where:** Games Laboratory - 328 Little Lonsdale Street, Melbourne.
- Tournament Orga's:** The Dwellers Below crew - Nick H, Chris, Gentile, Sam and Lachie.
- Rounds:** 5.
- Points:** 2000 - Battlehost.
- List Submission:** No later than 23:59 on Sunday June 16th.
- Cost:** \$65 - Lunch included on both days.
- Places:** 70 - Currently all tickets have been sold. To be placed on the waiting list please e-mail [contact@thedwellersbelow.net](mailto:contact@thedwellersbelow.net) or message us on [Twitter](#).



## Schedule

Day 1 Schedule		Day 2 Schedule	
Registration:	8:30 - 9:00	Game 4:	9:30 - 12:30
Game 1:	9:00 - 12:00	Lunch:	12:30 - 13:00
Lunch:	12:00 - 12:30	Fav Army Vote	13:00 - 13:15
Game 2:	12:30 - 15:30	Game 5:	13:15 - 16:15
Game 3:	15:30 - 18:30	Packup/Prizes:	16:15 - 17:00
Shenanigans at Venue:	19:00-Ragnarok		

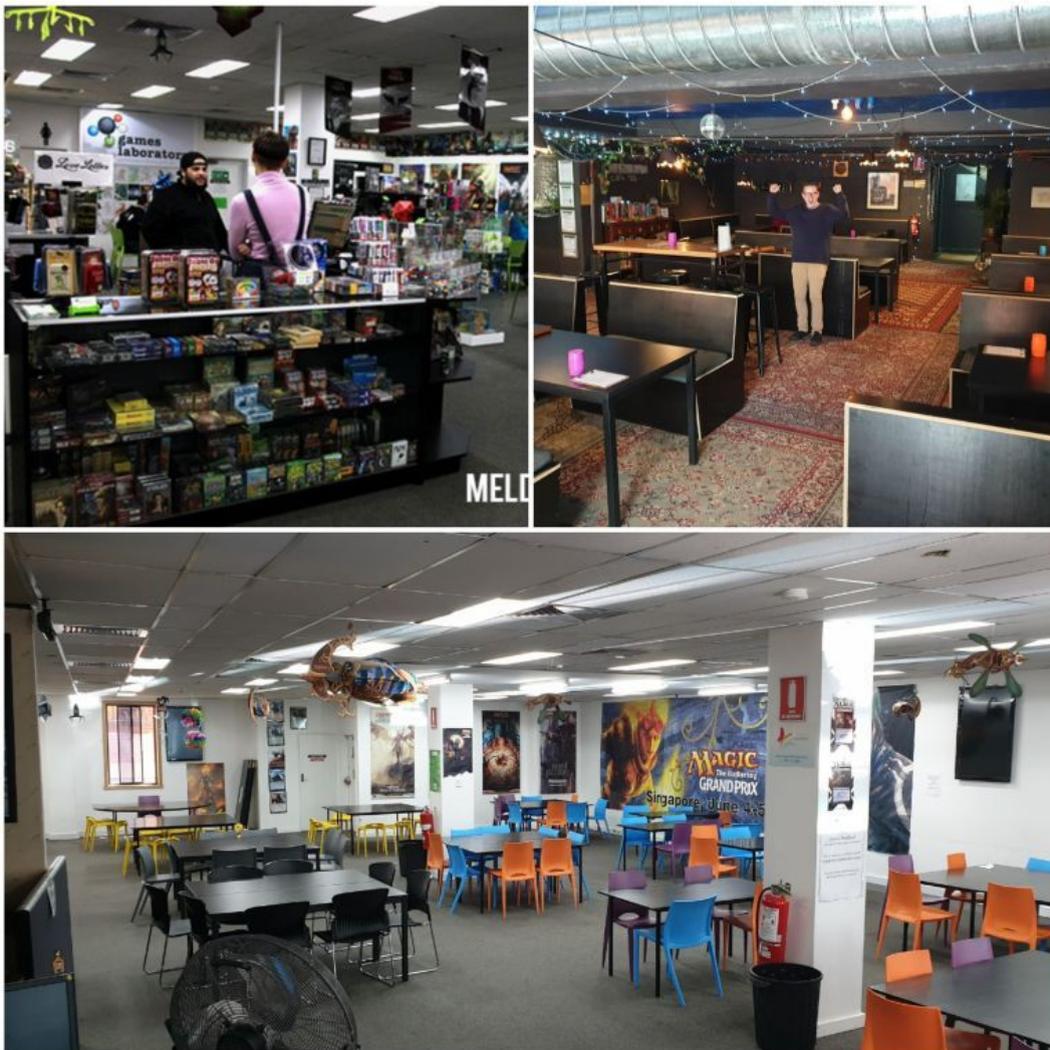
## Venue Info

The venue for this years event is Games Laboratory - **328 Little Lonsdale Street, Melbourne, Victoria.**

Games Laboratory is an awesome venue that is absolutely perfect for a gaming weekend. The upstairs gaming area has plenty of space, multimedia displays around the room, a PA system and is fully licenced!

Downstairs@Lab is a board game bar with an awesome range of beers and themed cocktails, which will be the location for our AoS Afterparty on Saturday night.

The CBD location makes getting to the event super easy as well. There are a number of hotels in the immediate vicinity of the venue. Ibis Melbourne Central and Novotel Melbourne Central are both literally across the road and probably a good shout. The venue is also a short walk from Tram and Train services (Melbourne Central Railway Station) for those travelling in from outside of the CBD.



# List Construction



Armies will be created using the matched play system and points from the Generals Handbook 2018. The most up to date warscroll and points available for each unit must be used.

The following rules supplements will be in use:

- Generals Handbook 2018
- Firestorm
- Forgeworld Warscrolls
- Tomb King and Bretonnian Compendium rules.
- Malign Sorcery 2018 - Realm Items

Rules that are officially “released” after June 9th may not be used.

# List Submission

Lists are to be submitted on [Down Under Pairings](#) by no later than 23:59 on Sunday June 16th.

Lists are to be submitted as plain text in the body of the army list submission field., lists can be outputted in text format from Warscroll Builder very easily and this is the required format

**If you are submitting fluff** for your list for the “Best Narrative/Fluff” prize please add it below your army in the text field.

On your army list you must include the following:

- Your name and gaming group/club.
- Army Allegiance (Including Firestorm allegiance) and Stormhost/Temple etc
- The Realm the army hails from
- Which model is the general
- Command Traits/Mount Traits for eligible models.
- Artefacts equipped to any heroes.
- Battletome specific prayers, spells etc.
- All units that are part of your army, including any equipment/upgrades.
- Any Warscroll Battalions being taken.
- Any Endless Spells being used.
- The number of extra Command Points available to your army at the start of a game.

Lists which are not submitted correctly or on time may incur a penalty of 5 points to the players tournament score. In order to avoid a potential penalty please endeavour to submit your list early.

# Games

## Realms

Games at Lord of War will not take place in the realms unless you and your opponent **both** agree on a realm in which you wish the game to take place (ie narrative reasons). By default however no realm command abilities, spells or features will be in use.

## Battleplans

The battleplans for Lord of War have been selected in advance. They are as follows:

- Round 1: Border War
- Round 2: Knife to the Heart
- Round 3: Scorched Earth
- Round 4: Blood & Glory
- Round 5: Focal Points

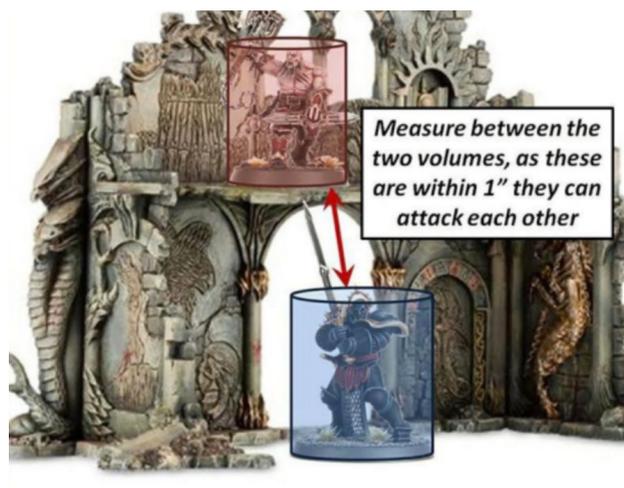
## Terrain

Each table will have a full set of terrain pre-placed by the TO's prior to the event. Terrain should not be moved. Sylvaneth Wyldwoods must have the trees placed in them – no tables of blank Citadel Wood bases sorry!

To save players time when arriving at their table terrain special rules will be pre-rolled for the event and marked on each terrain piece.

## Measuring & Line of Sight

For the most part true line of sight will be used, however when measuring/working out the distance between two models use the SCGT volume system as demonstrated below.



# Models, Painting & Basing

## 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. An example of the minimum criteria is below. Any model that does not meet that criteria will be removed from the table. It is also worth noting that models barely meeting the minimum criteria will not reach the painting cap for the gaming awards and will therefore be at a disadvantage.



## 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 Wildwood Rangers as Phoenix Guard or High Elf Dragons as Magma Dragons etc.



# Sportsmanship & Player Conduct

*Large parts of this section have been drawn from the Border War pack written by the Heralds of War. We think it's pretty well written and hits the main points, so in the interests of consistency we are using it here.*

## Cheating

Intentional cheating or other socially inappropriate behaviour will result in being asked to leave the tournament. No refunds will be issued.



## Rules disputes

All rules disputes should be resolved in one of three ways:

- Look in the appropriate rulebook & FAQ and discuss with your opponent.
- Ask a TO (Tournament Organiser).
- Roll a D6 for it.

If a TO is required to make a ruling then once a ruling has been made it is final. Just because you disagree on a rule does not mean your opponent is a bad sport. It is in the way they handle the dispute, and accept if they are wrong, that you can see their sportsmanship. Many people have different interpretations or house rules that are not used at tournaments and these will be resolved as stated above. We encourage players to contact a TO if there is anything that requires clarification, it's not automatically a bad thing, and is often the quickest and fairest way to resolve a situation.

## Conceding a Game

Conceding a game before time is up or the game has reached its natural conclusion will result in your opponent receiving a Major Victory and max kill points.

## Being on Time

It's important that all players arrive at the event before the start of a round. Adequate time is provided between rounds to buy drinks and food, go to the toilet or have a cigarette. Should you not be at your table to play your game **10 minutes after the start of the round**, your opponent will gain a major victory, and you will still need to play the game for kill points.

## Dropping out or failing to attend the whole event

Unless there are exceptional circumstances, players are expected to attend all rounds of the event, and stay for presentations (noting that some people may have flights to catch which is fine).

Should you wish to withdraw from the event early, **please contact a TO as soon as possible** to let them know. Failure to attend the second day without notice or withdrawing

from the event early without a good excuse will effectively result in all of your results from the portion of the tournament you do attend being removed (your overall score for the event will be 0).

### Timing Out / Slow Playing

Should a game be pushed for time, players will be expected to follow this ruling: If you are unsure if you will be able to complete a full battle round, BEFORE starting the battle round, players should make note of the result of the game as it stands. In the event that the full battle round is not finished at the end of the round time, the score at the end of the last completed battle round should be used as the final result, to ensure both players have had an equal number of turns.

While allowances should be made for newer players in the sport of the game, deliberate slow playing to affect the result of a game is not acceptable. Any player being notified to the TO as potentially slow playing for advantage will be noted and result in a warning. That being said, players will be expected to prompt their opponents to speed up if they are concerned they are being slow played. If a player is concerned that the pace of their opponents play is not changing, or that their opponent is deliberately playing at a speed so that the game will not be completed in the allotted time they should alert the TO.

### Sports Scoring

A checklist will be provided for players to use with some simple questions regarding your game. The responses to these questions will not contribute to the total Tournament Points that a player earns. They will be used by the tournament organisers only. If a pattern emerges then we will take appropriate action. This may simply be a conversation, a warning, a TP penalty or, in the absolute worst case scenario, we may ask someone to leave the event.



# Scoring & Prizes

At Lord of War we will be offering 3 main areas of recognition - Hobby, Sportsmanship and Gaming. We want to encourage and celebrate all facets of the Age of Sigmar hobby, so are placing equal weighting and prestige on each of these three areas. Extra points will also be awarded for prize winners in each category, so some of the smaller prizes are a great way to boost your overall ranking.

## Overall Prizes

### **Grand Creepster**

At the end of the event players will be **ranked from first to last in each of Gaming, Hobby and Sports. These will be averaged per player and combined for an overall ranking.** Winning other prizes will also add a small boost to your overall ranking. This will then be used to determine the “Grand Creepsters” (1st, 2nd and 3rd) who are the true “winners” of the event.

### **The Kakwah Award**

Awarded to the “Most Medium Player” at the event, ie the person in the dead middle of the overall rankings.

### **The “Mitch” Award**

Awarded to the person (probably Mitch) who purchases/earns the most raffle tickets throughout the event.

### **Best on Ground**

Awarded to the person who puts in the most legendary performance on Saturday night. Non-attendance on Sunday will disqualify a person from this award.

### **Best Content Creator**

Awarded to the Content Creator (ie literally anyone) who posts the most/best content online during the event. Chosen by Mr AOS Shorts himself - Dan Street. According to Dan “costumes, being photogenic and interaction with the home audience” will be key criteria. But we can’t all be sex robots from the future, so being photogenic is irrelevant. We also recommend creating memes related to the event.

## Gaming

At the end of the event the **results from the “gaming” portion of the event will be submitted to the Heralds of War rankings.** The gaming results will still have a small (and very achievable) painting portion to them to encourage everyone to bring armies that meet a certain minimum standard. This is detailed in the painting rubric at the end of the pack.

### **Best General**

Awarded to the players with the highest battle score at the end of the event. Prizes for 1st, 2nd and 3rd. Strength of schedule will be used as the primary tiebreaker.

<b>Favorite List</b>	Awarded based on strength, innovation, meta consideration and coolness. Chosen by The Honest Wargamer himself Mr Rob Symes!
<b>Most Kill Points</b>	Awarded to the player who scores the most kill points over the weekend.
<b>Least Kill Points</b>	Awarded to the player who scores the least kill points over the weekend.
<b>Last Place</b>	“Awarded” to the player with the lowest battle score at the end of the event that has finished all 5 rounds.

#### Battle Points Available

Major Victory (per round):	20 points.
Minor Victory (per round):	14 points.
Draw (per round):	10 points.
Minor Loss (per round):	6 points.
Major Loss (per round):	1 point.
Painting:	20 points.
List Submission:	5 points.

#### Sportsmanship

At the end of the last round you will be required to submit 3/2/1 votes for your 3 favourite opponents from the event. There will be no sports scoring on a round by round basis, however players may be deducted battle points or made ineligible for sportsmanship prizes if there are issues. Refer to the sportsmanship section of the pack for more info.

<b>Favourite Opponent</b>	Awarded to the players with the highest accumulation of “Favourite Opponent” votes at the end of the event. Prizes for 1st, 2nd and 3rd.
<b>Favourite Group/Club</b>	Awarded to the group/club with the highest average number of favourite opponent votes.
<b>Spot Prizes</b>	Throughout the weekend TO’s will be roaming around the room giving out spot prizes for cool interactions/awesome moments in games. We want to reward/encourage people having a great time in games and acknowledge the “little moments” as well as the overall winners.



## Hobby & Painting

On the Saturday around 10 armies will be nominated by judges to be displayed for the “favourite army” award. These armies will be put on display during lunch on Sunday for players to vote on. How players vote is at their own discretion, we just want you to pick your favourite army from amongst those nominated.

Judges will also be choosing the “best painted army”, which will be judged mainly on the technical painting quality of the army rather than other aspects such as display boards etc.

Please note: only models/armies that have been painted by the players using them at the event will be eligible for hobby prizes. The exception to this is the Smorgan Award, you may pay to win that, Smorgan is all about Pay to Win.

Each army will also be marked according to the painting rubric by TO's. An easily achievable capped value (20 points) will be applied to your battle points score, however the **full uncapped value** will be used to rank players painting for the purpose of the overall awards.

Best Painted Army	Chosen by a panel of judges - the best painted army on the day.
Favourite Army	Awarded to the players with the highest accumulation of “Favourite Army” votes from amongst those nominated.
Honourable Mention	Awarded to the armies nominated for favourite army and to those deemed worthy of an honourable mention by the judges.
Best Individual Model	Chosen by the judges - the best painted model on the day. This is a great prize to go for if you don't feel like you can paint a whole army up to an amazing standard, but think you might have what it takes to go all out on one model. Model entered must be part of your army.
Best Converted Model	Chosen by the judges - The model that displays the most awesome conversion/kitbashing/sculpting etc. Quality of painting will not be considered for this award. Model entered must be part of your army.
Best Narrative/Fluff	Awarded to the player who submits the best/most compelling/most ridiculous/coolest army background/fluff with their army.
The “Smorgan” Award	Biggest cop-out army that still manages to not get removed from the table...somehow. #PrideOfZandri.

## House Rules & Clarifications

*Credit to the SAGT organisers for this part of the pack, I've lifted it straight from their pack as it covers everything off pretty well.*

### **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. **Models may move up the trees in the wood as per normal movement rules, and may be placed on top of the trees.**

### **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 a dice rolling app?**

Warhammer is primarily a dice rolling game, and we believe that the act of rolling dice is an integral part of the enjoyment of the game. With that in mind, by default we will not be allowing the use of dice rolling apps at this event, however if you and your opponent both agree then who are we to stop you?

## 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
- Relevant Rulebook, Generals Handbook 2018, Malign Sorcery, Battletomes etc.
- Measuring Tape & Dice
- 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!

Painting Rubric		Points
<b>Painting</b>		<b><u>28</u></b>
	Army is fully painted to a basic level with clear basic colours.	4
	All details of models are painted - Arrow tips, gems, belts etc.	3
	All models are at least basically shaded or highlighted, this could be a wash or single highlight in each part of the model.	3
	All models have been intricately detailed or highlighted. This would involve multiple layers of highlight, the appropriate use of painting techniques such as directional lighting, non-metallic metals, smooth wet blending or other demonstrations of advanced painting effort.	3
	Extra effort has been given to character models who are painted to a high level. This would involve a visible effort to paint characters above a basic shading and highlighting standard.	3
	Characters are painted to a truly exceptional level with intricate detailing or freehand work.	3
	The army painting is coherent. This would mean that either the paint scheme is coherent or the diversity of paint styles fits into a single list (eg multi god chaos) that is tied together in some way.	5
	The army features occasional freehand detail.	2
	The army has many freehand works or works to a very high standard.	2
<b>Conversions</b>		<b><u>13</u></b>
	There are a few conversions throughout the army. This could be occasional remodelling, noticeable bits swaps etc.	3
	The army's centrepieces are heavily converted or customised.	4
	The army features heavy conversions on many models. This would involve substantial remodelling, subtle conversion work or pervasive changes.	4
	The army features unique or interesting model choices that are <b>suitable for the army it is being used as</b> .	2
<b>Basing</b>		<b><u>14</u></b>
	Army has appropriate, coherent basing.	5
	More than one basing material has been used	2
	Bases are elaborately detailed in their own accord.	3
	Army has movement trays that match the basing.	2
	A coherent display board had been provided that matches the army theme/basing.	2
<b>Theme</b>		<b><u>15</u></b>
	The army has a clear visual theme.	2
	The army maintains a pervasive and significant theme beyond the basic army coherency the models are sold with.	3
	The army has a strong sense of narrative, personality and an immersive appearance.	5
	Endless Spells and scenery pieces (Loonshrine etc) are painted/based cohesively to match the army.	3
	Endless Spells and scenery pieces (Loonshrine etc) are intricately detailed or highlighted showing advanced painting techniques.	2