

Welcome

Welcome to the rules pack for the first Australian Age of Sigmar Masters!

This document will cover all of the relevant information you should require to attend the event and have a brilliant weekend!

The Event

When

2-3 December

Where

Crown Hotel
446 Lutwyche Rd
Lutwyche QLD 4030

Cap

Top 16 Players in the Australian Matched Play Rankings
Invitation only

Army

2000 pts matched play from GHB 2017

Cost

\$65 per player

Invitations Sent

1st November 2017

Invitation Acceptance and Payments Due

14th November 2017

Lists Due

14th November 2017

Number of Rounds

5

Your Tournament Organiser

Clint Mallet – 0451 952 224

Schedule

Day One

10am – 10.15 am	Registration
10.15am – 12.45 pm	Game 1
12.45pm – 1.45pm	Lunch
1.45pm – 4.15 pm	Game 2
4.30pm – 7.00 pm	Game 3
7.00pm – Late	Dinner

Day Two

10.00am – 10.15am	Registration
10.15am - 12.45pm	Game 4
12.45pm - 1.45pm	Lunch
1.45pm - 4.15pm	Game 5
4.15pm – 4.30pm	Pack-up and Tallying
4.30pm – 5.00pm	Presentations

HERALDS
OF
WAR

Army Details

Scoring

Army Composition

Players will create their army lists using the Matched Play system from the General's Handbook 2017, any warscroll which has official points from Games Workshop can be used (including Forgeworld).

Command Traits and Artefacts must be noted on the army list. Spells are to be selected (either by picking or rolling) before each game.

Army Size

2000 pts per player

Army List Submission Deadline

Lists are to be submitted to masters@heraldsofwar.com by 11:59pm Sunday 14th November 2017.

Lists are to be submitted as a PDF from www.scrollbuilder.com.

Lists must be printed for use on the day.

Models, Painting and Basing

Models are expected to be fairly WYSIWYG. Conversions and suitable substitutions are allowed though, so if you have a cool conversion or unusual model, please contact the TO's for approval. Armies are to be painted to a three colour minimum.

Paint scores will be a score out of 25 with most people able to achieve 15-20 points easily.

UNPAINTED MODELS WILL BE REMOVED FROM THE TABLE

Models are to be on round bases. Blu-tacked bases and square bases are not acceptable.

Forgeworld models should be the official Forgeworld model or an extensively converted, unique model. This means no Varghulfs as Mournguls or High Elf Dragons as Magma Dragons etc. Please contact the TO if you are planning on using a conversion.

Painting and Army List Points

Army list submitted on time	5TP
Army list submitted in correct format	5TP
Army is painted to minimum standard	15TP
Army is painted to a higher standard (per rubric) up to	25TP

Total 35TP

Gaming Points

Available points per game	20TP
Major Victory	20TP
Minor Victory	15TP
Draw	10TP
Minor Loss	5TP
Major Loss	0TP

Total 100TP

Sports Points

Sports Points per game	5TP
Best Opponent Vote	5TP

Total 30TP

TOTAL

170 TP

Sportsmanship

Cheating or other socially inappropriate behaviour may result in being asked to leave the tournament.

Please Note: A Penalty of 5 Sportsmanship points will be applied for turning up to the tournament without a readily accessible (and shareable) copy of your army list.

Rules disputes:

All rules disputes should be resolved in one of three ways. Look in the appropriate rulebook & FAQ (including GW FAQ, roll a D6 for it, or ask a TO (Tournament Organiser).

The TO will then either show you the relevant passage in the appropriate rulebook/FAQ; or make a decision – once a decision 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 accepts 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.

The TO's word is final, and arguing after a decision has been made may incur penalties.

Awards

The Master

This prize is awarded to the player with the highest gaming points earned over the weekend.

Tie breakers will be as follows:

- The player with the most Major Victories
- The player with the highest number of kill points across the weekend

The Paragon

This prize is awarded to the player with the highest tournament points earned across the weekend for gaming, sports and painting.

Runner Up and Third

These will be awarded to the runner up and third place based on highest number of gaming points earned over the weekend.

The Sportsman

Players will be asked to nominate the opponent they had the most fun playing against during the weekend and the player with the most votes will win the Most Sportsman award. In the event of a tie it will go to the player who had the most first preferences, then to most wins (major or minor) during the event.

What to Bring

Here is a quick checklist for your reference.

- Your Army (should be pretty obvious)
- Warscrolls for your full army
- Generals Handbook 2017 & Rules
- At least 2 copies of your army list
- Dice and Tape measure
- 4 Objective Markers (of a sensible size)
- Markers or counters for effects and buffs (optional)
- Calculator or a phone with full charge
- Pens
- Glue (for incidental breakages)

House Rules and Clarifications

- GW FAQ's up to 1st November 2017 will be used
- The Herald's of War Event FAQ will be used - <http://heraldsofwar.com/event-faq/>
- Measure to and from a model's base
- Triumphs from Pitched Battle will be used
- Objective measuring is done from the centre of the objective marker.
- For units with multiple types of standards or musicians, one of each type may be taken in the unit.
- Terrain is pre-set on the tables and should not be adjusted.
- Mysterious terrain effects should be rolled before each game.
- GW Terrain warscrolls will not be used unless they are purchased as part of your army or part of a battalion you've purchased (i.e. Balewind, Sylvaneth Wyldwoods, Baleful Realmgate)
- Woods used to make a Sylvaneth Wyldwood should be Citadel Woods or of an equivalent size or smaller.
- If a wood (of any kind) has removable trees, models may not move or be placed in the holes that the trees sit in.
- A model on a Balewind Vortex can't be used to capture an objective.

Painting Rubric

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