

WARHAMMER® AGE OF SIGMAR

FIRST BLOOD & GLORY



 **OBJECTIVE
SECURED**

**GAMES
WORKSHOP®**

On the pages that follow you'll find details of how this Tournament will work. Read them carefully, even if you're a tournament veteran, as there are a number of differences to regular tournament events.

Welcome to First Blood and Glory

We start the New Year with– First Blood and Glory. This event is a single day event designed to open the doors to the Age of Sigmar community to play in a more casual environment with some fun and characterful armies in a variety of scenarios.

Whether you are primarily a painter or seasoned Tournament veteran, new to the Mortal Realms or a fan of the worlds of Warhammer from the beginning this event will be for you!

Venue and Cost

First Blood and Glory is being held on Sunday the 15th of January 2017 at the Loftus Centre, Leederville. Tickets are \$35. Note that tickets are non-refundable but are transferable.

TOURNAMENT STRUCTURE

You will participate in a series of games, each against a different opponent. All games are to be played using the Age of Sigmar Matched Play rules (found on pages 100-153 of the Generals Handbook). You will have no more than **One and a half Hours per game**. The first round of the event will be drawn at random while in the following 3 rounds, players with the highest generalship points will play each other, the players with the 3rd & 4th highest scores will play each other, 5th & 6th and so on. The only exception is that you can never play the same opponent twice. Should this happen a referee will step in and sort things out so that the players face fresh opponents of a suitable standing. By matching the players in this manner, we can be sure that the winner of the tournament will have faced the toughest opposition along the way.

During the game, each player will be given a results scorecard. Once you've finished your game, you must fill in the card and then hand it in at the front desk. Your results will then be entered into the tournament database.

Sunday 15th January 2017

8.30am	earliest entry and check-in
9.00am	Round #1 begins
10.30am	Round #1 ends
15 Minute Break	
10.45am	Round #2 begins
12.15pm	Round #2 ends
12.15pm – 1.00pm	Lunch break

**At this time, all players will be asked to set up their armies
for the Painting judging.**

1.00pm	Round #3 begins
2.30pm	Round #3 ends
15 Minute Break	
2.45pm	Round #4 begins
4.15pm	Round #4 ends
4.30pm – 5.00pm	Closing ceremony & awards

WEEKEND INFO

What to do in case of an emergency:

If for some reason you experience last minute complications (such as falling ill or missing a bus) that will result in you being late or unable to come, please call the organizers as soon as you are able. We will do our best to accommodate you, but be aware that due to the tight schedule we are running it may not always be possible.

SPECTATORS

The event will be open for any spectators to come along and check the event. The day can be tough going however, so we will be respecting this and doing our best to ensure that there are no interruptions for the players from the general public.

Spectators (including players watching other games) must not touch anything on a table where a game is in progress, and are not to distract or offer any advice or rules commentary at all. This includes helping to settle disputes. They must also keep a respectful distance from the table edge to allow the players room to move around. Anyone failing to follow these guidelines will receive a warning, and then will be asked to leave the room if they fail to comply.

MOBILE PHONES

Pausing during gameplay to answer a call or an SMS can be annoying for your opponent. We request that all mobile phones be put on silent whilst games are in progress where possible.

The Ringer

In the event of a no-show, the organizers will take all reasonable steps to have a ringer army prepared to take their spot. This army will of course be ineligible for any awards. In the event this is not achievable, a 'bye' may be utilized to ensure smooth completion of the round.

The Bye

While unlikely, in the event of a Bye round, this will be allocated to the player with the lowest Generalship points (randomly in running of the event game 1). They will automatically receive a minor win for this round. No player will be asked to have more than 1 Bye Round.



ARMY ROSTER

At least one week before the event you must submit a copy of your army roster for the Judges to refer to. You may submit the list in person (by prior arrangement) or by e-mail to **Mitchbyrne95@gmail.com** if you expect to have any problems fulfilling this requirement, make sure you get in touch with the organizers before the due date. Lists will receive a penalty of 2 generalship points per day overdue

As this event is designed to encourage variety and be an entry point into the Age of Sigmar tournament scene, players should build armies that are fun and reflective of the Mortal Realms where the game is based. Any list deemed to be written against the spirit of the event or trying to 'break' the restrictions will be rejected and the player asked to resubmit.

Players must hand in their Army Roster using the Pitched Battle Army Roster supplied with this Player Pack or a similar format.

ARMY SELECTION

Armies must follow the Pitched Battles Rules on army selection (found on page 106 – 109 of the Generals Handbook). Armies must be no bigger than a Vanguard (1000pts) and must conform to their relevant Battlefield role restrictions (2+ Battle line units 0-2 Behemoths etc.). Your General, Artefacts, Spells, and Command Traits must be clearly written down on your roster at the time of submission and may not be changed for the event.

In addition, the following points will apply for armies:

- Warscroll Battalions of any kind found in the generals hand book may be used as long as they are clearly marked in the players army roster
- Forgeworld models and rules MAY be used following their most current rules
- Forgeworld models conforming to the correct base size and general shape may be used to represent entries from the relevant army list
- Weapons, armour options and upgrades chosen from the army list must be shown on all of the models in a unit. You may use converted miniatures. Remember WYSIWYG is required, you should not be marking Weapons/items on your Army Roster as they should be visible on your miniatures. if you are unsure feel free to contact us before the tournament.
- The models used in an army must be Games Workshop models.
- Any and all models not conforming to the restrictions above may be asked by the Judges to be removed from play.
- All models must be supplied on the bases they come with or a suitably sized round/oval base, if you are unsure check with a judge first. All measurements and ranges will be measured from base to base.
- The Triumph Table (page 109 of the general's handbook) will be used in each scenario when necessary.

Obviously, as the Tournament Organisers, we reserve the right to update, amend or change the rules contained within this pack should the need arise through new releases or FAQ documents being released.

TIME KEEPING

Players will have 1 and a half hours per round to complete their games, including setup time. Part of the challenge of the tournament is making tactical decisions under pressure, so games should be played at a reasonably quick pace. Don't wait until it's your turn to consider your next moves!

TERRAIN

Games are played on a 4'x4' table. Scenery will be deployed as per the general's handbook recommendation (4-8 pieces per table) each piece of scenery will use the Scenery rules table found on page 2 of the "Age of Sigmar Rules"

Scenery for each battle will have been set up by the referees and may not be moved or changed in any way. Where possible, we will provide side tables for any army cases, books & gaming tools to eliminate the temptation to shift scenery around and make room for them.

SCENARIOS

The Battleplans being played throughout the day will be as follows, "Take and Hold" (pg. 110) "Blood and Glory" (pg. 112) "Border War" (pg. 113) "Gifts From the Heavens" (pg. 115)

It is your job as the player to play test these Battleplans prior to the day. Make sure you build your army's with this in mind

SCORING

At the end of each game, both players will be required to fill in a scorecard to log the results of the game. Please hand this in to the front desk as soon as possible after the game so that the referees can keep the event running on time.

Game results: (40 points in total)

On this part of the scorecard you will be required to note down the result and each player's total victory points for the game. Players will earn tournament Generalship points according to the margin of victory as follows:

Major Victory = 10 Points

Minor Victory = 7 Points

Draw = 5 Points

Minor Loss = 3 Points

Major Loss = 0 Points

SPORTSMANSHIP (20 points in total)

At the end of the event each player will be asked to rank their games from their favourite to least favourite.

1st Favourite = 5 points

2nd Favourite = 3 points

3rd Favourite = 2 points

4th Favourite = 1 point

The player with the highest score will win the sportsmanship award. All Sports Scores will contribute to each players overall score.

PAINTING (24 Points in total)

During the course of the day a pair of impartial judges will come by and see each player's army giving each a score out of 30 following the check list found later in this pack.

Each Painting score will contribute to each players overall score but will not affect the winner of the painting award.

Overall (84 points in total)

The player with the highest combined score from the above 3 categories will win the Overall award and be considered the Winner of the Event

REFEREES

During each round, the event referees will be doing the rounds so ensure that games are progressing smoothly and will be available should help be needed. Remember though, that your first point of call for any question should be the rulebook, relevant army book, Q&A / errata document or this pack.

If you really need a referee to sort out a rules question, then you are free to call one over, and our referees may intervene if they see an argument brewing. The referee's decision will be final and no discussion will be entered in

SPORTSMANSHIP

Players are to speak in English only and are expected to conduct themselves with proper decorum. As such, should a player be judged to be behaving inappropriately during the event, they will be initially banned from the gaming room for the remainder of the current round and will forfeit their game as a result with the maximum 10 points going to their opponent during the event.

Should a player be asked to leave twice, they will forfeit the remainder of the games, will be asked to not return and will be banned from future events.

If you have concerns about a player during or after a game – please notify a referee.

Awards

EVERCHOSEN (Overall)

HERALD OF GYRAN (Painting)

CELESTANT PRIME (Generalship)

MORTARCH OF NIGHT (Sports)

Additional Placing Awards

SCION OF SIGMAR (Highest Overall Ranking Order Player)

WARLORD WITHOUT EQUAL (Highest Overall Ranking Chaos Player)

FIST OF GORK (Highest Overall Ranking Destruction Player)

SUPREAME NECROMANCER (Highest Overall Ranking Death Player)



Painting

As painting is such a large part of the hobby all miniature in any players army list must be a minimum of basecoated, in essence each part of the miniature should be at least a flat colour that is appropriate to that area of the miniature (Skin, Swords, Cloth, Armour, Trim, Belts and pouches Etc.) Minor details will not be penalised (Eyes, Belt buckles Etc.)

All miniatures must be based with a minimum of one texture or colour.

If at any point in the lead up to the event you are unsure with where you army sits in the above requirements feel free to contact us and we can provide clarity.

Any miniature not meeting the above requirement in a player's army will be asked to be removed on the day where possible. If more than 30% of the miniatures in a player's army do not meet the requirement that players overall score will be halved for the event.

Miniatures that have not been painted by the player will be fine to use on the day as long as they meet the above criteria, In addition they will be ineligible for the painting award and receive a 0 for their judged painting score!

Painting Award

During the lunch break players will have the option to set up their army's for a chance to win the painting award, each player will then be given a score card to vote for what they think are the 3 best painted armies at the event. The player with the most votes will receive the painting award!

WARLORD OF THE SHATTERD DOMINION

In addition to everything above players will have the option to take part in an additional hobby based competition. Players may bring along a 4x4 board with scenery for players to use during the day, during the lunch break players will be required to vote for there favourite board brought by their peers. The board with the most votes will win this award.

This is a chance to do something really special as the boards we play on help set the scene and really can add to the enjoyment and feel for a game of Age of Sigmar!

PAINTING SCORE CARD

During the event, the Judges will give each army a score out of 24, using the following criteria:

Standard (10)

- Is the entire army painted to at least a 3 colours per model? **(0-3)**
- Is the army "finished" (ie. all models are fully painted, irrespective of quality)? **(0-2)**
- Have the bases been painted and textured? **(0-2)**
- Does the army "look" like an army (consistent colour scheme and/or style)? **(0-2)**
- Did the player paint the entire army themselves?

(1)

Advanced (10)

- Have the details been painted (eyes, equipment pouches etc)? **(0-2)**
- Shading/highlights used on the army (ie no flat colours)? **(0-2)**
- Does the general and/or centrepiece model(s) stand out? **(1)**
- Has any freehand work or transfers been applied? **(0-2)**
- Has part of the army been converted? **(0-2)**
- Extra effort put into the bases? **(1)**

Hobby Extras (up to 4 pts)

Here are some examples of where you might get these 4 points!

- Themed dice or gaming equipment
- Themed army
- Army list presentation
- Army background
- In-game markers (eg. wounds, deployment etc.)
- Display board/music/lighting
- Other (for anything we didn't think of!)

Player Score - ____

Judge Score - ____

Player Score - ____

Judge Score - ____

Player Score - ____

Judge Score - ____

Player Score - ____

Judge Score - ____

Player Score - ____

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Player Score - ____

Judge Score - ____

Player Score - ____

Judge Score - ____

Player Score - ____

Judge Score - ____

Details - _____

PLEASE SCORE YOUR ARMY!

Go through the above check list and fill in the scores you believe your army should receive for painting and hand this page in at the time of registration on the day. A judge will use this as a basis to score your painting.