



PRESENTS

THE FOUR HORSEMEN 2017



AN AGE OF SIGMAR MATCHED PLAY EVENT

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 THE AGE OF SIGMAR TEAM CHALLENGE!

WITH THE COMMUNITY ASKING FOR IT – WE ARE DOING IT! THE FIRST ANNUAL AGE OF SIGMAR TEAM CHALLENGE! THIS EVENT IS A SINGLE DAY TEAM EVENT INSPIRED BY THE ETC, ATC AND OUR LOCALLY DEVELOPED 40K WATC.

VENUE AND COST

THE FOUR HORSEMEN IS BEING HELD ON SUNDAY THE 11TH JUNE 2017 AT THE SOUTH PERTH COMMUNITY CENTRE – THE CORNER OF SANDGATE ST AND SOUTH TERRACE IN SOUTH PERTH. TICKETS ARE \$140 PER TEAM. 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 **TWO AND A HALF HOURS PER GAME**. THE FIRST ROUND OF THE EVENT WILL BE DRAWN AT RANDOM WHILE IN THE FOLLOWING 2 ROUNDS, TEAM 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 TEAM 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 TEAMS 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 TEAM 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.

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.

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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 team 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.

SUNDAY 11TH JUNE 2017

8.00AM	DOORS OPEN & REGISTRATION
8.20AM	BRIEFING
8.30AM	GAME 1 STARTS
11.00AM	GAME 1 ENDS
11.15AM	GAME 2 STARTS
1.45PM	GAME 2 ENDS
1.45PM-2.30PM	LUNCH

AT THIS TIME, ALL PLAYERS WILL BE ASKED TO SET UP THEIR ARMIES

FOR THE PAINTING JUDGING.

2.30PM	GAME 3 STARTS
5.00PM	GAME 3 ENDS
5.30PM	CLOSING CEREMONY & AWARDS

ARMY ROSTER

AT LEAST TWO WEEKS BEFORE THE EVENT YOUR TEAM MUST SUBMIT A COPY OF YOUR ARMY ROSTERS FOR THE JUDGES TO REFER TO. YOU MUST SUBMIT THE LISTS BY E-MAIL TO OBSEC@OPTUSNET.COM.AU IF YOU EXPECT TO HAVE ANY PROBLEMS FULFILLING THIS REQUIREMENT, MAKE SURE YOU GET IN TOUCH WITH THE ORGANIZERS BEFORE THE DUE DATE.

THOUGH THE JUDGES WILL BE SCRUTINIZING ROSTERS CLOSELY AND INFORMING PLAYERS OF ANY INCONSISTENCIES IN THEIR LISTS BEFORE THE EVENT, WE TAKE **NO** RESPONSIBILITY FOR ANY ERRORS THAT ESCAPE OUR INITIAL NOTICE — SO PLEASE MAKE ABSOLUTELY CERTAIN THAT THE ROSTER YOU HAND IN IS CORRECT AND CONFORMS EXACTLY TO THE ARMY YOU WILL BE USING.

PLAYERS MUST HAND IN THEIR ARMY ROSTER USING THE PITCHED BATTLE ARMY ROSTER FOUND ON PAGE 153 OF THE GENERALS HANDBOOK OR A SIMILAR FORMAT.

TEAM ROSTERS WILL BE PUBLISHED ONE WEEK PRIOR TO THE EVENT FOR ALL TEAMS TO VIEW AND MAKE PLANS FOR!

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 BATTLEHOST (2000PTS) AND MUST CONFORM TO THEIR RELEVANT BATTLEFIELD ROLE RESTRICTIONS (3+ BATTLE LINE UNITS 0-4 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 HANDBOOK 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
- 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 OR FORGE WORLD 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.
- EACH TEAM MUST CONSIST OF 4 PLAYERS, WITH EACH USING A DIFFERENT GRAND ALLIANCE. EACH GRAND ALLIANCE MAY ONLY BE USED ONCE (IE A TEAM WILL CONSIST OF 4 PLAYERS — CHAOS, DESTRUCTION, DEATH AND ORDER.

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 2 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 6'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, "GIFT FROM THE HEAVENS" "TAKE AND HOLD" "BORDER WAR"

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 CAPTAINS 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

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 INTO DURING THE EVENT

WINNING THE FOUR HORSEMEN

THE WINNER OF THE FOUR HORSEMEN 2017 WILL BE THE TEAM WHO SCORES THE MOST MATCH POINTS IN THE EVENT.

GENERALSHIP

(0-9 MATCH POINTS AND 0 – 120 POINTS PER TEAM)

THE PROCEDURE FOR WORKING OUT THE TOURNAMENT POINTS FOR GENERALSHIP IS QUITE SIMPLE. WE EXPECT YOU (THE PLAYERS) TO WORK OUT THE POINTS FOR EACH BATTLE AND RECORD THEM ON YOUR TOURNAMENT SCORECARD (WHICH WILL BE PROVIDED EACH ROUND).

WORK OUT YOUR MISSION POINTS AS PER THE MISSION OBJECTIVES, REMEMBERING TO INCLUDE ANY SCENARIO SPECIFIC BONUSES. THE GUIDE FOR CONVERTING THESE TO TOURNAMENT POINTS IS INCLUDED IN THIS PACK. DECIDE WHAT DEGREE OF VICTORY HAS BEEN ATTAINED – GENERALSHIP POINTS ARE AWARDED DEPENDING ON THE DEGREE OF VICTORY - AND FILL THESE IN APPROPRIATELY.

THE WINNING TEAM FOR THE ROUND WILL SCORE 3 MATCH POINTS. THE LOSING TEAM WILL SCORE 0 MATCH POINTS. A DRAW WILL AWARD BOTH TEAMS 1 MATCH POINT. IN THE EVENT OF TEAMS BEING TIED ON EQUAL MATCH POINTS, COUNT BACKS WILL BE COMPLETED ON THE TEAMS TOTAL GENERALSHIP SCORE.

THE CAPTAINS ARE REQUIRED TO WORK TOGETHER TO COMPLETE THE CARD AND HAND IT IN ON BEHALF OF THE TEAM FOR THE ORGANISER TO APPLY THE SCORES.

BREAKDOWN

0-16 GAME POINTS ROUND LOSS

17-23 GAME POINTS ROUND DRAW

24-40 GAME POINTS ROUND WIN

MATCH UPS

MATCH UPS FOR THIS EVENT ARE PREDETERMINED AS FOLLOWS. TEAMS SHOULD NOMINATE A CAPTAIN FOR THE EVENT THAT HAS THE RESPONSIBILITY TO COMPLETE THE SCORE CARD WITH THEIR OPPONENT'S CAPTAIN.

ROUND 1 – ORDER VS DESTRUCTION, CHAOS VS DEATH

ROUND 2 – ORDER VS DEATH, CHAOS VS DESTRUCTION

ROUND 3 – ORDER VS CHAOS, DEATH VS DESTRUCTION