



Presents

# 8 LAMENTATIONS



An Age of Sigmar Event

## **\*\* IMPORTANT \*\***

ON THE PAGES THAT FOLLOW YOU'LL FIND DETAILS OF HOW THIS TOURNAMENT WILL WORK. THE EVENT IS OPEN TO ANY PLAYER, WHETHER NEW TO THE MORTAL REALMS OR A SEASONED EVENT VETERAN – ALL ARE WELCOME TO PARTICIPATE.

### **VENUE**

8 LAMENTATIONS IS BEING HELD AT MANNING COMMUNITY CENTRE, BRADSHAW CRESCENT, MANNING.

### **TOURNAMENT STRUCTURE**

YOU WILL PARTICIPATE IN A SERIES OF 5 GAMES, EACH AGAINST A DIFFERENT OPPONENT. ALL GAMES ARE TO BE PLAYED USING THE AGE OF SIGMAR RULES. YOU WILL HAVE NO MORE THAN **1 AND 1/2 HOURS PER GAME**. 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.

### **ABOUT THIS RULES PACK**

THIS PACK CONTAINS THE FULL TOURNAMENT RULES FOR THIS EVENT. ALL OF THE RULES CONVENTIONS AND REFERENCES ARE FROM AGE OF SIGMAR OFFICIAL GAME PUBLICATIONS. ALL COMPETITORS SHOULD BE AWARE THAT WHERE ANY RULES INTERPRETATION IS REQUIRED, THE REFEREE'S DECISION WILL BE FINAL. ANY UPDATES OR CLARIFICATIONS TO THE EVENT WILL BE PUBLISHED ON THE OBJECTIVE SECURED FACEBOOK PAGE AND EVENT PAGE.

### **CONTACTS**

IF YOU HAVE ANY QUESTIONS ABOUT THE EVENT, THEN EITHER E-MAIL: [OBSEC@OPTUSNET.COM.AU](mailto:OBSEC@OPTUSNET.COM.AU) OR POST YOUR QUESTIONS ON THE FACEBOOK EVENT PAGE AND WE WILL ENDEAVOUR TO RESPOND AS QUICKLY AS POSSIBLE. PLEASE ALSO GET IN TOUCH WITH US AFTER THE EVENT AND TELL US WHAT YOU THOUGHT!

## SATURDAY 11<sup>TH</sup> FEBRUARY 2018

7.45AM EARLIEST ENTRY AND CHECK-IN  
8.00AM – 8.15AM TOURNAMENT BRIEFING  
8.15AM ROUND #1 BEGINS  
9.45AM ROUND #1 ENDS  
15 MINUTE BREAK  
10.00AM ROUND #2 BEGINS  
11.30AM ROUND #2 ENDS  
15 MINUTE BREAK  
11.45AM ROUND #3 BEGINS  
1.15PM ROUND #3 ENDS  
1.15PM – 2.00PM LUNCH BREAK

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

**FOR THE PAINTING JUDGING.**

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2.00PM ROUND #4 BEGINS  
3.30PM ROUND #4 ENDS  
15 MINUTE BREAK  
3.45PM ROUND #5 BEGINS  
5.15PM ROUND #5 ENDS  
5.30PM CLOSING CEREMONY & AWARDS

## SUNDAY 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 IT MAY NOT ALWAYS BE POSSIBLE.

**EMERGENCY CONTACT: 0403 268 714**

### **SPECTATORS**

### **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 BYE**

WHILE UNLIKELY, IN THE EVENT OF A BYE ROUND, THIS WILL BE ALLOCATED TO THE PLAYER WITH THE LOWEST GENERALSHIP POINTS (RANDOMLY IN GAME 1). THEY WILL AUTOMATICALLY RECEIVE A **MINOR WIN** FOR THIS ROUND. NO PLAYER WILL BE ASKED TO HAVE MORE THAN 1 BYE ROUND.

### **REMEMBER!**

REMEMBER TO BRING ANY GAMING MATERIAL YOU REQUIRE TO PLAY AGE OF SIGMAR INCLUDING:

- YOUR PAINTED ARMY
- AT LEAST 2 COPIES OF YOUR ARMY ROSTER
- THIS PLAYER GUIDE
- BATTLE TOMES AND THE AGE OF SIGMAR APP
- PENS AND A NOTEPAD/PAPER
- DICE, TAPE MEASURES, COMBAT GAUGES, COUNTERS ETC..
- SUPER GLUE (FOR EMERGENCY REPAIRS)
- SPENDING MONEY FOR FOOD AND DRINKS

## ARMY ROSTER

ARMY LISTS SUBMITTED TO  
[OBSEC@OPTUSNET.COM.AU](mailto:OBSEC@OPTUSNET.COM.AU)

WHEN SUBMITTING YOUR  
ROSTER, MAKE SURE YOU  
INCLUDE:

- ALL PAGES OF THE ROSTER ITSELF
- NOTARISED BREAK UP OF POINTS VALUES

YOU WILL REQUIRE A COPY OF THE ROSTER FOR EACH OF YOUR OPPONENTS AND A COPY FOR YOURSELF THAT YOU SHOULD KEEP WITH YOU WHEN YOU ARE PLAYING. 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.



## ARMY SELECTION

EVERY ARMY AND GAME, DURING ARMY SELECTION AND THE 6 GAMES ON THE DAYS WILL ALSO BE SUBJECT TO THE FOLLOWING RULES/FORMAT.

- ALL ARMIES WILL BE SUBJECT TO THE "VANGUARD" ARMY SELECTION AND BE ALLOCATED 1250PTS
- ARMIES MAY NOT GO OVER THIS ALLOWANCE.
- ALL MINIATURES MUST BE ON BASES THAT THEY (OR THEIR WARSCROLL IN QUESTION) WERE SUPPLIED WITH OR AN APPROPRIATELY SIZED ROUND OR OVAL BASE. IF YOU ARE UNSURE PLEASE FEEL FREE TO GET IN CONTACT WITH THE TO. (YES THIS MEANS THAT MINIATURES MAY BE ON THE ORIGINAL SQUARE BASES)
- ALL WARSCROLLS MAY ONLY CONTAIN ONE "COMMAND GROUP"
- ALL OF THE RULES FOR MATCHED PLAY WILL BE IN EFFECT. ENSURE YOU READ ALL RELEVANT RULES AND OFFICIAL FAQ AND ERRATA. PLEASE BRING RELEVANT COPIES WITH YOU.
- ARMY SELECTION WILL BE AS PER MATCHED PLAY RULES. PLEASE REFER TO THE MATCHED PLAY RULES FOR APPROPRIATE ARMY SELECTION CRITERIA AND MAKE SURE YOU USE THE LATEST POINT'S VALUES FOR YOUR WARSCROLL. WE RECOMMEND SPENDING THE TIME LEADING UP TO THE TOURNAMENT CAREFULLY SELECTING AN ARMY YOU WOULD LIKE TO TAKE THAT WILL ALSO ALLOW YOU TO ACHIEVE THE BATTLE PLANS.
- FW MINIATURES AND WARSCROLLS WILL BE ALLOWED.
- ALL MINIATURES IN AN ARMY MUST BE GAMES WORKSHOP AND OR FORGE WORLD MINIATURES WITH NO EXCEPTION!
- ALL MINIATURES MUST BE WYSIWYG, IT IS IMPORTANT SO THAT OTHER PLAYERS WILL NEVER GET CONFUSED WHEN PLAYING YOUR ARMY. CONVERSIONS ARE FINE BUT MAKE SURE YOU CHECK WITH THE TO BEFORE THE EVENT. PLAYERS WILL HAVE 10% OF THEIR OVERALL SCORE DEDUCTED IF ANY MINIATURES IN THE ARMY DON'T FOLLOW THIS RULE!
- ALL ARMY ROSTERS MUST BE SUBMITTED ONE WEEK PRIOR TO THE EVENT. ANY ROSTER THAT IS SUBMITTED AFTER THIS DATE WILL HAVE 2 POINTS DEDUCTED FROM THEIR OVERALL SCORE AND GENERALSHIP SCORE FOR EACH DAY IT IS OVERDUE.
- ALL ALLEGIANCE ABILITIES, COMMAND TRAITS AND ARTIFACTS IN A PLAYER'S ARMY MUST BE SUBMITTED WITH THE ARMY ROSTER. SHOULD A PLAYER FAIL TO NOMINATE THEIR CHOICES WHEN THEY SUBMIT THEIR ARMY LISTS, THEY WILL BE REQUIRED TO ROLL FOR THEM PRIOR TO EACH GAME ON THE DAY. PLAYERS WILL BE NOTIFIED IF THIS APPLIES TO THEM.
- ALL WARSCROLLS INCLUDING (BATTALIONS) USED MUST BE THE MOST RECENT PUBLICATION AND HAVE CURRENT PITCHED BATTLE POINTS.
- ALL MEASUREMENTS FOR MINIATURES WILL BE DONE FROM BASE TO BASE



## EVENT FORMAT

THE TOURNAMENT WILL CONSIST OF 5 GAMES. ROUND 1 WILL BE RANDOMLY ALLOCATED WHILE ROUNDS 2 THROUGH TO ROUND 5 WILL SEE PLAYERS MATCHED AGAINST OPPONENTS WHO HAVE GENERATED SIMILAR SCORES IN THE GENERALSHIP CATEGORY THUS FAR IN THE EVENT.

## RECOMMENDED READING

THE FOLLOWING RULES WILL BE USED THIS YEAR AND ARE RECOMMENDED READING FOR ALL COMPETITORS:

THE GENERALS HANDBOOK 2017 (SPECIFICALLY PAGES 70 TO 161)

## BATTLEPLANS

**ROUND 1 – SCORCHED EARTH**

**ROUND 2 – STAR STRIKE**

**ROUND 3 – BATTLE FOR THE PASS**

**ROUND 4 – TOTAL CONQUEST**

**ROUND 5 – KNIFE TO THE HEART**

WHILE IT IS PREFERABLE THAT PLAYERS ARE MATCHED ON DIFFERENT TABLES DURING THE COURSE OF THE EVENT, THIS CANNOT BE GUARANTEED.

## TIME KEEPING

PLAYERS WILL HAVE TWO 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!

PLAYERS OFTEN DON'T READ THE ENTIRETY OF THE PLAYERS PACK — ITS EASY TO GET USED TO THE SAME FORMAT AND JUST CHECK THE KEY IMPORTANT POINTS. WE ARE INCENTIVISING PLAYERS TO CHECK THE WHOLE PACK BY OFFERING A BONUS POINT TO PLAYERS WHO INCLUDE THE PHRASE "ONLY THE FAITHFUL" ON THEIR ARMY LIST AT SUBMISSION. IT IS ONLY THE FAITHFUL WHO CAN REAP THE BENEFITS OF KNOWLEDGE!

## TERRAIN

**GAMES ARE PLAYED ON A 4 x 4 SIZE TABLE.**

SCENERY FOR EACH BATTLE WILL HAVE BEEN SET UP BY THE REFEREES AND MAY NOT BE MOVED OR CHANGED IN ANY WAY. WHERE POSSIBLE, WILL PROVIDE SIDE TABLES FOR ANY ARMY CASES, BOOKS & GAMING TOOLS TO ELIMINATE THE TEMPTATION TO SHIFT SCENERY AROUND AND MAKE ROOM FOR THEM.

## 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.

IF YOU TABLE YOUR OPPONENT THE GAME WILL IMMEDIATELY END. ALL MISSION OBJECTIVE REQUIREMENTS WILL STILL BE IN EFFECT WHEN DETERMINING A WINNER IF THE GAME ENDS PREMATURELY DUE TO TABLING OR BEING TABLED.

IF A PLAYER EVER FORFEITS A GAME THEY RECEIVE A MAJOR LOSS FOR THAT GAME.

**Major Victory = 10 Points**

**Minor Victory = 7 Points**

**Draw = 5 Points**

**Minor Loss = 3 Points**

**Major Loss = 0 Points**

## 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.

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 OBJECTIVE SECURED EVENTS.

IF YOU HAVE CONCERNS ABOUT A PLAYER DURING OR AFTER A GAME — PLEASE NOTIFY A REFEREE.

## REFEREES

DURING EACH ROUND, THE EVENT REFEREES WILL BE DOING THE ROUNDS TO 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.

## **OVERALL (0-110 POINTS)**

THE OVERALL SCORE IS TO WORK OUT THE WINNER OF THE EVENT. WE BELIEVE THAT WARHAMMER AGE OF SIGMAR ISN'T JUST A TABLETOP GAME, IT'S A HOBBY AND THAT THE WINNER OF THE EVENT SHOULD HOPEFULLY HAVE A HIGH SCORE FROM ALL THE ABOVE CATEGORIES. AS SUCH YOUR OVERALL SCORE WILL BE DETERMINED BY ADDING THE SCORE OF ALL 3 ABOVE CATEGORIES TOGETHER THIS WILL DETERMINE THE PODIUM FOR OVERALL AND THE WINNER OF THE FIRST 8 LAMENTATIONS

## **GENERALSHIP (0 – 50 POINTS)**

THE MOST IMPORTANT CATEGORY AND THE ONE MOST CRITICAL TO WINNING THE EVENT. 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).

GENERALSHIP POINTS ARE AWARDED DEPENDING ON THE DEGREE OF VICTORY - AND FILL THESE IN APPROPRIATELY.

IN THE CASE OF A TIE, A COUNTBACK WILL BE COMPLETED TO SEPARATE THE SCORES IN THE FOLLOWING ORDER

1. VICTORY POINTS
2. SPORTSMANSHIP

## **SPORTSMANSHIP (0-25 POINTS)**

AFTER ROUND 5 EACH PLAYER WILL BE REQUIRED TO GIVE THEIR OPPONENTS A SCORE TO REPRESENT THEIR CONDUCT DURING THE GAME. THIS IS TO REPRESENT THINGS SUCH AS GAMING ETIQUETTE, BANTER AND OVERALL ENJOYMENT OF THE GAME. IT SHOULD NOT BE JUDGED ON ARMY SELECTION OR TACTICAL CHOICES MADE DURING A GAME. EACH PLAYER WILL BE REQUIRED TO VOTE FOR THEIR FAVOURITE AND SECOND FAVOURITE GAME OF THE EVENT. A FAVOURITE GAME VOTE WILL BE WORTH 5 POINTS AND A SECOND FAVOURITE GAME VOTE WILL BE WORTH 3 POINTS.

## **PAINTING (0-35)**

DURING LUNCH THERE WILL BE A DEDICATED "ARMIES ON PARADE SECTION" THIS IS FOR PLAYERS TO SET UP THEIR ARMIES AND THEIR PEERS TO VOTE FOR THEIR FAVOURITE 3. THIS VOTING PROCESS WILL IN NO WAY AFFECT THE OVERALL WINNER OF THE TOURNAMENT BUT WILL DETERMINE THE PODIUM FOR THE PAINTING AWARD. PLAYERS WILL BE REQUIRED TO LET US KNOW IF THEY WOULD LIKE TO SET THEIR ARMY UP FOR "ARMIES ON PARADE" DURING ARMY LIST SUBMISSION SO WE KNOW HOW MUCH SPACE TO MAKE, IF WE HAVEN'T RECEIVED A REQUEST FROM A PLAYER THEY WILL BE INELIGIBLE TO SET UP THEIR ARMY IN THE PARADE GROUND.

FOR THE OVERALL SCORE AN IMPARTIAL JUDGE WILL BE GIVING EACH PLAYER A SCORE OUT OF 40 BASED ON THE CHECKLIST FOUND LATER IN THIS PACK.

IN ADDITION WE BELIEVE THAT PLAYERS SHOULD BE REWARDED FOR THE WORK THAT THEY PUT IN FOR PAINTING THEIR COLLECTIONS; AS SUCH ANY PLAYER USING AN ARMY OR MINIATURES THAT WEREN'T PAINTED BY THEMSELVES WILL NOT BE ELIGIBLE FOR ANY PAINTING AWARDS OR PRIZES OR RECEIVE A PAINTING SCORE FOR OVERALL.

## **AWARDS**

DURING THE CLOSING CEREMONY OF THE DAYS PLAY, WE WILL BE PRESENTING 4 MAJOR AWARDS, AS WELL AS RUNNERS UP AND SEVERAL MINOR AWARDS. THE MAJOR CATEGORIES ARE:

- **OVERALL**
- **GENERALSHIP**
- **PAINTING**
- **SPORTSMANSHIP**

PLAYERS WILL ONLY BE ELIGIBLE FOR A SINGLE AWARD EACH WITH PRIORITY GIVEN TO OVERALL, GENERALSHIP, PAINTING, AND SPORTSMANSHIP (IN THAT ORDER).

## **RESULTS**

EVENT RESULTS WILL BE AVAILABLE TO PLAYERS ON THE OBJECTIVE SECURED WEBSITE AND FACEBOOK PAGE SHORTLY AFTERWARDS WITH THE EVENT COVERAGE.



## THE CHAMPION OF THE MORTAL REALMS

IN ADDITION TO THE RULES ABOVE EACH PLAYER WILL BE REQUIRED TO BRING A "CHAMPION OF THE MORTAL REALMS" THERE ARE 8 TO CHOOSE FROM. EACH OF THESE CHAMPIONS IS YOUR CHANCE AS A HOBBYIST TO BRING A UNIQUE MINIATURE TO THE EVENT. YOU CAN FIND THE FULL RULES FOR THE 8 CHAMPIONS IN A SEPARATE DOCUMENT – AVAILABLE ON THE EVENT PAGE.

IT MUST CONFORM TO ALL THE ARMY SELECTION RULES FOUND IN THIS PACK AND WE SUGGEST THAT YOUR CHAMPION REFLECT THE MORTAL REALM THEY ORIGINATE FROM (HYSH, GHYRAN, AZYR ETC) AND ABIDE BY THE FOLLOWING.

- YOU MAY BASE YOUR CHAMPION ON A 40MM BASE OR SMALLER
- FOR ARMY SELECTION YOU'RE CHAMPION WILL NOT BREAK ALLEGIANCES NOR COUNT TOWARDS ALLIES.
- IF SLAIN THEY WILL BE WORTH 100VP FOR THE PURPOSES OF VICTORY CONDITIONS

OTHER THAN THAT LET YOUR IMAGINATION RUN WILD, THIS IS YOUR CHANCE AS AN ATTENDEE FOR THE EVENT TO BRING SOMETHING TRULY SPECIAL.