

# WARHAMMER AGE OF SIGMAR

# BATTLESHOCK



**2018 - AN AGE OF SIGMAR MATCHED PLAY EVENT**

 **OBJECTIVE  
SECURED**

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 BATTLESHOCK

Our Second Age of Sigmar event for 2018- BATTLESHOCK. 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 be 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

BATTLESHOCK is being held on Saturday 9<sup>th</sup> June 2018 at the South Perth Community Centre – the Corner of Sandgate St and South Terrace in South Perth. 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 **Two Hours and 30 minutes per game**. The first round of the event will be drawn at random while in the following 2 rounds, players with the highest generalship points will play each other, the players with the 3<sup>rd</sup> & 4<sup>th</sup> highest scores will play each other, 5<sup>th</sup> & 6<sup>th</sup> 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.

## ABOUT THIS RULES PACK

This pack contains the full tournament rules for this event. All of the rules conventions and references are from UK 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 the Objective Secured Website and Facebook 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 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 9<sup>th</sup> June 2018

7.45am	Doors Open & Check in
8.20am	Briefing
8.30am	Game 1 Starts
11.00am	Game 1 ends
11.15am	Game 2 Starts
1.45pm	Game 2 ends
1.45-2.30pm	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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2.30pm	Game 3 Starts
5.00pm	Game 3 Ends
5.30pm	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 7 point win for this round. No player will be asked to have more than 1 Bye Round.



## ARMY ROSTER

At least two weeks 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 [obsec@optusnet.com.au](mailto: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. 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.

## TIME KEEPING

Players will have 2 hours & 30 minutes 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!

## SCENARIOS

The Scenarios being played throughout the day will be generated at random from the Open Play Deck prior to each round starting.

## TERRAIN

Games are played on a 6'x4' 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, 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.

## 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 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
- All models must be painted and based miniatures of the appropriate type for the troops they represent. Minimum painting standards are three colours on each model (not including colours on the base) in an appropriate scheme. Suffice to say that just an undercoat is not good enough.
- Weapons, armour options and upgrades chosen from the army list must be shown on the majority of the models in a unit. You may use converted miniatures. Remember WYSIWYG is required.
- 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.
- Allegiance Abilities, Artefacts and Spells may be used but must be rolled for each game and models benefiting from such must be marked on your army roster.

## 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:

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**

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 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 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.

## **PAINTING**

Prior to the day each player will be given a Score card for their army to judge painting, this should be filled out by the player before the day and entered with their army roster.

An impartial judge will then go through each player's army with the player in question at some time during round one and two to ensure that this score card is correct. The top ten from these score cards will then be displayed together during lunch and each player will be expected to vote for their top 3 armies. The player with the most votes will win the painting award.

## **SPORTSMANSHIP AWARD**

At the end of the event each player will be asked to rank each of their games from most enjoyable to least, the player with the highest score will be the winner of the sportsmanship award

## **GENERALSHIP AWARD**

The player with the highest Game result points (as written above) will be the winner of the Generalship award.

## **OVERALL**

The player with the highest combined score from Sportsmanship, Painting and Generalship will be the overall winner of the event.