

FACEHAMMER  
GRAND TOURNAMENT  
2016



EVENT PACK



## Introduction

Welcome to the first *FaceHammer Grand Tournament* which is a pitched battle *Age of Sigmar* event run at the northwest gaming centre. You will play 5 games of *Age of Sigmar* using the match play rules from the *General's Handbook*.

We are aiming to provide a tournament experience which goes beyond the usual and want the FHGT to become one of the "must attend" events of the UK Tournament Calendar.

Check out our [You Tube Video](#) for an introduction to the event!

## What is this document?

This document will tell you everything you need to know about the event including all the house rules that will be in effect at the FHGT.

## The Officials

The full FaceHammer crew will be in attendance for all rules questions, Russ and Terry will handle most the rules questions on the day but Les and Byron will also be around to help and the Element Games venue has a full quota of staff to help with your general needs on the day.

## How to buy a Ticket

Tickets are £35 and available here from the [Element Games Webstore!](#)

## The Venue

**Element Games NWGC**  
1<sup>st</sup> Floor  
Hallam Business Centre  
Hallam Street  
Stockport  
SK2 6PT

Check out the [Element Games](#) website for details

There is free parking on site, a fully licensed bar to keep everyone fed and watered and of course the excellent Element Games store! Subway lunch will be provided both days for all entrants



## Schedule of Events

### Friday 23<sup>rd</sup> September – Path to Glory!

If you want to warm up your dice we will be running a mini event on the Friday called Path to Glory. Full details are at the back of this pack. The Venue will be open all Friday and late into the night, so come along break out your minis and sink a few beers!

Players can also register on Friday evening and register entries into the Painting Masterclass.

### Saturday 24<sup>th</sup> September

- 08:30 - 09:15: Registration
- 09:15 - 09:30: Announcements
- 09:30 - 12:00 :Game 1
- 12:00 - 13:00: lunch
- 13:00 - 15:30: Game 2
- 15:30 - 16:00: Break
- 16:00 - 18:30: Game 3
- Evening: Seminars, painting competition finalists revealed and general shenanigans (see later)

### The Saturday Night

During the FaceHammer GT we want to encourage everyone to stick around or come back to the venue for evening activities, the venue will be open late and we will be running seminars and have on display the painting competition finalists (more later). We encourage people to hang about play board games or more Age of Sigmar and join in.

### Sunday 25<sup>th</sup> April

- 10:00 -12:30: Game 4
- 12:30 - 13:30: Lunch (provided)
- 13:30 - 16:00 – Game 5
- 16:30 – 17:00 - Awards

### Army Selection

Each entrant will be able to submit 2 army lists from the same Grand Alliance, these lists can be the same if you wish, however as we are not using the common “sideboard” mechanic we felt we wanted to give players some flexibility.

Players will create their army lists using the Match Play system from the General’s Handbook, any warscroll which has official points from Games Workshop can be used (including Forgeworld). Players must select all Warscrolls from the same grand alliance.

### Army Size

Armies will be 2,000 points and will follow all the restrictions in the General’s Handbook as outlined on page 106 onwards.



## Army Lists and Submission

There is no need to submit lists to the organizers before the event, however players should hand in both their lists on the day during registration, each player is expected to have both lists printed out or written out in hard copy for reference and be able to show each opponent both lists before each game. (you will need two copies of each list)

We want to encourage people to submit their list early as it will help us mark them and catch any pesky mistakes, anyone who submits both lists via email to [Contact@facehammer.co.uk](mailto:Contact@facehammer.co.uk) before Saturday 17<sup>th</sup> of September will be entered into a prize draw for some Element Vouchers and a set of FaceHammer dice to use at the event!

During the event we will check the lists if we see any mistakes we will have a word and correct it, If anything major happens we may need to adjust scores, we will deal with issues case by case but in all cases the organizers decision is final.

## Army Painting

We think games of AoS look best when all models are fully painted and modeled to represent what they should on the battlefield.

- All models used must be fully painted miniatures of the appropriate type for the troops they represent.
- The minimum requirement is 3 colours in an appropriate scheme, with textured/painted bases.
- Due to the fact there is a significant advantage to using incorrect base sizes **models must be based on appropriate round/oval bases.**
- Models not painted or based WILL be removed as casualties by the tournament organizers and will be unable to take part in the tournament. You must play with a fully painted army
- All unit options and command models must be shown on the models, for example if the models in a liberator unit have Sigmarite Hammers and a Grand Hammer you cannot use the rules for Sigmarite Swords and a Grand Blade.

The judges will be giving out awards for the best painted armies at the event (more later)

## Terrain

All terrain will be provided but if players want to bring themed or painted terrain they should feel free to do so! In fact you are encouraged to! We will be offering prizes for any particularly spectacular terrain we see on the day!

## What you need to bring!

Players should bring the following

- A Fully Painted army!
- two copies of both army lists (one set to hand in one for your opponents)
- Dice and Tape Measure (combat gauges are encouraged!)
- Wound markers and buff counters (optional but highly recommended!)
- A set of "the Rules" or access to a PDF/the Warhammer app on a tablet/phone.
- A General's Handbook!
- A copy of all warscroll's being used or access to the Warhammer app (these are all free from GW so no excuse! – we recommend printing them for quick reference during a game)
- Glue for any last minute repairs!
- Cool Terrain! – Optional!

## The Event!

### Timings

Each round will last 2.5 hours, which should be plenty of time for the game to be played out, We will need results in before the end of the round to the front desk to keep the event on track. In the event players are still not finished at the end of a round then they will be asked to stop and work out victory conditions then and there regardless of equal turns.

### Battleplans

Before each game, we will roll a D6 to decide which battleplan to use for that game. As there are five games over the weekend, you will play all bar one battleplan in a random order. Once that battleplan has been used, it will be crossed off our list; each one will only be played a maximum of once.

## The Draw and Pre Setup

The draw will go up each round in several places around the venue. This will show your table number, opponent and the army you will be facing. The draw is random on the first game and then a "Swiss Chess" system is in place on the following games (this means you play people who are on similar scores).

Before starting your game you should hand your opponent both of your lists and allow about 5 minutes to look at them and discuss any rules or ask any questions. Then each player will select which list they will use and place face down on the table, once both lists have been selected the players will reveal and then commence the pre game sequence (this means sides/terrain etc won't be known, only what scenario is being played)

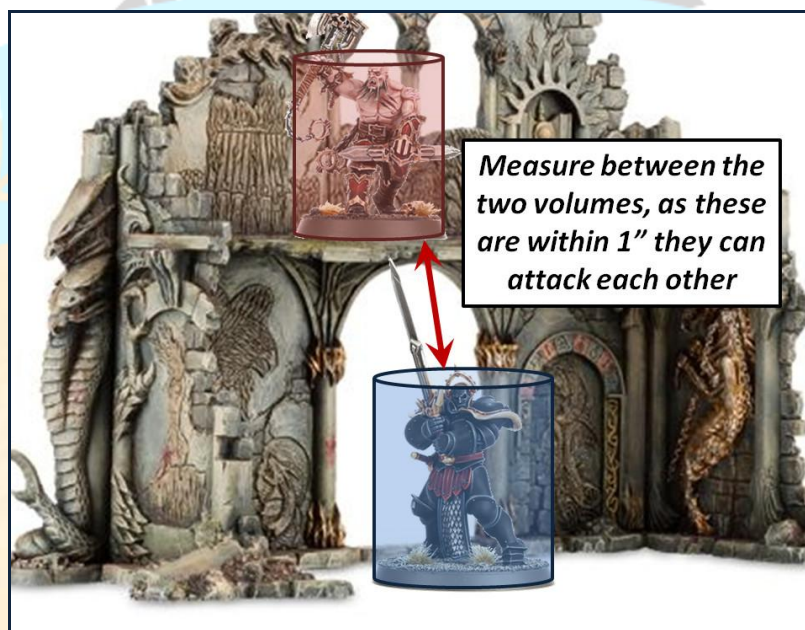
## House Rules

The following house rules will be in effect at the FHGT

### Measuring distances

All distances will be measured from **Base to Base** and not from the models.

When measuring distance vertically, you will use a **volume** from the base foot print as high as the models head (or torso) whichever is the highest point (please note this excludes limbs, wings, weapons banners and weapons even if they have a head on a spear...)



## General changes

- A Natural roll of a 6 to hit and to wound will always succeed.
- Persisting effects & Spells with the same name do not stack however two different abilities giving the same effect do stack.
- The dice to see who takes the initiative at the start of each Battle Round may not be re-rolled or modified in any way.
- For clarity the “**Battle Begins**” section of the rules will not be used.

## The Awards

### Path to Glory

- The Glorious Champion! (The player with the most Glory!)
- The Glory Seeker! (The runner up)

### Main Event

- The FaceHammer GT Warlord - 1<sup>st</sup> Place
- The FaceHammer GT Centurion - 2<sup>nd</sup> place
- The FaceHammer GT Legionair - 3<sup>rd</sup> place
- Best Player in each Grand Alliance
- The FaceHammer GT The Bloodthirsty! -most kill points over the weekend
- The FaceHammer GT Exemplar - Best painted army
- The FaceHammer GT Templar - Best painted Runner up
- The FaceHammer GT Herald – Best Opponent award

### Painting Masterclass

- Facehammer GT Grand Artificer (best in show painting comp winner)
- Hero of Sigmar – Best single miniature
- The Godbeast –Best Behemoth/large model
- The Chosen – Best Unit
- The Unbound – Open Category Unit

## Becoming the FHGT Warlord 2016

To become the Warlord and win the event you must have the most tournament points at the end of the event!

## Scoring Tournament Points

We will be using a Win/Loss/Draw method to determine the winner. Each Battleplan will tell you how to determine the winner for each game.

## Painting & Army List Points

There are a total of 30 points available here.

- 10 TP's: Handing in Army lists at registration
- 15 TP's: Army is Painted to min standard
- 5 TP's : Army is Cohesive (all models look like they belong together)



## Gaming Points each game

There are a total of 150 TP's Available here

- **30 TP's: Winning your Game**
- **15TP's: Drawing your Game**
- **5 TP's: Losing your Game**

The FHGT Warlord will be the player with most **Tournament Points**; If two people are tied then these factors will be considered in this order until a winner is determined.

- Player who has the most Major Victories
- Kill Points – the points of the units which you destroyed during the event.  
(Please note **Destroyed** units are units which have been completely wiped out)
- Strength of Schedule

**TP's > Major Victories > Kill Points > Strength of Schedule**

## Best Opponent award

Players will be asked to nominate the player they had the most fun playing against during the event and the player with the most votes will win the Facehammer GT Herald award. In the event of a tie it will go to the player who had the most tournament points.

## Painting Awards

At the FHGT the best painted army (exemplar award) will go to the army the judges deem to be the best painted army, we will consider technical ability (whether conversions or painting) overall theme/composition and the cool factor.

As all the officials have won multiple Best Army/Painting awards we hope you feel confident in our decision to pick the most deserving winners. Except Terry of course as he never finishes a project ;)

We will shortlist the best armies and ask players to set them up for the other players to look at during Sunday lunch.

Please note only armies painted by the attendee may win painting prizes, if you did not paint your army but are nominated please inform an official

## Contact us

Any questions about the event please contact us at [contact@facehammer.co.uk](mailto:contact@facehammer.co.uk)

## The Path to Glory!

A ticket to the FHGT includes FREE entry into our mini event "Path to Glory!"

### Army Selection

Players will create their army lists using the Match Play system from the General's Handbook, any warscroll which has official points from Games Workshop can be used (including Forgeworld). Players must select all Warscrolls from the same grand alliance.

### Army Size

Armies will be 1,000 points and will follow all the restrictions in the General's Handbook as outlined on page 106 onwards with the following exceptions

- Any warscroll with "only one of this model may be taken" cannot be used.
- A wound cap of 30 is in place for each unit.
- One leader must be designated your champion in your list, this model must be your general and cannot have the Behemoth tag.
- One unit of more than 3 models will be your "hearthguard" unit – these are the elite of your army and your champion's personal guard – this must be indicated in your army list.

### Army Lists and Submission

Players should hand in their list on the day during registration, each player is expected a copy of their list printed out or written out in hard copy for reference and be able to show each opponent before each game.

### Round Timings

- 15:00 – 15:45 : Registration
- 15:45 – 16:00 : Announcements
- 16:00 – 17:30 : Game 1 (Take and Hold)
- 17:45 – 19:15 : Game 2 (Blood and Glory)
- 19:15 – 20:00 : Dinner Break
- 20:00 - 21:30 : Game 3 (Border War)
- 21:45 - 22:00 : Awards

### To War!

Each game will last 1.5 hours and be fought using the battleplans indicated in the schedule above. The winner of the Path to Glory will be the player who gains the most glory over 3 games.

### Gaining Glory

At the end of each game the player must record how much glory they have won (or lost! – yes you can go to negative glory!) during the game

- +10 glory for winning a major victory.
- +5 Glory for winning a minor victory.
- +5 Glory for destroying the enemy champion.
- +5 If your champion kills the enemy champion in combat
- +5 Glory for destroying the enemy Heathguard unit.
- -5 for losing your Champion
- -5 for losing your Hearthguard



## Rewards of Battle!

At the end of each game, roll once on both the Champion rewards table and the followers reward table for your hearthguard unit.

- Order armies can use either Stormcast, Sylvaneth or Fyreslayer warband tables\*  
*\*(if you general has the Stormcast, Sylvaneth or Fyreslayer keyword you must use the matching table)*
- Destruction armies will use the Ironjawz warband tables
- Death use the Death warband tables
- Chaos use the Chaos Warband tables
- If your general has the skaven keyword then you must use the skaven warband tables

If you scored a major victory you can modify the result of the roll by 1 up or down.

If your champion or Hearthguard unit are destroyed in a battle roll a dice on a 1 they lose all upgrades.

Make a note of your upgrades on your roster, your opponent must witness the roll.

Please note you cannot mix and match the tables you roll on, you must roll from the same table for both units every game.

## The Awards

- The Glorious Champion! (The player with the most Glory!)
- The Glory Seeker! (The runner up)



# The Painting Masterclass

We will be running a painting competition during the event, players who wish to enter can submit models during the Friday night during Saturday. Entry will close at 16:00 on Saturday.

## Schedule

### Saturday 24<sup>th</sup> September

- 16:00 – Registration for painting competition closes
- 18:30 – Finalists selected
- 19:00 – Finalists displayed in the evening for everyone to see

## The Awards

Winners will be announced during the awards ceremony on Sunday

- Facehammer GT Grand Artificer (best in show painting comp winner)
- Hero of Sigmar – Best single miniature
- The Godbeast – Best Behemoth/large model
- The Chosen – Best Unit
- The Unbound – Open Category winner

## Registration

Players who wish to enter the FHGT Painting competition will need to register with the event staff. Players can enter once in each category and where ambiguous judges have the final say on what category a model falls into. The entrant will receive a numbered disc/ticket to reclaim their miniature. Officials have the right to refuse entry based on numbers/quality of an entry.

It goes without saying that entrants can only enter models they have painted themselves and cannot enter models on other people's behalf or by proxy.

## Finalists

The judges will shortlist the entries in each category they feel are the best and these will be photographed and displayed in the cabinets during the evening on Saturday and all day on Sunday.

## Winners

The judges will select a winner in each category as well as the best in show winner and these will be announced in the award ceremony for the event on Sunday

## Categories

All entries must consist of model from the Warhammer Ranges, specifically Warhammer Fantasy Battle and Warhammer Age of Sigmar

### Hero of Sigmar

This is open to any single Warhammer miniature. This includes single models on horses, boars or wolves etc, but not large monsters or those mounted on such large monsters. All models must be presented on an appropriately sized base.

### The Godbeast

This category is open to all Warhammer large models and monsters. This covers Dragons, chariots, war machines and all large ridden monsters (eg, an Orruk Megaboss on Maw-Krusha). Models should be mounted on an appropriately sized base.

### The Chosen

This is for Warhammer regiments and Warhammer Age of Sigmar units. The entry must consist of a minimum of five models mounted on appropriately sized bases.

### The Unbound

For dioramas, battle scenes, larger scale miniatures and all other models not covered by the categories above. Please note you can enter non Warhammer models in this category.

