

SOUTH COAST GRAND TOURNAMENT 2016

Realm Gate Wars: The Celestial Compass

AN AGE OF SIGMAR TOURNAMENT

8th – 10th April 2016



Brought to you by DWR Tournament Group

In association with Heelanhammer and FaceHammer

Sponsored by Firestorm Games



Introduction

Welcome to the *South Coast Warhammer Age of Sigmar Grand Tournament!*

This is the 8th SCGT and this year see's the dawn of a new age, the Age of Sigmar! We wanted to maintain the SCGT's reputation for a focus on balanced tournament play but also embrace the spirit of AoS.

This year we have produced our own exciting battle plans which while being balance for tournament play also form a narrative, so as you play through the event you play out a story based around the Realm Gate Wars.

What is this document?

This is the player pack, which contains all the important information about the SCGT such as what you need to bring, the timetable and general information about the event itself.

You will also need to read the **SCGT16 Battle Plan Pack**, the **SCGT16 house Rules and FAQ Document** and the **SCGT16 Pool Document**.

Please feel free to email your comments or questions to Dan Heelan at dan@heelanhammer.com. Failing that you can contact Dan on 0044 7919 537841.

Any questions regarding rules or lists please send them to the Head Official Russ Veal at scgt@heelanhammer.com

The Officials

The officials for the event are Dan Heelan, Wayne Kemp and Russ Veal. We will be making sure things run smoothly on the weekend. If anyone has any questions during the event you should seek one of us out and we will do our best to answer them. We are also going to be the people to resolve any rules related questions.

If you have any rules questions relating to warscrolls, battle plans or the army selection rules please contact us prior to the event. Please keep these for really "grey areas" or issues important to army list design.

The Players

All the players that attend the SCGT are expected to conduct themselves appropriately throughout the tournament. That includes playing the game in the right spirit, making sure they have everything they need (see the "what I need to bring sections below) and in general contributing to a friendly environment where everyone can enjoy both their games and the time spent in between rounds with their peers.

The tournament organizers will do their best to ensure that the tournament runs smoothly and everything is provided to enable the players to get as much enjoyment as possible from the event, and likewise the players should do their utmost to hold up their end of the bargain. Most important of all, enjoy yourself!

How to buy a Ticket

Tickets will go on sale at 19:30 on the 31st January 2016. Historically this event has sold out in seconds (Literally). Even with the change to Age of Sigmar, we are expecting massive demand, so be sure to be online to ensure you get a ticket. Details can be found at www.heelanhammer.com/SCGT. This will also provide you with links to our Facebook page, along with our thread on Warhammer.org.uk.

The Venue

*Horndean Technology College,
Barton Cross,
Horndean,
PO8 9PQ*

There is free parking on site, a fully licensed bar and a canteen to keep everyone fed and watered. Lunch vouchers are provided both days and the canteen will open for Friday and Saturday Dinner (purchased directly). Entrants can also order-in from the local area on Friday or Saturday evening.

Schedule of Events

Friday 8th April

We will be open from around 16:00 until 23:00 on the Friday for games. The exact times will be confirmed nearer the event date. Help setting up the hall is always appreciated (we expect to be there around 14:00 to set up). The bar will be open from this time and the canteen will be serving food from 18:00 - 20:00. This is optional and will be fish / pizza and chips (or similar) for a reasonable price.

We will also be opening registration from 18:00 on the Friday night so you can register nice and early for the event.

Saturday 9th April

- Registration: 08:15 – 08:45
- Announcements: 08:45 – 09:00
- Game 1: 09:00 – 11.45
- Lunch: 11:45 – 12:45 (provided)
- Game 2: 12:45 – 15:30
- Game 3: 15:45 – 18:30
- Evening: Beerhammer at the venue 18:15 - 23:00 (see later)

The Saturday Night

In previous years we have had a lot of new people to the independent tournament scene at this tournament, so we are also keen to show them the great social side associated with the UK scene. Therefore we hope most people will stay on Saturday night at the venue for a beer or two!

We will also be running the painting competition (see the **SCGT painting pack**) after the success we had last year, so if you want to see some beautifully painted miniatures or show one of yours off then definitely stick around in the evening

Sunday 10th April

- Game 4: 09:00 – 11.45
- Lunch: 11:45 – 12:45 (provided)
- Game 5: 12:45 – 15:30
- Game 6: 15:45 – 18:30
- Presentation: 18:50
- Go Home: 19:15/30

We ask players to stay for the presentation if they can even if they think they have not won anything, to celebrate those that have won prizes.

Army Selection

Please refer to the **SCGT16 House Rules & FAQ** document on how to select your army.

Please refer to the **SCGT16 Pool document** for unit costs

For the event we will fix the unit costs on March 20th and any warscroll released after this date will not be allowed

Army Size

For the SCGT16 the total Army size will be 150 pool choices chosen from a single Grand Alliance (see the **House Rules & FAQ pack** for details)

Army Submission

All army lists need to be submitted to scgt@heelanhammer.com on or before March 27th

Army lists should be in the main body text of an email and in the format below.

Name – Club – Alliance

Number of Warscrolls x Warscroll name (models) – total

Total

Example list

Russ Veal – Facehammer – Chaos

1 x Mighty Lord of Khorne (1)	6
1 x Aspiring Death Bringer (1)	5
6 x Blood Warriors (30)	36
4 x Skull Crushers (12)	32
6 x Blood Reavers (60)	18
3 x Skull Reapers (15)	42
3 x Wrath Mongers (15)	21

Total **150**

Please note the above costs might not be correct at time of reading.

What do Players need to Bring? A Fully Painted Army

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** (please see below for a **guideline** on base sizes)
- If your models are on square bases then this is OK as long as you have round bases or templates to blu tac/attach to your models to for the game. You will not lose paint marks for doing this, however you will not be able to win any painting awards.
- You can pick up cheap MDF bases from Sarissa Precision or another retailer if you need some.
- 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.
- Proxies are not allowed. "Alternative" models are fine, but for example using an Empire Griffin as a Terrorgheist is not. If you are not sure what constitutes a proxy then it is best to check it with us beforehand to avoid problems later.

Old Base (squares)	Appropriate new
20mm x20mm	25mm Round
25mm x25mm	32mm Round
25mm x 50mm	75mmx46mm / 60mm x 35mm Oval
40mmx40mm	40 mm Round
50mmx50mm	50mm Round
50mm x 75mm	90mm x 52mm Oval
50mm x 100mm	105mm x 70mm / 120mm x 92mm Oval
150mm x 100mm	170mm x 105mm Oval

**Please note there is a bit of play in this (for example if you decide to put a character on the next size up this is fine, but you should never go down in size.) It is best to contact us if you have concerns. As a general rule, if Games Workshop pack the model on that base, it should be minimum on that size.*

5 Pieces of Terrain or More

Games of AoS become a lot more interesting when you have lots of terrain, at the SCGT16 players will need to bring at least 5 pieces of terrain with the following restrictions

- All terrain must be painted and of gaming table quality i.e. no cardboard boxes as houses or grey plastic GW scenery.
- 3 pieces need to be large/medium size (GW woods/Skull Keep/ Obsidian Archway etc or an equivalent scratch built/alternative terrain piece)
- One of the large pieces needs to be a structure of some sort
- 2 pieces need to be smaller (these could be a pair of Realm gates, walls and fences or a small shack or a garden of Morr statue on dias for example)
- We recommend that everyone brings a set of realm gates (or pieces that could act as 'gates') as part of their set to represent them in the last scenario

These 5 pieces of terrain will be the "main" pieces but players should feel free to bring more and even small scatter terrain.

For how to set up the table etc refer to the **SCGT16 Battle Plan Pack** Document

Gaming aids

Players should bring the following

- A set of 6 objective markers (50/60mm diameter max)
- 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 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)
- A printed army list for your opponent in each game

Awards

- The SCGT Champion!
- 2nd place
- 3rd place
- Best Player in each Grand Alliance
- Best Sportsmen
- Best Army 1st 2nd and 3rd
- “Coolest” Army
- Best Terrain

Becoming the SCGT Champion 2016

The Tournament Champion of the SCGT 2015 will be the person with the most **Tournament Points (TP’s)** at the end of 6 rounds of Age of Sigmar. Players will be randomly drawn against an opponent (excluding club mates) in round 1 and then the Swiss chess system will be used to pair off entrants in subsequent rounds. You cannot play same person more than once during the event and you cannot play club mates on day 1. If you are drawn against someone you have previously played a tournament official will swap you with the next highest table number. This will be randomized by a D6 roll to maintain fairness.

Scoring Tournament Points

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

Painting & Army List Points

There are a total of 50 points available here.

- **Army List submitted on time = 5 TP’s**
- **Army List is Legal and in correct format = 5 TP’s**
- **Bringing 5 pieces of appropriate painted Terrain = 10 TP’s**
- **Army is Painted to min standard = 15 TP’s**
- **Army is Cohesive (all models look like they belong together) = 5 TP’s**
- **Models are on Appropriate ROUND or OVAL bases (or models have appropriate Round /Oval templates that models can stand on) = 10 TP’s**
 - *Just to clarify this is a penalty for people who have models removed because they are not on correct base sizes*

Gaming Points each game

There are a total of 180 TP’s Available here

- **Winning your Game – 30 TP’s**
- **Drawing your Game – 15TP’s**
- **Losing your Game – 5 TP’s**

The SCGT Champion 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.

- Who has completed the most **Hidden Agenda’s**
- Who has scored the most **Kill Points**

TP’s > Hidden Agenda’s completed > Kill Points

The Draw and Pre Setup

The draw will go up each round in several places around the hall as well as being displayed on an overhead projector. 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 each round the Judges will be on the microphone with some reminders for you. We aim to get the Sunday draw up before we leave the hall Saturday so the smack talk can commence all night!

Please take 5 minutes to display and discuss your army. Please make your warscroll’s available to your opponent if needed. Feel free to ask your opponent about special rules for their army and/or read his units warscrolls.

Best Sportsman Award

We will also be giving out a best sportsman award. During the event anyone can nominate one person they played for this award.

Sportsmanship is very subjective but we believe this should go to a player who behaves well at the table, plays a fair game, reminds their opponent if they forget to do something and is generally a pleasure to play against. In short the vote should go to the person you would want to play again more than the others (the result of the game, the army list or the luck of the dice should not influence this)

The player who receives the most nominations will win the best sportsman trophy. Please note sportsmanship nominations do not affect your tournament score or final standings.

Painting Awards

At the SCGT the Officials will select the winners of the “best” and “coolest” army awards. Painting is generally judged on theme and technical ability however the coolest army is for those armies which might not have the technical skill but inspire and generally make us go “That’s so cool!”

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.

We will show a list of best army nominations and ask players to set up during Lunch of Sunday so all attendees can look at discuss and enjoy the armies on display these are effectively the short list of armies which are considered for prizes.

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.

Player Conduct

We expect players to conduct themselves in an appropriate manner while at our event and to embrace the ethos of Age of Sigmar, remember that a game of Age of Sigmar should be an enjoyable experience for both players.

However we will be running a system to make sure we can enforce this and to make sure everyone is aware up front with the rules. We will be running a Yellow Card/Red Card system much like in football (soccer). So a warning will result in a Yellow Card for an offence but we can issue a straight Red in extreme cases. Anyone issued with a Yellow Card will receive a 30 TP penalty; if you are issued with a Red you will be disqualified from the event. A Yellow Card will be issued for threatening/abusive behavior, deliberate time wasting to gain an advantage, arguing with a referee or failing to comply with a reasonable request from an official. A Red will be issued for clear cheating, violent behavior or if the officials deem your presence is detrimental to the event and other players there. We should say, these are there for extreme situations and are not expected to be used.

Please note it is **BOTH** players responsibility to keep good time during a round. This means ensuring you are at your table promptly and ready to start, keeping track of time left and how many turns left and politely reminding your opponent if the time is overrunning. If you are still experiencing slow play then you may call over a tournament official. Blatant time wasting or tactical time wasting will be met with a yellow card.

Feedback

As this is the eighth year we have run this event we are keen to hear how your experience of the tournament went. There will be a thread up on Warhammer.org after the tournament and Dan is also contactable on this forum and by email.

Because Age of Sigmar requires so many house rules please submit any feedback to us about comp/cost and house rules in advance of the event and we may take it on board but remember the pack will be fixed on March 20th

We look forward to seeing you at SCGT 16!

We hope you all enjoy yourself!
Wayne, Russ and Dan.