

FACEHAMMER GT 2017



EVENT PACK



Introduction

Welcome to the second FaceHammer Grand Tournament, a Match Play, 5 Game Age of Sigmar event run at Element Games Northwest gaming center.

Following on the success of last year, we want to provide a great tournament experience for all attendee. This year we have introduced a more hobby focused scoring system to encourage players to bring nicely painted armies and play the game in the right spirit of Age of Sigmar.

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 FHGT17.

The Officials

The full FaceHammer team will be in attendance running the event. 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 £40 and available here from the [Element Games Webstore!](#)

The Venue

Element Games NWGC

1st 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 29th September – Path to Glory!

If you want to warm up your dice we will be running a mini event on the Friday using the new Path to Glory Rules. 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 to the painting masterclass

Saturday 30th 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 1st October

- 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

Players will create their army lists using the Match Play system from the General's Handbook 2017, any warscroll which has official points from Games Workshop can be used (including Forgeworld). Players must select all Warscrolls from the same grand alliance. Players must also include all artefacts, upgrades, command traits and marks in their army list.

The most recent published version of a warscroll must be used at the event.

Army Size

Armies will be 2,000 points and will follow all the restrictions in the General's Handbook 2017

Army Lists and Submission

Each entrant is required to submit a 2000pts army list when they register, we recommend using the Warscroll builder on the Warhammer community website. All upgrades, allegiance abilities, spells and options must be shown on your list.

There is no need to submit lists to the organizers before the event.
You must be able to show each opponent your list before each game.

If you have any questions about the event or want to ask about rulings please email Russ at Contact@facehammer.co.uk before 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

- All models in your army used must be miniatures of the appropriate type for the troops they represent (its best to stick to official GW models where possible)
- All models must be fully painted (no bare plastic or metal showing through) in an appropriate scheme.
- All models must be based with textured & painted bases.
- Model's must be based on appropriate round/oval bases.
- Your models must display all unit options, command models and upgrades where appropriate.
 - 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

We will remove models, which do not meet this minimum standard and you will score 0 for painting if any models have been removed.

The judges will be giving out awards for the best painted armies at the event (more later) and up to 50 tournament points will be available for painting.

Terrain

All terrain will be provided for each gaming table but if players want to bring themed or painted terrain they should feel free to do so! Balewind vortices and Sylvaneth Wildwoods must be the official games workshop models. Players can bring alternative trees for your woods as long as they fit into the official base and take up roughly the same amount of space as an official model. These pieces of terrain must also be fully painted following the painting requirements above

What you need to bring!

- A Fully Painted army!
- two copies of your army list (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 2017!
- 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!

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 regardless of equal turns.

Battle plans

We will randomly determine the Battle plans on the day, These will be from Generals Handbook 2017.

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 your list and allow about 5 minutes to look at them and discuss any rules or ask any questions. Players must disclose all upgrades and units.

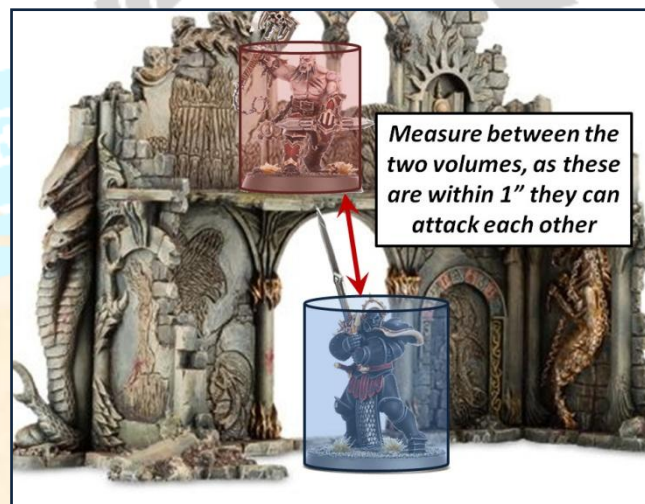
House Rules

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

- Models which cannot be attacked or targeted are unable to score or contest objectives (Carrion/Changeling etc)

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 (1st Place)
- 2nd place
- 3rd place
- Best Player in each Grand Alliance
- The Bloodthirsty! (most kill points over the weekend)
- The FaceHammer GT Exemplar! (Best painted army)
- The FaceHammer GT 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

The FHGT Warlord and runners up 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.

Scoring Tournament Points

Painting (max 50)

- Army is Painted to min standard +20 TP's
- Army has extra effort applied +10 TP's
- Army is nominated for best painted + 10 TP's

As a guideline an army which is painted but not cohesive will only score 20TPS, An army which is min standard but cohesive and has some additional painting above minimum across the army will score the Extra effort points.

All these points will be marked by judges and is down to judge's discretion.

Army List Points (max 10)

- Army List submitted on registration +5 TP's
- Army List is Legal and in correct format +5 TP's

Gaming Points (max 150)

- Major Victory +30 TPS
- Minor Victory +20 TPS
- Drawing your Game +15 TPS
- Minor Loss +10 TPS
- Major Loss +5 TPS

Sportsmanship points (max 20)

- Receiving 2 Best Opponent nominations +10 TPS
- Winning the Best Opponent award +10 TPS
- Receiving 2 or more complaints -40TPS

If anyone has a particular bad game against someone you may inform the front desk you wish to lodge a complaint against the player. A TO will take you to one side and ask why and what happened.

If a player has 2 complaints about them during the event from 2 separate opponents then they will be deducted 40 TPS at the judge's discretion.

We do not expect to give anyone a penalty but remember that both people are there to enjoy themselves and players should conduct themselves appropriately.

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.

We will shortlist the best armies (these armies will get an additional 10 TPS) 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

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
- 17:45 – 19:15 : Game 2
- 19:15 – 20:00 : Dinner Break
- 20:00 - 21:30 : Game 3
- 21:45 - 22:00 : Awards

To War!

Each game will last 1.5 hours and be fought using 3 random battleplans from the Generals handbook 2017. 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 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 for your appropriate allegiance

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

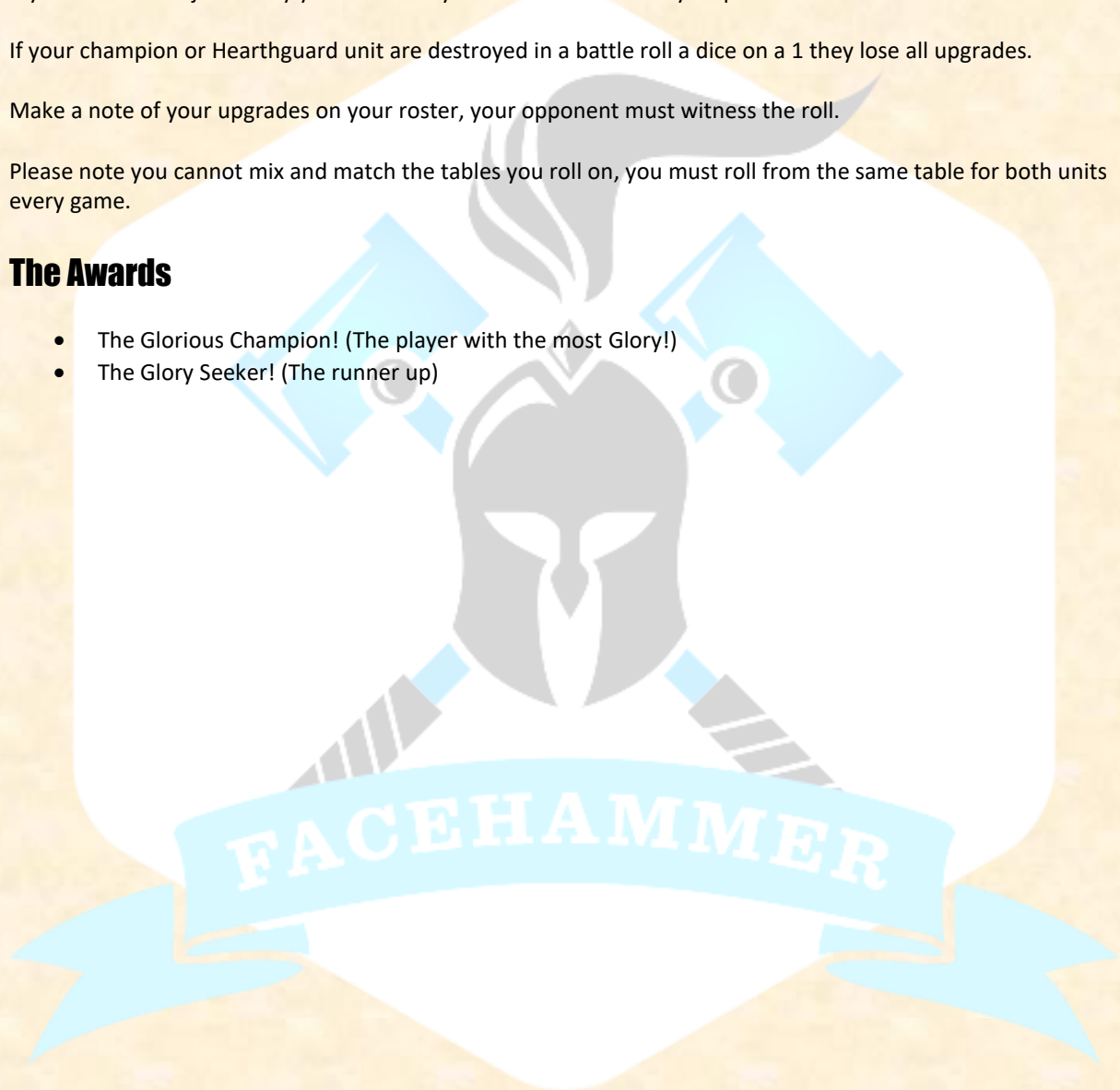
If your champion or Hearthguard unit are destroyed in a battle roll a dice on a 1 they lose all upgrades.

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 24th 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.

