SCGT 2019
Chamber of the 11th Soul

12th-13 April 26th-28th 2019

Introduction

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

This year is the 11th SCGT, this 200 capacity event held on the South Coast has become a staple event of the UK Tournament calendar thanks to the support of the community and attendees over the year. We always try and run an event which we as players want to play in and hope to inspire other members of the community to run events and help grow the AOS tournament scene in the UK. This year we want to continue to build on our event and hope if reading this you will come along and join in with the fun!

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.

Please feel free to email your comments or questions to Dan Heelan at danheelan@btinternet.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 contact@facehammer.co.uk

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 live Saturday 2nd Feb at 20:00.**
- **Tickets will be £49.50. (You can bulk purchase tickets up to a maximum of 20 players.)**

In years passed the event has sold out its capacity (200 players) in under a minute, so we advise being quick with the button!

When the launch time has passed, you may purchase a ticket by sending entry via paypal to danheelan@btinternet.com , entries sent before this time will be counted last when allocating spaces.
You need to include your full name and the names of every player you are buying for. We would also like the name of any gaming club of each player.

You can paypal either a deposit of £5, or the balance (whatever you find easiest). The balance is due by 28th February. The deposit is non-refundable. Any ticket money collected over the deposit will be refundable up to 15th March 2019. Cancellations must be made via email to the same address.

A few days after the opening of ticket sales, a list of entrants will be posted with a player reference. This reference should be used when paying any balance. You can pay the balance via paypal to the above, or directly into our bank:

The DWR Tournament Group
SC:20-69-34
Acc:73565750

Any questions on entry should be send to Dan at the email above.

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 26ᵗʰ 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

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

Saturday 27ᵗʰ 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: SCGT painting Competition & Open Gaming 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 Painting Showcase section at the end of this document) 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 28th 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

Players will create their army lists using the Match Play system from the Latest General's Handbook, any warscroll that has official points from Games Workshop is legal (including Forgeworld). The official GW FAQs will be in effect.

There will be a 1 week grace period where changes made by GW after April 20th will not be used at SCGT 2019 – This means any new battle tomes released on the day will not be legal as well as any warscroll updates.

You must use the most recent published version of a warscroll at the event. Please note we will be using malign sorcery and realm artefacts (more later)

Army Size

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

Army Submission

There is no need to submit lists to the organizers before the event, however players should hand in their lists on the day during registration, each player is expected to have their list printed out or written out in hard copy for reference and be able to show each opponent both lists before each game. Ideally, players should have a copy of their list they can give to their opponents so 7 copies in total.

For clarity –
- All your allegiance abilities, Command traits and artefacts must be stated on your army list.
- All units must be written in the sizes they will be used in
- Your list should clearly show all upgrades, spells and warscroll options.

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. Please note we will be using a 1 week Grace period – If it's not out on or before Saturday 20th of April then we won't be allowing this at SCGT2019, we do reserve the right to make exceptions and these will be announced on TGA post/Website/Social media should the situation arise.

What you need to bring!

Players should bring the following

- A Fully Painted army! (see below)
- At least two copies of you army list (one to hand in and one for your opponents – ideally 7 copies)
- 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 using the official warscroll cards where possible!)
- Glue for any last minute repairs!

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 in your army used must be fully painted miniatures of the appropriate type for the troops they represent
- No bare plastic or metal showing through in an appropriate scheme.
- Undercoat spray with no wash/highlight is not acceptable
- All models with textured/painted bases of the appropriate size as per GW base chart.
- Endless spell model bases should either be based as per your army or painted in the same colour as your armies base rims (Ie Black or Brown)

- You must play with a fully painted army! The Tournament Organizers will remove any models not painted or based appropriately.
- Any player who has models removed will score 0 TP's for army painting and award VPs to their opponents in the models removed.
- All unit options and command models must be shown on the models (This is sometimes called WYSIWYG) 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

The BadDice Podcast (Ben Curry) will be providing mats and terrain for the event so this year there is no need to bring your own!

However, if players want to bring themed terrain, they should feel free to do so!

Any army that uses special GW scenery models such as Wildwoods, Loon Shrines and Feculent Gnarlmaw's etc… must use official GW models. (in effect they are part of your army and must be displayed for paint judging)

Conversions based on the GW kit are OK (for example if you wanted to add eyeballs to your Feculent Gnarlmaw or extra tentacles or make a bespoke tree in same size/shape as the GW tree).

These also need to meet the painting criteria above.

During the event, please roll on the scenery table for each piece of terrain as per core rules we will not be using GW scenery warscrolls.

Awards

This year we are pleased to announce sup
port from the Pro Painted Podcast!
Pro Painted is supplying all the painting awards!

Main Event

- The SCGT Champion!
- 2nd place
- 3rd place
- Best General in each Grand Alliance (based on Agenda points)
- Best Sportsmen
- Best Army 1st 2nd and 3rd
- "Coolest" Army
- Best Terrain

Painting Masterclass

- Best in Show – The judges choice of the best miniature in the show
- Hero of Sigmar – Best single miniature
- The Godbeast –Best Behemoth/large model
- The Chosen – Best Unit
- The Unbound – Open Category winner

Becoming the SCGT Champion 2018

The Tournament Champion of the SCGT 2019 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. A D6 roll to maintain fairness will randomize this.

Scoring Tournament Points

Painting & Army List Points
There are 30 **TPS** available here.

- **Army is Painted to min standard = 20 TP's**
- **Army is Cohesive (all models look like they belong together) = 10 TP's**

Army List Points
There are **10 TPS** available here

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

Scenario points

There are **96 TPS** available here

- **Major Victory – 16 TP's**
- **Minor Victory – 12 TP's**
- **Drawing your Game – 8 TP's**
- **Minor Loss – 4 TP's**
- **Major Loss – 0 TP's**

Hidden Agenda Points

There are **24 TPS** available here

During SCGT2019 players will use the PDF of Hidden Agendas from GW however they will be used in a slightly different way.

For clarity, we will not be using the Agenda Triumph rules at SCGT2019

- ➢ Players will select two agendas per game after set up is complete but before the first battle round
- ➢ Both players should place the cards in front of them face down.
- ➢ Once both players have picked then these will be turned face up.
- ➢ These are Open information from this point on.
- ➢ You can only use each Agenda once during the event! (this means that all 12 agendas will be used during the event)

Players will score points based on the following

- **1 point for each mission completed**
- **1 point for each mission your opponent did not complete**.

Making a pool of 4 points available to both players.

So if you achieve both missions and your opponent achieves both missions then you would score 2 points each, however if you score both missions and your opponent fails both their missions then you would score 4.

These points are added to the 16 points available for the scenario, bringing the maximum total points available per game to 20.

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 scored the most Hidden Agenda points**
- **Strength of Schedule (combined gaming point score of all opponents)**
- **Kill points**

    TP's > Agenda points > Strength of Schedule > kill points

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 there 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. If 2 or more players are tied on votes it will pass to the player with the most tournament points as explained above.

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.

The Event!

Coverage and Support
We are pleased to announce that Games Workshop will attend the SCGT2019, supporting the event and covering the games on Warhammer TV. Please check out and subscribe to keep up to date with the action. Pro Painted Podcast are supporting the painting side of things as well with prize support for the painting awards!

Follow us on Twitter and Instagram to keep up to date

@facehammer (twitter and instagram)
@heelanhammer (twitter and instagram)
@waynekemp (twitter)

The Draw and Pre Setup

The draw will go up each round on the projector in the main hall. 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. The players will then commence the pre game sequence

Round Timings & Time Management

Each round will last 2.75 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 you will be asked to stop and work out victory conditions.

We recommend not starting a new battle round if both players cannot complete their turns in the time remaining however, this needs to be reasonable.

If a judge is informed & observes of anyone intentionally time wasting or delaying their turn or failing to start a new set of turns because they might lose but there is enough time remaining we will intervene and may issue a TP penalty.

We reserve the right to issue a penalty to anyone who does not complete 3 games in the time limit. Please bear this in mind when designing your army lists, if you want to take 140 models be prepared to play quickly.

Battleplans

All 18 match play scenarios are in use at SCGT2019 and we will randomly determine what missions we will play on the day using the charts in the Generals Hand Book.

Realms and Sorcery!

We will be using some of the Realms of battle rules from the core book (page 254), these will be set by us as listed below, we will randomly select a set for each mission from the below list.
Please note that although we are using Endless spells and Artefacts from Malign sorcery we will not be using the rules for the realm spells in the same way, in essence every realm spell from the core rulebook will be in effect as well as one realm spell from the Malign Sorcery book as listed below.

Shyish
Realmsphere Magic: Pall of Doom
Realm Commands: Soul-Forged Sacrifice,
Realmscape Feature: Haunted Realm
Realm Spell: Unnatural Darkness

Aqshy
Realmsphere Magic: Fireball
Realm Commands: Firestarter
Realmscape Feature: Clouds of Smoke and Steam
Realm Spell: Inferno Blades

Chamon
Realmsphere Magic: Transmutation of Lead
Realm Commands: Adapt or Die,
Realmscape Feature: Rust Plague
Realm Spell: Curse of Rust

Ghur
Realmsphere Magic: WIldform
Monstrous Beasts rule will not be used
Realmscape Feature: Reckless Agression
Realm Spell: Primal Hunter

Ghyran
Realmsphere Magic: Shield of Thorns
Realm Commands: Command the Land
Realmscape Feature: Hidden Festering Corruption
Realm Spell: Realmblood

Hysh
Realmsphere Magic: Pha's Protection
Realm Commands: Strike quickly
Realmscape Feature: Speed of Light

Realm Spell: Exorcising Beam

Ulgu
Realmsphere Magic: Mystifying Miasma
Realm Command: We will not be using the "lord of the shadow realm" command ability
Realmscape Feature: Darkly Shaded
Realm Spell: Bridge of Shadows

The Painting Showcase

We will be running a painting competition during the event, players who wish to enter can submit models during Friday evening and on Saturday, and entry will close at 19:30 on Saturday.

Saturday

• 19:30 – Registration for painting competition closes
• 20:30 – Finalists selected
• 21:00 – Finalists displayed in the evening for everyone to see

The Awards

We will announce the winners during the awards ceremony on Sunday

- Best in Show – The judges choice of the best miniature in the show
- 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 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 during the evening on Saturday.

Winners
The judges will select a winner in each category as well as the best in show winner and these will be announced during the awards on Sunday.

Categories
All entries must consist of model from the Warhammer Age of Sigmar range and be an official Games Workshop model except for the unbound category entries.

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 for standard sized models; larger models such as trolls have a minimum of three models both should be 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.

Feedback

As this is the 11th 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 The Grand Alliance forum after the tournament and Dan is also contactable on this forum and by email.

We look forward to seeing you at SCGT 2019!

We hope you all enjoy yourself!

Wayne, Russ and Dan