

FACEHAMMER GT2019



EVENT PACK



Introduction

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

Following on the success of the last 3 years, we want to provide a great tournament experience for all attendees. Although demand is very high for spaces we feel keeping the event to 100 max is best way to keep the atmosphere of the previous events. last year we 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 and we decided to continue with this in this year's 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 FHGT19.

Any questions regarding rules or lists please send them to the Facehammer contact email contact@facehammer.co.uk

The Officials

The 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 £50 and available here from the Element Games web store!

The Venue

Element Games NWGC
1st Floor
Hallam Business Centre
Hallam Street
Stockport
SK2 6PT

Check out the [Element Games](http://www.elementgames.co.uk) 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 provided both days for all entrants



Schedule of Events

Friday 20th September – Open Gaming!

If you want to warm up your dice then 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 21st September

- 08:30 - 09:00: Registration
- 09:00 - 09:15: Announcements
- 09:15 - 12:15: Game 1
- 12:15 - 13:00: lunch
- 13:00 – 16:00: Game 2
- 16:00- 16:15: Break
- 16:15 – 19:15: Game 3
- 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 22nd September

- 10:00 -13:00: Game 4
- 13:00 – 14:00: Lunch
- 14:00 - 17:00 – Game 5
- 17:15- Awards

Army Selection

Players will create their army lists using the Match Play system from the Latest General's Handbook. The official GW FAQs will be in effect for FHGT

You must use the most recent published version of a warscroll at the event. **Please note we will be using realm artefacts from malign sorcery but the realmscape features, command abilities and realm spell rules will not be used..**

Army Size

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

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 indicated on your list as per Match play rules. Your List should also state your name and club affiliation.

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.

Please note we will be using a 1 week Grace period – If it's not out on or before Saturday 14th of September then we won't be allowing this at FHGT, we do reserve the right to make exceptions and these will be announced on Twitter/TGA post should the situation arise.

Army Painting

- 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.
- Endless spell model bases should either be based as per your army or painted in the same color as your armies base rims (IE Black or Brown)
- Models used for summoning will be considered for paint scoring so if you borrow models to summon which don't match your army then you won't score cohesive points
- All models based on appropriate round/oval bases. (as per GW base chart)
- 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

Element Games will provide the terrain for the event. However, if players want to bring themed terrain, they should feel free to do so! Please note it

Any army that uses special GW scenery models such as Wildwoods and Feculent Gnarlmau's etc... must use official GW models. Conversions based on the GW kit are OK (for example if you wanted to add eyeballs to your Feculent Gnarlmau 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.

Tables will be pre-set by the events team, feel free to mutually agree to move terrain, if an objective would be placed on a piece of terrain models cannot move easily on then please move the terrain so its not within 3" of the objective. For example a hill or wood is OK but a 12" high tower isn't.

During the event, please roll on the scenery table for each piece of terrain as per the chart in the GHB2019, first roll to see which table you will use and then roll for all pieces from same chart. If both players agree you can choose which chart to use.

What you need to bring!

Players should bring the following – Element games shop will be open if anyone needs to pick up missing items.

- A Fully Painted army!
- At least two hard copies of your army list (we recommend 6, 1 for each of your opponents and 1 for registration)
- 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!

The Event!

Round Timings & Time Management

Each round will last **3 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 we will ask you 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 and not used as a "tactic"

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. **If continuing the game would clearly result in a victory for one side then please try and agree the outcome if you run out of time.**

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, Realms and Sorcery!

All 18 scenarios are in use at FHGT and we will randomly determine what missions we will play on the day

The Rules for realm artifacts are allowed however realm rules from the Core book and Malign sorcery will not be used.

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.

The Awards

Main Event

- The Facehammer GT Warlord (1st Place)
- The FaceHammer GT Centurion (2nd place)
- The FaceHammer GT Legionnaire (3rd place)
- Best Player in each Grand Alliance (Most agenda points)
- The Bloodthirsty! (most kill points over the weekend)
- The FaceHammer GT Exemplar! (Best painted army)
- The FaceHammer GT Paragon (Best painted 2nd place)
- The FaceHammer GT Templar (Best painted 3rd place)
- The Facehammer GT Luminary (Coolest army)
- 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 2018

The FHGT Warlord will be the player with most **Tournament Points**; you can earn TP's in various ways during the event. The majority will be through gaming (100pts) and 55 are available from Sportsmanship, painting, and handing in a viable army list.

This year we have adjusted the points awarded for the "soft" scores (non-gaming) because we have shifted from 30 pts to 20 pts however, they should be roughly in line with previous years.

Scoring Tournament Points

Painting

There are **30 TPS** available here.

- **Army is Painted to min standard = 15 TP's**
- **Army has extra effort applied =5 TP's**

** This could be above average bases, detailed freehand, higher technical standard etc..*

- **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 **70 TPS** available here

- **Major Victory – 14 TP's**
- **Minor Victory – 10 TP's**
- **Drawing your Game –7 TP's**
- **Minor Loss –4 TP's**
- **Major Loss – 0 TP's**

Kill Points

There are **12 TPS** available here

- **Destroying 1000pts of your opponent's army – 1 TP**
- **Losing less than 1000pts of your starting army – 1 TP**

To calculate kill points please apply the following...

- The points value of all units destroyed
- The points of any warscroll battalion in which all units have been destroyed
- The points value of any endless spell or prayer model from your opponent's army not on the table at end of the game.
- If your opponent purchased a command point and you have destroyed their general, then you also score the 50pts spent on the command point.

Agenda Points

There are **20 TPS** available here

During FHGT2019 players will use the hidden agendas from the Generals Handbook 2019. However, they will be used in a different way.

For clarity, we will not be using the Agenda Triumph rules at FHGT2019

- Players will select two agendas per game after set up is complete but before the first battle round
- Both players should mark the players pack and place it face down in front of them
- 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!

Players will score points based on the following

- **1 TP for each mission completed**
- **1 TP 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 and kill points, bringing the maximum total points available per game to 20.

The FHGT 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

Sportsmanship points

There are 15 TPS available here

- **Receiving 1 Best Opponent Nomination +5 TPS**
- **Receiving 2 or more Best Opponent nominations +5 TPS**
- **Winning the Best Opponent award +5 TPS**
- **Receiving 1 Complaints* - 10 TPS**
- **Receiving 2 Complaints* - 50 TPS**
- **Receiving 3 Complaints* - Disqualification**

**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 and judge if the penalty will apply. 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 nominate the two players 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.

You might want to award it to the player who knew the rules, turned up on time, played fair and friendly instead of the most fun game, this is fine. We leave it to you but as a guide it's the player you would most like to play again!

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.

We will also be giving out an award for coolest army, The FHGT Luminary! This is not down to just technical ability and allows us to award someone who has embraced the spirit of the hobby and created something spectacular!

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 and ask players to set them up for the other players to look at during Sunday lunch. All nominations will also receive a FHGT Finalist badge to show our appreciation of the top armies at our event.

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,
Check out the Facehammer Website www.facehammer.co.uk as well as the TGA thread for more information
Follow us on Twitter@Facehammer_

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 18:00 on Saturday.

Schedule

Saturday 21st September

- 19:30 – Registration for painting competition opens
- 21:00 – Finalists selected (finalists will receive a Face hammer Pin to show the achievement of being selected)

The Awards

We will announce the winners 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. Where this is, ambiguous judges have the final say on what category a model enters. 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.

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; these will be displayed for people to see.

Winners

The judges will announce the 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 Games Workshop Range, specifically Warhammer Fantasy Battle and Warhammer Age of Sigmar, except for the unbound category which can be from any system.

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.

