

SCGT 2020

April 18th-19th



FACEHAMMER
A WARHAMMER AGE OF SIGMAR PODCAST

**BAD
DICE**



Introduction

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

This year is the 12th 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 1st 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 £10, 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 2020. 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 or payment 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 17th 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 18th April

- 08:30 – 08:45: Registration
- 08:45 - 09:00: Announcements
- 09:00 - 12:00: Game 1
- 12:00 - 13:00: lunch
- 13:00 – 16:00: Game 2
- 16:00- 16:15: Break
- 16:15 – 19:15: Game 3
- Evening: SCGT painting Competition & Open Gaming at the venue 19:15 - 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 definitively stick around in the evening

Sunday 19th April

- 09:15 -12:15: Game 4
- 12:15 – 13:15: Lunch
- 13:15 - 16:15 – Game 5
- 17:00 Awards

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 10th will not be used at SCGT 2020 – This means any new battle tomes released on the day or the weekend before will not be legal as well as any warscroll updates. However FAQ changes will be the most recent even if released during the grace period.

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 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 Friday 10th of April then we won't be allowing this at SCGT2020, 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 Gnarlmau’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 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.

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 support 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 2020

The Tournament Champion of the SCGT 2020 will be the person with the most **Tournament Points (TP's)** at the end of 5 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

There are **25 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 **10 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 SCGT2020 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 SCGT2020

- 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

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. 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

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. You can also sign up to our mailing list:

@facehammer (twitter and instagram)

@heelanhammer (twitter and instagram)

@waynekepp (twitter)

Mailing list: <http://eepurl.com/gOJ48v>

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 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 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 2 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.

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 18th September

- 19:30 – Registration for painting competition opens
- 21:00 – Finalists selected

The Awards

We will announce the winners during the awards ceremony on Sunday

- SCGT Best in 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 SCGT 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.

Feedback

As this is the 12th 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 2020!

We hope you all enjoy yourself!

Wayne, Russ and Dan