



EVENT PACK



Introduction

Welcome to the *FaceHammer Grand Tournament*, an 80 player matched play, 5 Game Age of Sigmar 3.0 event. The event will be held at Element Games Northwest gaming center on the 11th and 12th of September!

The event aims to be a competitive but fun event for new and veteran players. We want people to embrace Age of Sigmar and enjoy clean competitive games. The atmosphere at our events is something we want to protect and ensure it's a safe, fun place for everyone to enjoy their weekend.

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 FHGT2021

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! Tickets will go up at **10am on 13th of August** through the [Element games web store](#)

The Venue

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

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

Covid Restrictions

We will comply with all restrictions and follow all guidelines and Element Games will have a right to impose any additional measures.

Event Timetable

Friday 10th 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!

Entries can also be registered for the painting master class

Saturday 11th 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 (venue open late)

Sunday 12th 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 pitched battle profiles 2021 book and the battle pack from the General's Handbook 2021.

All the rules including the Realm rules from GHB2021 will be in effect.

The official GW FAQs will be in effect for FHGT. You must use the most recent published version of a warscroll at the event, There will be a grace period of 1 week, anything released up to and including Saturday September 4th will be legal (pre- orders don't count).

Army Size

Armies will be 2,000 points with the following exceptions

- The following armies will receive a bonus **100** points
 - Hedonites of Slaanesh
 - Flesh-Eater Courts
- The following armies will receive **150** bonus points
 - Gloomspite Gitz
 - Nighthaunt
 - Beasts of Chaos

Please note you will still follow all restrictions as if you have a 2000 point army regarding number of battlefield roles and ally points etc.

Triumphs: - to calculate if you can use a triumph deduct your army point total from max possible and compare – so if a NH player spends 2100 points, they will have a 50 pts deficit and would get a triumph against a Lumineth Realm Lords army at 1960 (a 40 point deficit)

Army List Submission

Each entrant is required to submit an army list before the start of round 1, this should be in Warscroll builder format. It can be found on the [Warhammer community website](#).

please note you can write illegal lists on WSB so please check them to relevant books

The event will be managed on <https://tabletop.to/facehammer-gt-2021> please add your list here next to your name as an alternative to emailing it in. If your name is missing or have any questions please contact us. If emailing your List please include YOUR NAME – CLUB - ALLEGIANCE in subject line to Contact@facehammer.co.uk

Your Grand Strategy, 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.

Please ensure you have at least one hard copy of your list as 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.

If during the event your list is found to be illegal then at our discretion we will zero your scores for any game it was used in before it is corrected – please note we will check them periodically during the event but your list might only be checked on day 2 so it's your responsibility to ensure the list is legal – feel free to submit early and ask for a check prior to Friday 10th September.

Army Painting

- All models in your army (including faction terrain and summoning models) 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.
- 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 reserve the right to remove models, which do not meet this minimum standard and adjust your painting score if your army does not meet these criteria

Terrain

Element Games will provide the terrain for the event.

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).

Terrain can be placed in any mutually agreed manner. If you cannot agree please use the terrain placement rules from the pitched battle rules before rolling for sides. Please also roll on terrain chart for terrain on the table as outlined in 28.1.3

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.

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 or have lots of actions to take in a turn please be prepared to play quickly.

Battleplans

We will select the missions from the GHB2021 before the event and announce at start of the event all 5 missions and the order once lists are handed in.

House Rules

The following house rules will be in effect for FHGT2021

Gotrek Gurnisson

Add the following special rule to his warscroll

“Legend of the old worlde: Gotrek cannot belong in any core battalion. Wounds allocated to this model cannot be healed”

Chronomantic Cogs

Mechanisms of time: change the 4th paragraph to:

“If it is decreasing the flow of time, one WIZARD within 6” of this endless spell can attempt to cast 1 extra spell in the commanding player’s hero phase”

Umbral Spellportal

Arcane Passage: Change 2nd paragraph to:

“Once per turn, if a wizard successfully casts a spell within 1” of this endless spell, the range, visibility and effect of that spell can be measured from one part of this endless spell instead of the caster.”

Lumineth Realm Lords: Shrine Luminor

Cleansing Rituals and **Shrine guardian** abilities can only be used once per battle round instead of once per turn.

Lumineth Realm Lords: Sevireth, lord of the seventh wind

Spirit of the wind: Change the first sentence of the rule to:

“At the end of **YOUR** shooting phase, this model can make a normal move or a retreat move of 12” (it cannot run)”

Lumineth Realm Lords: Hurakan Spirit of the wind

Spirit of the wind: Change the first sentence of the rule to:

“At the end of **YOUR** shooting phase, this model can make a normal move or a retreat move of 12” (it cannot run)”

Kharadron Overlords: Arkanaut Ironclad

Flying Transport: Add the following sentence to the end of the rule

“If this model did not move in the movement phase and a unit left the garrison this turn it may make a normal move or run afterwards”

Kharadron Overlords: Arkanaut Frigate

Flying Transport: Add the following sentence to the end of the rule

“If this model did not move in the movement phase and a unit left the garrison this turn it may make a normal move or run afterwards”

Disciples of Tzeentch: Agendas of Anarchy

Reckless Abandon: Change the agenda to the following

“**Agenda:** At the start of your charge phase, pick 1 friendly **TZEENTCH** unit that is 9” or more from ALL enemy units. If that unit ends a charge move in that charge phase within ½” of an enemy model, this agenda is completed.”

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 strategy points)
- 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!
- The FaceHammer Chosen - METABREAKER award! (award for the best performance with “underpowered” army)

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 2021

The FHGT Warlord 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 **Strategy points**
- **Strength of Schedule** (combined gaming point score of all opponents)
- Sports votes

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

- **Legal Army List submitted in correct format - 10 TP's**

Scenario points

There are **100 TPS** available here

- **Major Victory –20 TP's**
- **Minor Victory –15TP's**
- **Drawing your Game –10 TP's**
- **Minor Loss – 5 TP's**
- **Major Loss – 0 TP's**

Strategy points

There are **50 TPS** available here

- **1 TP for each battle tactic completed**
- **5 TP for completing your grand strategy**

Battle tactics will only count if the turns are played out – if you wipe out your opponent and have viable tactics left you can score then these can be worked out. If any game doesn't get to 5 turns in the time limit the players will forfeit the points for battle tactics for turns not played. This is to encourage players to finish their games!

Player's Code points

There are **15 TPS** available here

At FHGT we expect players to follow the Players Code at all times (see Page 57 of GHB2021)

At the end of your games you will score your opponent.

- **3 TP - They followed the code**
- **2 TP - They didn't always follow the code but not enough to adversely affect my enjoyment**
- **0 TP - They did not follow the code enough and it impacted my experience at the table in a negative way**

Please read the code carefully, you will be asked to tick off each bullet point and this will then guide your score above – this should be done openly with your opponent. The idea of this is to try and make everyone aware how their actions impact people at the table and to make everyone considering the other person.

Sportsmanship points

There are **10 TPS** available here

- **Receiving 1 Best Opponent Nomination +5 TPS**
- **Receiving 2 or more Best Opponent nominations +5 TPS**

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,
Follow us on Twitter@Facehammer_
Join our discord

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 20:00 on Saturday.**

Models entered cannot be part of your army for the event as these are entered into the best army painting category

Schedule

Saturday 11th 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

- 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.

