



EVENT PACK



Introduction

Welcome to the *FaceHammer Grand Tournament*, a 90 player matched play, 5 Game Age of Sigmar 3.0 event. The event will be held at Element Games Northwest gaming center on the 16th and 17th 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!
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 £60 and available here from the Element Games web store! Tickets will go up at **10am on 12th of May** through the [Element games web store](#)

Please note refunds will not be accepted after **August 18th** – Due to cost restructuring at Element, increased costs for venue/food and the significant impact I had last year this refund policy has been brought forward to 1 month before the event.

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

Event Timetable

Friday 15th 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 16th September

- 09:00: Venue Opens
- 09:00 - 09:30: Registration welcome and event briefing
- 09:30 - 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 17th September

- 9am – Venue opens
- 09:15 -12:15: Game 4
- 12:15 – 13:00: Lunch & Best army display
- 13:00 - 16:00 – Game 5
- 16:30- Awards & wrap up

Army Selection

Players will create their army lists using the latest GHB and Pitched battle pack at the time. 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 9th will be legal (pre- orders don't count).

Army Size

Armies will be 2,000 points

Army List Submission

Each entrant is required to submit an army list on the 9th of September 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****

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.

You must submit your army list on Stats and Ladders by end of **9th of September** – simply sign up and add your list. 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.

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. There will be the following labels placed on **terrain features on the tables. Cover, Garrison, Impassable, Wyldwood and will follow the rules as discussed in the core rules under section 17. Terrain can be placed in any mutually agreed manner before deciding sides and should be more than 3" from any objective and battlefield edge and more than 6" from any other terrain feature. Mysterious terrain chart is not used.**

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).

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 latest GHB before the event and announce at start of the event all 5 missions and the order once lists are handed in.

House Rules

No House rules but will use this space for any FAQ's in the leadup to the event where they are not covered by official GW rulings

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 CHOSEN ONE
(Highest placed player with best paint score plus sports plus gaming)
- 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 GT Standard Bearer – Cleanest 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 CHOSEN ONE!

This year we want to award all aspect of the hobby – this special award will have its own scoring system of “bonus” tournament points which ONLY apply to the chosen one award.

Bonus TPs will be available as follows...

- Winning best painted 50 pts
- Winning Coolest army 50pts
- Winning 2nd best painted 40
- Winning 3rd best painted 30 pts
- Nominated for best army 20 pts.
- Shortlisted for Painting competition category (10pts/category)
- Winning a category 20 pts
- Winning best in show 50pts
- Winning best sports 50pts
- Winning Cleanest Opponent 50pts

These will be added to your score to determine who is the CHOSEN ONE!

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.

- Differential of Victory Points (points scored – conceded)
- Strength of Schedule (combined gaming point score of all opponents)
- Sports votes

Scoring Tournament Points

Painting

There are 40 TPS available here.

- Army is Painted to min standard = 10 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
- Receiving a Painting Nomination = 10TPs

Army List Points

There are 10 TPS available here

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

Scenario points

There are 150 TPS available here

- Major Victory –30 TP's (winning a game by more than 5 victory points)

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

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.

