

## Welcome

Welcome to the rules pack for the Lords of War, Australia's first Age of Sigmar Team Tournament!. This document will cover all of the relevant information you should require to attend our event and have a brilliant weekend!

Credit goes to the writers of other players packs from which ideas and concepts were borrowed.

## The Event

### When

30 September – 1 October

### Where

MOAB, Sylvania Heights Community & Youth Club  
Box Road  
Sylvania NSW 2228

### Cap

12 Teams

### Format

Team: 4 people, one team member from each Grand Alliance

### Army

2000 pts matched play from GHB2017

### Cost

\$250 per team (paid by 1 Team Captain for the whole team)

### Registration Opens

Now

### Payments Due

August 31 2017

### Lists Due

September 17 2017

### Number of Rounds

5

### Your Tournament Organisers

Clint Mallet - Heralds of War  
Chris Welfare - Mortally Wounded

### Contact

moab@mortallywoundedpodcast.com

## Schedule

### Day One

7.45am - 8.15am	Registration
8.15am – 11.15am	Game 1
11.15am - 12.00pm	Lunch
12.00pm -2.45pm	Game 2
3.00pm – 5.45 pm	Game 3

### Day Two

8.00am – 8.45am	Registration
8.45am - 11.30am	Game 4
11.30am - 12.15pm	Lunch
12.15pm - 3.00pm	Game 5
3.00pm - 3.30pm	Pack-up and Tallying
3.30pm –4.00pm	Presentations

## Army Details

## Scoring

### Army Composition

Players will create their army lists using the Matched Play system from the General's Handbook 2017, any warscroll which has official points from Games Workshop can be used (including Forgeworld).

Command Traits and Artefacts are to be noted on the army list. Spells are to be selected (either by picking or rolling) before each game.

### Army Size

2000 pts per player

### Army List Submission Deadline

Lists are to be submitted to [moab@mortallywoundedpodcast.com](mailto:moab@mortallywoundedpodcast.com) by 11:59pm Sunday 17th September 2017.

Lists are to be submitted as plain text in the body of an email. This will allow us to publish lists easily. Lists submitted incorrectly will be asked to resubmit.

### Models, Painting and Basing

Models are expected to be fairly WYSIWYG. Conversions and suitable substitutions are allowed though, so if you have a cool conversion or unusual model, please contact the TO's for approval. Armies are to be painted to a three colour minimum.

Paint scores will be a score out of 25 with most people able to achieve 15-20 points easily.

### UNPAINTED MODELS WILL BE REMOVED FROM THE TABLE

Models are to be on round bases or square bases blutacked/attached to round bases.

While we think that Age of Sigmar works best with round bases, we understand that some people want to keep their armies for use in other systems. However, as there is significant gaming advantage to using incorrect base sizes, square based models must be attached to appropriate round bases. You can find MDF round bases at sites like Back2Basix or on eBay.

Forgeworld models should be the official Forgeworld model or an extensively converted, unique model. This means no Varghulfs as Mournguls or High Elf Dragons as Magma Dragons etc. Please contact the TO's if you are planning on using a conversion.

### Painting and Army List Points

Army list submitted on time	5TP
Army list submitted in correct format	5TP
Army is painted to minimum standard	15TP
Army is painted to a higher standard (per rubric)	up to 30TP

### Gaming Points

Available points per game	20TP
Major Victory	20TP
Minor Victory	15TP
Draw	10TP
Minor Loss	5TP
Major Loss	0TP

### Sports Points

Sports Points per game	5TP
Best Opponent Vote	5TP

### TOTAL

**Total 40TP**

**Total 100TP**

**Total 30TP**

**170 TP**

## Team Awards

### First, Second and Third Place

These places will be awarded to the three teams with the highest totals of Tournament Points. Tie breakers will be as follows:

- Team which has completed the most agendas
- Team with the most Major Victories
- Team with the highest number of kill points across the weekend

### Best Presented Team

Teams will be asked to set up their armies on their side of the gaming tables they played their round 1 games on before lunch on Day 1. Players will then vote for their choice of best presented teams, giving a first and second preference.

### Fellowship Award (Most Team Spirit)

Teams will be encouraged to show their team spirit: costumes, team chants, signature models etc.

### Most Sporting Team

Players will be asked to nominate the opponent they had the most fun playing against during the weekend and the team with the most combined votes will win the Most Sporting Team award. In the event of a tie it will go to the team who had the most first preferences, then to most wins (major or minor) during the event.

## Individual Awards

### Best Presented Army - Judge's Choice

The judges will inspect the armies as they are on display during lunch on Day 1, judging individuals on the painting, basing and overall presentation of their armies.

Please note only armies painted by an attendee may win this prize, if you did not paint your army but are nominated please inform a TO.

### Best In Alliance

This award will go to the players with the highest battle points for each grand alliance.

## What to Bring

Here is a quick checklist for your reference.

- Your Army (should be pretty obvious)
- Warscrolls for your full army
- Generals Handbook 2017 & FAQ's
- At least 2 copies of your army list
- Dice and Tape measure
- 4 Objective Markers (of a sensible size)
- Markers or counters (optional)
- Calculator or a phone with full charge
- Pens
- Glue (for incidental breakages)

## House Rules and Clarifications

- The latest GW FAQ's will be used.
- Measure to and from a model's base
- Glorious Victories and Sudden Death will not be used
- Triumphs from Pitched Battle will be used
- True line of sight is in effect
- Objective measuring is done from the centre of the objective marker.
- For units with multiple types of standards or musicians, one of each type may be taken in the unit.

## Terrain

- Terrain is pre-set on the tables and should not be adjusted.
- Mysterious terrain effects should be rolled before each game.
- GW Terrain warscrolls will not be used unless they are purchased as part of your army (i.e. Balewind, Sylvaneth Wyldwoods)
- Woods used to make a Sylvaneth Wyldwood should be Citadel Woods or of an equivalent size or smaller.
- If a wood (of any kind) has removable trees, models may not move or be placed in the holes that the trees sit in.
- A model on a Balewind Vortex can't capture an objective.

# LORDS OF WAR

# The Match Up Process

Each team will be given a set of 4 Pairing cards, 1 for each Grand Alliance. Teams will also be given a set of Scenario cards. One Team captain draws a scenario card at random, this is the scenario that will be played by the armies drawn for the first match up. The card is then removed from the deck to avoid duplicate scenarios being played in the same round.

1. One team captain draws 3 scenario cards (Scenario 1 is used for match-ups 1 and 2, then the following 2 are for match-ups 3 and 4)
2. Both Teams simultaneously place 1 army on the table
3. Both Teams simultaneously offer 2 armies for the opponent's placed army to choose from.
4. At this point each Team has only 1 card in his hand (Started with 4, placed 1, and offered 2)
5. Each team simultaneously chooses which one of the opponent's 2 offered armies they want to face their initially placed army (Match-ups 1st and 2nd).
6. The armies offered by each team and not chosen will face then face off for scenario 2
7. The cards left in each team's hand are then placed down for the final scenario.

There will be a special episode of the Heralds of War and Mortally Wounded Podcasts covering the Match Up process closer to the event.

See the following page for helpful diagrams

# Agenda

## Choosing an Agenda

Each team will have 5 Agenda cards which must be used during the event.

After all matchups have been decided, Team Captains must select an Agenda for the round to be completed by each player. Note the Team Captain selects ONE agenda for all players, not one per player. These should be placed face down and then when both captains have decided, flipped face up.

**Each agenda is used only once during the event.**

These are not secret they are known by all players before starting the game.

Each Agenda has an objective to achieve which will be detailed below.

## Agendas and Scoring

As well as a tiebreaker, completing your agenda will move the degree of victory one bracket in your favour if you complete yours and your opponents will move it one degree of victory against you if they complete theirs.

For example, if you win a Minor victory and achieve your Agenda you will move the Minor to a Major victory unless your opponent also completes their agenda shifting it back to a Minor win effectively cancelling out your agenda and scoring the scenario as normal.

For clarity, the result does not move if both players achieve their agenda or if neither player achieve their agenda.

## Agendas

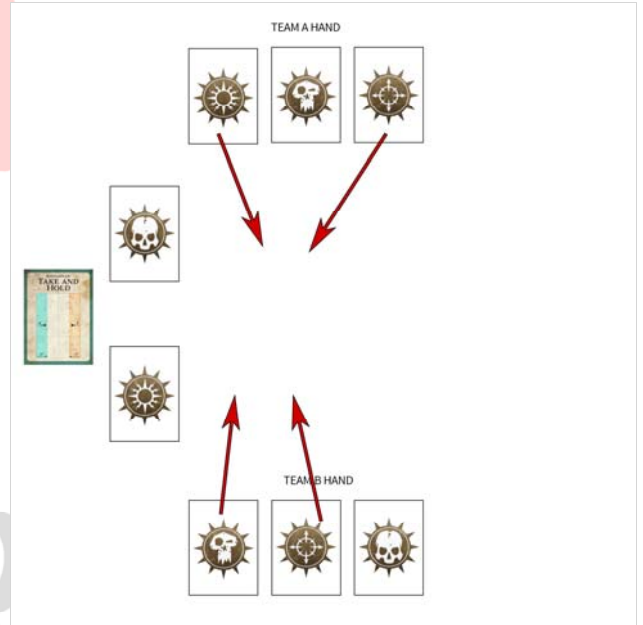
1. Battle of Wills: Destroy more of your opponent's Leader units than you lose during the game.
2. Cut off the Head!: Kill the enemy general.
3. Relic Hunter: Count the number of Artefacts you have managed to claim, (by killing the model which is carrying them) if you have claimed more than you have lost then you complete this mission.
4. Linebreaker: Destroy more of your opponent's Battleline units than you lose during the game.
5. Protect the King: Your general must be on the table at the end of the game to complete this mission

# The Match Up Process Illustrated

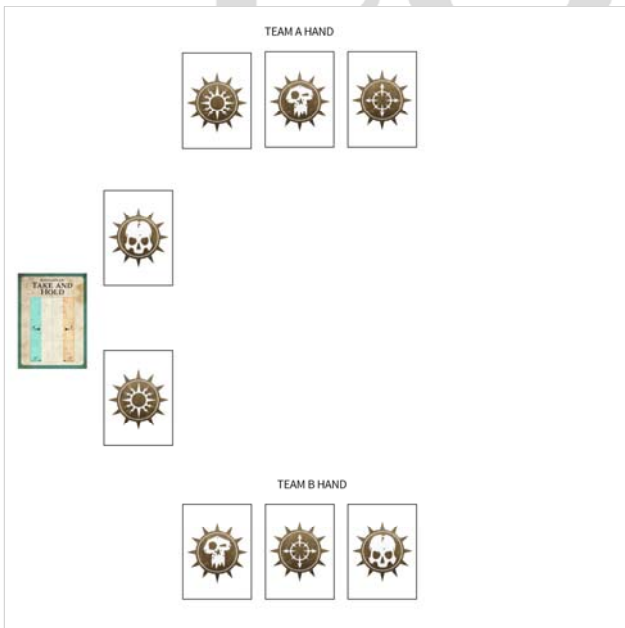
Step 1



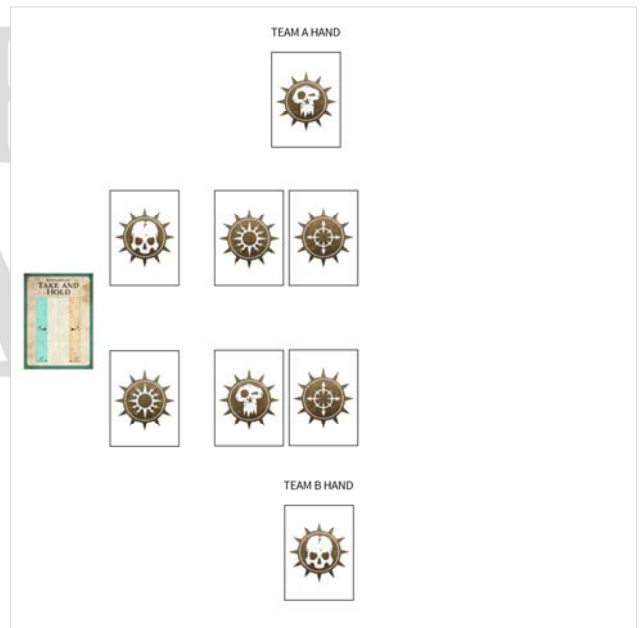
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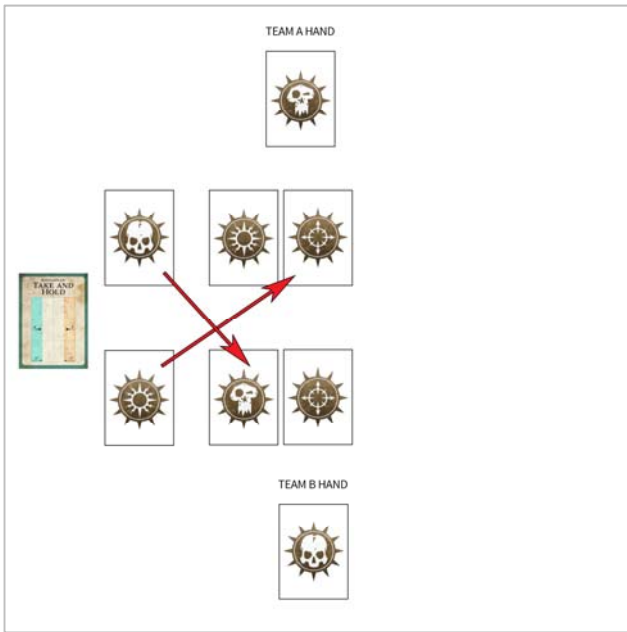
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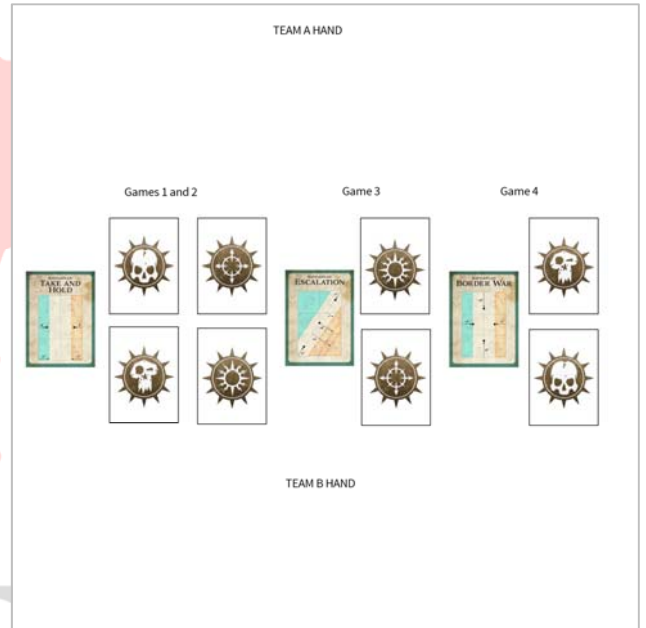
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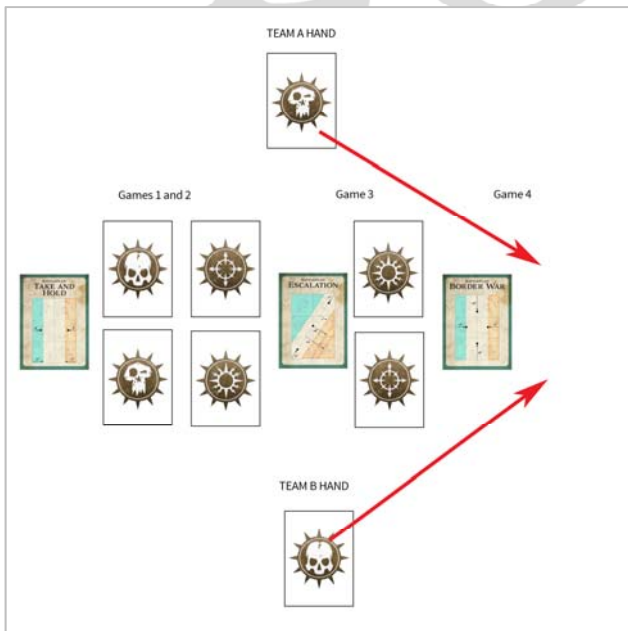
### Step 5



### Step 7



### Step 6



# Painting Rubric

Criteria	Points	Achieved
<b>Standard (Max 20)</b>		
The army is entirely painted to a three color minimum standard.	15	
Basic details of models are painted (i.e. gems, arrow tips, etc)	2	
All models have consistent basing material/paint applied to all bases	1	
When looking at the army it is visually cohesive	1	
Army is on round bases	1	
<b>Optional (Max 10)</b>		
<i>Painting Technique</i>		
Basic shading, highlighting or blending	1	
or		
Army displays advanced painting techniques (blending, NMM, OSL, etc)	2	
<i>Freehand</i>		
Banners display use of basic freehand or decals	1	
or		
Banners, flags and appropriate models are freehand painted to a high level	2	
<i>Modelling</i>		
Some models are converted and dynamically posed (kit bashing, green stuff sculpting, etc)	2	
<i>Basing</i>		
Models have detailed basing	2	
Painted and based display board is used to present the army	2	
<b>TOTAL (Max 25)</b>		