



Presents

Warhammer - Age of Sigmar Tournament

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1.0 Introduction

HM Gaming is proud to present our second of many Warhammer tournaments in Ventura County. We are hoping to build and foster the current Warhammer gaming community within the county.

2.0 Requirements (*subject to change please visit our website for updates*)

- All games will be played at **1,250 points** with requirements/restrictions put forth in the General's Handbook
- Pitched battle play (pg106.)
 - 1-4 leaders
 - 2+ battle lines
 - 0-2 artillery
 - 0-2 behemoth
- Faction battle traits will apply.
- All players can choose a command trait and artifact (has to be assigned to a hero). This information will be recorded on a tournament game card (see below 4.0).
- Battle will be fought on a 4ft by 4ft table.
- All games will be strictly timed (please refer to the agenda).
- ***Please submit/bring a copy of your army's points value before the game.***
- Sylvaneth players need to provide their own additional forests terrain
- Mysterious Terrain Rules will be used – predetermined locations will be selected by staff and marked on the battlefield. For rules refer to the General's handbook.

3.0 Agenda (*Agenda may change see website for updates*)

12:00-12:30 Registration (30 min)

12:30-12:45 Game# 1 Set Up

12:45-2:15 Game #1 (1 hr 30 min)

2:15-2:30 Break (15 min)

2:30-2:45 Game#2 Set Up

2:45- 4:00 Game #2 (1 hr 30 min)

4:00-4:30 Lunch (30 min)

4:30-4:45 Game #3 Set Up

4:45- 6:15 Game #3 (1 hr 30 min)

6:15-6:30 Conclusion & Awards (15 min)

6:30-6:35 Post-Game Survey (5 min)

*There will be a mid game time alert followed by a 10 min end of game warning.

4.0 Rules-Scoring *(subject to change please visit our website for updates)*

Major Victory: 6 points

Minor Victory: 3 points

Draw: 1 points

Defeat: 0 points

Full Painted Army: (3 color scheme): 3 points

Submit game point cards at the end of the tournament to HM Gaming staff (These will be provided at registration at the event).

In the event of a tie – the tournament group will have a silent vote on the each of the two players and the victor will be the player with the **best painted army**.

5.0 Scenarios *(subject to change please visit our website for updates)*

Scenarios will be announced the day of the tournament. There will be different scenarios for each of the three games.

6.0 Payment- Refund Policy *(subject to change please visit our website for updates)*

Payments will be made to our PayPal @ garrett@hmpaintworkshop.com or cash the day of the event

Cost of entry: *(subject to change please visit our website for updates)*

\$10 prepaid(via PayPal)

\$15 Cash at the door/day of event

Proceeds will go towards player awards.

Refund Policy:

Full refund will be given if canceled within 48 hours (2 days) of the event (Thursday morning at the latest) otherwise funds will be forfeited for tournament prizes.

7.0 Awards-Prizes (*prizes may change see website for updates*)

\$45: 1st place Games-Workshop Gift card

\$25: Runner Up Games-Workshop Gift card

\$10: Best Painted Army (*Players will vote – the player with the most votes wins*)

**Feel free to e-mail us with any questions, concerns or suggestions @ garrett@hmpaintworkshop.com*