

OVER THE TOP 2019



February 9th and 10th - Hamilton

Version 1

Sponsored by

MK1 mark one
www.mk1.co.nz

TOURNAMENT INFORMATION

OVER THE TOP is the Hamilton Immortals' annual Games Workshop game system event, with Warhammer: Age of Sigmar and Warhammer: Underworlds being played alongside Warhammer 40,000 and Middle Earth SBG. For AOS, this event has celebrated the bizarre insanity of the Mortal Realms, and offers something a little bit different from other events in the gaming calendar.

Date: February 9th and 10th, 2019
Venue: Hamilton Cosmopolitan Club, 32 Claudelands Road, Hamilton
Entry: Both events: \$50.00. One event: \$30.00. Immortals members receive a \$5 discount per day. Note that all attendees will be given a \$10 voucher for use at Mark 1 Games and Comics.
Organiser: Timothy Lind (Tournament Organiser) - TronhammerNZ@gmail.com - 021952974

REGISTRATION DETAILS

Please respond to your invitation within one week, or you may forfeit your spot.

Account Number: 03 1561 0029895 02

Reference: OTT - AOS - [Your Name]

Please email your army roster as a PDF from [Warscroll Builder](#).

Entry Fee and Lists are due by 11:00pm, Friday 1st February.

VENUE

The [Hamilton Cossie Club](#) has an onsite bar and bistro with very reasonable prices. The bar is open from 10am.

The restaurant is open for lunch from 12 noon to 2pm, and dinner facilities open from 5pm.

Every entrant will receive a name tag to wear. We will collect these back at the end of play.

Visitors to the event are welcome, but will also need to sign in on entry. Regulars of the Cossie club may be there at times so please be friendly.

We have the upstairs section of the Cossie Club to use.

The upstairs area is an off limits area for club members normally, however is not locked as such, so be conscious of this and would strongly suggest to not leave armies lying around anywhere overnight.

DRESS CODE

No singlets or jandals.

FOOD AND DRINK

As this is a private venue with its own restaurant facilities please do not bring in any food or drink.

Water is provided at the venue. Persons will be asked to consume any brought in food or drink outside.

AGE OF SIGMAR EVENT OUTLINE

- Date:** Saturday 9th February 2019
- Rounds:** 3 rounds, each 180 minutes in duration
- Game Size:** Battlehost (2,000 points)
- Table Size:** 6 ft x 4 ft
- Rules:**
- [Core Rules](#)
 - Warscroll Battalions
 - No army restrictions or allies other than all within the same Grand Alliance
 - Realms of Battle (set per table)
 - Spells of the Realms
 - Endless Spells
 - Artefacts of the Realms
 - [Hidden Agendas](#)
 - [FAQ and Designer's Commentaries as of 1st February 2019](#)
- Battleplans:** These will be rolled for at the start of each round from the 18 battleplans listed in the rules.

AGE OF SIGMAR SCHEDULE

Arrival/Setup	8:30 am	Round 2	12:30 pm
Announcements	8:50 am	Round 2 End	3:30 pm
Round 1	9:00 am	Round 3	3:45 pm
Round 1 End	12:00 pm	Round 3 End	6:45 pm
Lunch Start	12:00 pm	Prizegiving	6:50 pm
Lunch End	12:30 pm	Home time	7:00 pm

ARMY ROSTERS

Army Rosters must contain:




- Units, weapon/equipment options and unit sizes
- Warscroll Battalions
- Endless Spells
- Allegiance and Subfaction (Stormhost, Temple etc)
- Realm (if using Artefacts of the Realms)
- Which model is the General
- Command Traits
- Artefacts
- Spells

Note that Leader/Battleline/Warmachine/Behemoth and Ally restrictions are not in play. However, in order to gain allegiance abilities, you must still take units that fulfil the requirements for that allegiance. An army can only ever have one allegiance.

PAINTING STANDARD

It is expected that armies will be fielded fully-painted (three-colour minimum and based), with models that adequately reflect the unit, weapon/equipment options, and command models they represent (What-You-See-Is-What-You-Get). There are no exceptions. While appropriate alternative models are acceptable, proxy models are not. Contact the organiser if this will be challenging to achieve or if you have any queries about appropriate models.

Models that do not reach this standard will be removed prior to Game 1.

Correct Model	Alternate Model	Proxy Model
		
<p><i>This is the model GW produced to represent anointed on foot.</i></p>	<p><i>Roughly the same size as original model, has a halberd, has heavy armor from head to toe, even has a cloak.</i></p>	<p><i>Has a halberd, has heavy armor. However, it's much larger than what it is intended to represent...and more importantly, it's a solar powered robot.</i></p>

WHAT TO BRING

- Copy of this Player's Pack
- GHBI8 if you have it, and any relevant FAQ documents
- Warscrolls (paper, book or electronic device)
- 5 copies of your army roster
- Pen/Pencil
- Models, Dice, Rangefinder, Tokens for ability effects
- Terrain if you have any
- Objective Markers (3-6)

TERRAIN

Please feel free to bring your own terrain to supplement those on offer at OTT.

Terrain will remain on the same table for the whole event, and will not be reconfigured.

Roll on the Scenery Table for each piece as per the Core Rules (p. 235). Scenery Warscrolls will not be used, except for those taken as part of an army's allegiance options.

NATIONAL RANKINGS

Results will contribute towards the national rankings scoring system for New Zealand in the 2019 season. See more information at [Warhammer NZ](#).

HIDDEN AGENDA

Each player will receive a strategy deck of 12 Hidden Agenda cards at the start of the event. At the start of each game, players will choose one in secret and place it on the table, face down. Players immediately complete the agenda if they meet its conditions. Players score 3 additional points for completing their agenda. A different agenda must be chosen for each game.

Please note that Hidden Agendas will not grant extra Triumph rolls. Triumphs are only given to players that have fewer points on their list than their opponents (see *GHB2* p. 49).

Full Hidden Agenda rules can be found [here](#).

TOURNAMENT SCORING

The tournament will be decided based on the following scoring:

- Major Victory = 30 points
- Minor Victory = 15 points
- Draw = 10 points
- Minor Loss = 5 points
- Major Loss = 0 points
- Hidden Agenda = 5 points each (*pick one in secret before each game - see above*)
- Tie-breaker = Strength of Schedule
- 2nd Tie-breaker = Kill Points

WE LOOK FORWARD TO SEEING YOU THERE!

UNDERWORLDS EVENT OUTLINE

Date:	Sunday 10th February 2019
Rounds:	3 rounds of best of 3 games, each 90 minutes
Game Size:	Battlehost (2,000 points)
Scoring:	3 points for a win 1 point for a draw 0 points for a loss
Tie-breaker:	Total glory point difference (largest positive points difference wins).

UNDERWORLDS SCHEDULE

Arrival/Setup	8:45 am	Lunch	12:30 pm
Announcements	8:50 am	Lunch End	1:00 pm
Round 1	9:00 am	Round 3	1:30 pm
Round 1 End	10:30 pm	Round 3 End	2:00 pm
Round 2	11:00 pm	Prizegiving	2:15 pm
Round 2 End	12:30 pm	Home Time	2:30 pm

DECKLISTS

You must use the same deck for all your games. You can use [Underworlds DB](#) or the official Deck Builder to make your decklist, or any other format that works. Please submit these by Friday 1st February.

BANNED AND RESTRICTED CARDS

Please note at Over The Top, we will not be banning or restricting cards. However, you must refer to the latest [FAQ and Developer Commentaries](#) for up to date rulings.

WE LOOK FORWARD TO SEEING YOU THERE!