**NICon 2019**

**Age of Sigmar Tournament Pack**

**Version 2**

**Queens Birthday Weekend**

**Saturday 1st - Sunday 2nd June 2019**

**Wanganui City College**

**Whanganui**

**Overview**

Join us for two days of Age of Sigmar competitive matched play. This will be a 2000 point, 5 game, Warhammer: Age of Sigmar Tournament using AOS 2.0 and the General’s Handbook 2018. Information on army list submission as well as the specific rules in use can be found below.

**Website/Entries.** [**http://hamiltonimmortals.co.nz/**](http://hamiltonimmortals.co.nz/)

Normal Registrations accepted 1 Apr to 28 Apr. Two Day Rego $50. One Day Rego $30

Late Rego’s and “Even-Up of Numbers” 29 Apr to 20 May. Two Day Rego $60. One day Rego $35

Venue Set Up from 1530 to 2030 Fri 31 May

Doors open @ 0700 Sat 1 Jun

Hall Closed @ 1830

Doors open @0730 Sun 2 Jun

Venue decided for NICon 2021 @ 0830 Note that 2020 is in Tauranga

Hall closed @ 1800

Entry Forms and the entry fee are to be sent to the Tournament Organiser Rob Shirley, [rashirley54@gmail.com](mailto:rashirley54@gmail.com)

Army Lists etc go to the AoS Umpire, Carl Templeton, [carlandamy@hotmail.com](mailto:carlandamy@hotmail.com)

Bank Account 06 0996 0309939 00, ensure your name and some form of Capitalised Short Reference to the gaming system is included. You will not be officially entered until you have submitted an entry form, paid the appropriate entry fee and had your entry cleared by the Tournament Organiser.

* Your army (further details below)
* The Core Rules, Malign Sorcery (if using) and the General’s Handbook 2018
* Copies of your army list (at least one paper copy) and access to all current Warscrolls you are using (digital is ok). Also access to any FAQ’s that affect your army.
* Tape measure, dice, wound markers and suitable tokens as required.
* Glue for repairs
* A friendly disposition

**Army Lists & Submission**

Army Lists are to be selected to a maximum of 2000 points using the Vanguard army restrictions. You can select units with up to date matched play profiles from the General’s Handbook 2018,Compendiums,Battletomes, Forgeworld as well as Endless Spells from Malign Sorcery/Battletomes. Every player will be expected to use the most recent version of any warscroll in the case of duplicates.

As well as selecting artefacts from your Battletome (or Grand Alliance), you can also state your army is from one of the Realms as per page 79 of Malign Sorcery. This will allow you to select Artefacts of the Realms for your army as described there.

Allegiance, Realm, General, Command Traits, Artefacts, Battletome specific spells etc are all to be picked on your army list and should not change over the course of the event.

Lists are to be submitted using warscroll builder (<https://www.warhammer-community.com/warscroll-builder/>)

In PDF format and attached to an email to [carlandamy@hotmail.com](mailto:carlandamy@hotmail.com)

**Gameplay**

5 Rounds 2000 point rosters Pitched battle as per GHB 2018 and AOS 2.0

Scenarios as listed by this players pack

Swiss pairings

Kill points first tie breaker

Any material released after May 1st will not be in effect

Time limit of two and a half hours per game

Scenery table in the core rulebook on Pg 235 will be in use. Rolled for before deployment each round.

**Timetable**

**Day 1**

Announcements: 8.45am

Round 1: 9.00am - 11.30am - Border War

Lunch : 11.30am – 12.00pm

Round 2: 12.00pm. – 2.30pm -Starstrike

Round 3: 3.00pm – 5.30pm -Scorched Earth

Day 2

Round 4: 9.00am – 11.30am Three Places of Power

Lunch 11.30 am – 12.00 pm

Paint display and vote: 12.00pm – 12.30pm

Round 5: 12.30 pm – 3.00 pm  Shifting Objective

Pack up and prize giving 3.00 pm – 3.30pm

**The Battleplans**

The 5 games will be played using Battleplans from both the Core Book and the General’s Handbook 2018(as per the tables on pg 49 of the General’s Handbook 2018). I have listed these in the timetable.

I will list the Realms we will play in over the course of the event and the Realmscape Features that will be in effect. These will be selected before the start of each realm, but will be using each one once during tournament. I have listed the page numbers for each realm in the Core Book, where you can find Magic, Commands and Realmscape features (remember I am listing a specific one for everyone to use, no rolling). Please try to take the time before the event to familiarise yourself with these rules.

**Scoring**

Each game has 20TPs (100pts total) up for grabs and will be awarded in the following manner;

• Major Victory – 20

• Minor Victory – 13

• Draw – 10

• Minor Loss – 7

• Major Loss – 0

Sportsmanship: 4 points per round

  Bonus 5 points for Best Sportsman vote (Max of 5 points)

 25 pts Total

**Painting**

The tournament will not have a minimum paint standard. The intent is that this will be a inclusive tournament. However, painting points will be on offer to players who have fully painted their armies.

We will use the following Rubric:

|  |  |
| --- | --- |
| The army is entirely painted to a three colour minimum standard | 3 |
| The army is partially painted to a three colour minimum standard | 2 |
| The army is undercoated or bare plastic/metal | 1 |