

SUMMER SLAUGHTER 2023

AGE OF SIGMAR GRAND TOURNAMENT

Overview:

The BWG Summer Slaughter Age of Sigmar Grand Tournament is a 100+ Player, ITC Ranked, Competitive, Matched Play event. Day 1 (Saturday, July 22nd) will consist of 3 games, while day 2 (Sunday, July 23rd) will be 2 games.

Tournament Organizers:

Will Margerum, Jarid Neiman and Sean Feather

Event Schedule:

Saturday	Time
Registration, Check-in, and Announcements	9:00am – 9:45am
Round 1	9:45am – 12:45pm
Meal Break	12:45pm – 1:30pm
Round 2	1:30pm – 4:30pm
Meal Break	4:30pm – 5:15pm
Round 3	5:15pm – 8:30pm

Sunday	Time
Round 4	10:00am – 1:00pm
Meal Break	1:00pm – 1:45pm
Round 5	1:45pm – 4:45pm
Tournament Ends / Players Pack Up / Final Calculations	4:45pm – 5:15pm
Final Announcements and Awards	5:15pm – 5:30pm

Event Details:

- Each Army will be 2,000 Matched Play Points created using the points provided in the Generals Handbook 2023-2024. All Generals, Enhancements (Command Traits, Mount Traits, Artifacts, Spells, Prayers), Triumph, Realm of Origin, etc. must be clearly stated on your army lists. As well, all Incarnates must be clearly marked as to which Hero they are bonded to.
- **All army lists need to be uploaded to the Best Coast Pairings (BCP) Player App by no later than Saturday, July 15th, 2023.** We require the utilization of Warscroll Builder or The GW Age of Sigmar App “Storm Forge” to create your army lists. You will need to export your army list into a text format and paste it directly into the BCP App. As well, we ask that each player brings at least 1 printed copy of their army list. Players that have not uploaded their list by 11:59pm on Saturday, July 15th, will receive a Yellow Card as per the ITC Code of Conduct. If you need assistance with exporting your army list from Warscroll Builder, please contact the TO at BWGCouncilX@gmail.com.
- Army list irregularities that are identified and corrected prior to the event will not be penalized and will not be issued a Yellow Card.
- This event will be using the current Age of Sigmar 3.0 rulebook & the newly released General’s Handbook 2023-2024.
- Any other Matched Play Rules, Points, Battletomes, Tome Celestial WD articles, and any other Games Workshop publications released on or prior to **Saturday, July 8th**, will be usable at this event. Any rules published on **Sunday, July 9th**, or later will not be eligible for use at this event.
- Any Errata or FAQ’s published on or prior to **Saturday, July 15th**, will be valid for this event.

- Matched Play Core Battalions from the AoS 3.0 Core Rulebook, Battalions from the GHB 2023-2024, and Army-specific Battalions from released Battletomes.
- We will be using the General’s Handbook, Battlepack: Pitched Battles 2023-2024 for this event. All Battleplans (Missions/Scenarios) will derive from the GHB 2023-2024 and all will take place in the Region of War: Andtor, within the Realm: Ghur. Below are the 5 scenarios, we will be using. **Copies of the Battleplans are at the end of this packet for player reference.**
 - Nexus Collapse (page 24 of GHB)
 - Lines of Communication (page 26 of GHB)
 - Spring the Trap (page 32 of GHB)
 - The Icefields (page 36 of GHB)
 - The Frigid Zephyr (page 40 of GHB)
- **Scoring – Game Victory Point Differential:**
 - Victories of each round will be determined as per each mission. Players will enter their total Victory Points, Battle Tactics, and Grand Strategies that they achieved during the mission into BCP. This will calculate Win/Loss/Draw and Battle Points for the match. Battle Points will be calculated automatically based on the total Victory Points entered into BCP. Scoring differentials will generate battle points as follows.

Game Victory Point Differential	The Victorious Players Battle Points	The Defeated Players Battle Points
27+	20	0
24-26	19	1
21-23	18	2
18-20	17	3
15-17	16	4
12-14	15	5
9-11	14	6
6-8	13	7
3-5	12	8
1-2	11	9
0	10	10

- **Terrain:** All scenery except for Faction Specific Terrain will use the Mysterious Terrain rules as per the GHB 2023-2024. There will be 8 total pieces of terrain set on each table for each game, pre-placed by event staff. Depending on the Battleplan and where objectives should be placed, Players may need to amicably adjust the locations of where the terrain is placed. If significant modification needs to occur at your table prior to your game, please contact a Judge and assistance will be provided. Players should agree on terrain types prior to the game start.
- In all cases where players can “pick or roll” for an additional item/spell/prayer/trait/etc., the player must choose their selection rather than rolling for it. This choice **must** be clearly marked on your army lists, and **cannot** change between games.
- The objectives used in missions do not have height, and units can move over/across/stand on them without penalty. Distance from an objective is measured from the center of the Objective Marker. Players can use suitable objective mats measured to be the correct diameter. **Players are responsible to have suitable objective markers with them.**
- All models should be “What you see is what you get (WYSIWYG)”. With that said, this event is not a Games Workshop sponsored or hosted event so all Conversions and Third-Party Miniatures are allowed, but must clearly represent the warscroll that they are in place of. If you are unsure if your model(s) meet these requirements please email

BWGCouncilX@gmail.com for miniature approval.

- Appropriately sized round/oval bases are required for the event using the most recent Games Workshop Basing Guide.
- All models are required to be painted to tabletop 3-color minimum and based (Battle-Ready quality). Models not meeting this standard will not be allowed to be used at the event (Tournament Organizer Discretion). ***Painted armies perform better!***
- All games are 5 Battle Rounds and will last 3 hours.
- Players should make their best effort to have their games reach a natural conclusion. **DO NOT** start a battle round if you do not expect to finish it. The TO/Judge(s) will alert all players when there is 90 minutes, 60 minutes, 30 minutes, and 10 minutes remaining in each round. Players can talk through the outcome of the current round agreeing on the points scored if they were unable to finish in the time allotted. If players cannot perform this function then contact a Judge immediately so they can assist with this process. Decisions by any Judges/TO's are final and will not be debated. Time will also be displayed on the BCP Player App.
- If, before the 5th Battle Round has ended, a player has no remaining models left in play, then the game will continue until the Fifth Battle Round has been completed. This means that the player with models left will play out each turn of the game trying to maximize their score until the game has been completed. Players cannot score Battle Tactics or Grand Strategies that they physically could not complete.
- If a player would like to use a Chess Clock for tracking time during their game, then both players must use the Chess Clock. All Chess Clocks must be provided by the Player requesting the use of one. For additional rules about Time Keeping, please see the [ITC Code of Conduct](#).
- Concerns over scoring and/or illegal play should be brought to the attention of Judges/TO's before the start of the next Tournament Round (Game). These issues can have a drastic impact on other players, so corrections after the start of a new Tournament Round cannot be made.

A few notes for Attendees:

Our event will be utilizing the [ITC Code of Conduct](#). In addition to the ITC Code of Conduct, all player infractions will be reported to the Tournament Organizers of other local, regional, and national events. Be respectful of others, keep player safety in mind, and have fun.

The Basement War Gamers club and St. Gabriel's Lodge Staff reserve the right to eject any players that are determined to be harassing Event Staff, Venue Staff, Other Players, or Lodge Members. **Players ejected from the event for any reason will not be provided a refund.**

Catered Food will be served on Saturday, July 22nd, and Sunday, July 23rd. Players that are 21 years of age or older, with proof of age at check-in, are allowed to purchase and imbibe alcohol acquired from the Bar Staff. Yuengling Lager and Coors Lite Draft Beer is included with each player ticket along with the catered lunches. Players are responsible for purchasing any other beverages at the event. If you have any questions about these policies, please reach out to BWGCouncilX@gmail.com with your concern(s).

****PLAYERS ARE NOT PERMITTED TO BRING IN ALCOHOL FROM OUTSIDE OF THE VENUE. DOING SO COULD JEOPARDIZE THE VENUE LOSING THEIR STATE LIQUOR LICENSE, IMPART FINES UPON THE VENUE, FINES UPON THE EVENT ORGANIZERS, AND COULD FORCE THE EVENT TO SHUT DOWN. ANY PLAYERS WITNESSED BRINGING IN ALCOHOL TO THE EVENT WILL BE GIVEN A RED CARD AND ASKED TO LEAVE THE EVENT.****

Awards:

**Players cannot win more than 1 Award. Award winners will be given a small trophy and a choice of select prizes as reward for an event well played.*

- **Best Overall** – The player with the best overall score across Battle Score, Sportsmanship, and Hobby/Paint will be the event overall winner.
- **1st Place (Best General), 2nd Place, 3rd Place** – The top 3 players with the best W/L Record. Battle Points and Strength of Schedule calculated by BCP will separate players tied among their W/L Record.
- **Best Chaos, Best Death, Best Destruction, and Best Order** – Each Grand Alliance will boast a single champion amongst their peers. This will be determined by a combined Win/Loss Record and Battle Points scored.
- **Best Hobby/Paint** – The player judged as having the most visually appealing army by a team of Judges. [Paint Rubric](#)
- **Players Choice** – This is a Hobby award voted on by attendees who they believe is the best converted, painted, and displayed army.
- **Best Sportsmanship (Favorite Opponent)** – The player voted as being the most fun game experience throughout the event. Ties will be broken by Judges that witness positive player interactions throughout the event. Players that receive a Yellow Card will be unable to win this award. All players are assumed to score a flat 4 Sportsmanship points per game. Each individual Favorite Opponent Vote will be worth an additional 5 points.
- **Best Table** – The player judged as having the most visually appealing table will be awarded the Best Table award. To win this award, participants would need to have 8 total pieces of terrain and an appropriate gaming surface (game mat or board).
- **Middle Management** – Amongst all players that completed all 5 games, this player is the one that is right in the middle of the pack. Not the best, but certainly not the worst
- **Smokin' Boots (Wooden Spoon)** – This award goes to the player that completed all 5 of their games and went win-less with the lowest score of the event. They stuck it out and that should be commended.

**Event Packet Updated on Thursday, July 6th, 2023.*

BATTLEPLAN 2 (TABLE 1) NEXUS COLLAPSE

The cold magic of Andtor is as much of an enemy as your rivals – and no less deadly. While the unclaimed land offers many sites of power to be seized, beware the flaring of the continent's nexus points. This land is hostile, and its energy has a bitter will all of its own...

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from enemy territory.

INSTABILITY

At the start of each battle round after the first, after determining which player will take the first turn, the player with the fewest victory points can choose to collapse up to 2 objectives. If both players are tied on victory points, the players roll off and the winner can choose to collapse 1 objective.

Roll a dice for each unit within 6" of any collapsed objectives. On a 4+, that unit suffers D3 mortal wounds. Once all rolls have been made for those units, remove all collapsed objectives from the battlefield.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player who completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLEPLAN 3 (TABLE 1) LINES OF COMMUNICATION

Cut off from civilisation, communication has never been more important. To win this battle, you must use your isolation against your foe and force them to break in confusion.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).



DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory.

DISRUPTION

At the start of each battle round, after determining which player will take the first turn, the player taking the second turn can pick a phase to disrupt (e.g. the hero phase). During that battle round, each time a model in their opponent's army issues a command in that phase, their opponent must roll a dice. On a 3+, an additional command point must be spent in order to issue that command.

Their opponent can choose whether or not to spend the additional command point. If they choose not to spend the additional command point, that command is not received (the command ability still counts as having been used) and the command point that was spent to issue that command is lost.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player who completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.

ATTACKER'S TERRITORY		
DEFENDER'S TERRITORY		

BATTLEPLAN 6 (TABLE 1) SPRING THE TRAP

Out on the tundra, enchanted snowstorms howl constantly and shelter is sparse. With the only safe camp for miles around resting in a valley's glacial caw, it is up to you to eliminate any rival armies seeking to use it for themselves – or face a frigid and painfully slow death above ground.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from enemy territory.



OUTFLANK

During deployment, after both players have set up their units, starting with the attacker, each player can remove D3 units from the battlefield (roll once for both players) and place those units in reserve. Starting from the second battle round, at the end of your movement phase, you can set up those units you placed in reserve wholly within 6" of the battlefield edge and more than 9" from all enemy units.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLEPLAN 2 (TABLE 2) THE ICEFIELDS

Andtor will not allow armies to claim its bounty so easily. As you meet your rivals in battle, you may find the land hungering to join the fight as well...

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from enemy territory.

ICE-ENCRUSTED DOMAIN

Each time a unit runs, it suffers D3 mortal wounds. When you make a charge roll for a unit, for each dice that shows a 1 before modifiers are applied, that unit suffers D3 mortal wounds.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLEPLAN 4 (TABLE 2) THE FRIGID ZEPHYR

As you clash in battle, you must contend with the freezing squalls belched straight from Andtor's frigid lungs. This continent is hostile, and those who fail to adapt will perish.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.



THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from enemy territory.

FEROCIOUS SQUALL

At the start of the battle, the battlefield is affected by a **squall**. Until the squall dissipates, units more than 12" apart are not visible to each other. In addition, until the squall dissipates, models cannot fly. At the start of each battle round after the first, after determining which player will take the first turn, if the squall has not dissipated, the player taking the second turn rolls a dice and adds the number of the current battle round to the score. On a 7+, the squall dissipates.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player who completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.

