



HOSTED BY



Introduction

Welcome to the **Victorius Age of Sigmar** Players Pack.

Victorius Age of Sigmar is a 2000 point Age of Sigmar event hosted by Miscast Misfits at Nunawading Gaming Association's, Victorious 2024, located in Box Hill's Whitehorse Town Hall.

This document may be updated between now and the time of the event. Once finalised it will contain all the information players will require to attend the event.

Tickets

Tickets will go on sale 01/06/2024,

Tickets will cost \$30.00 each and sales are capped at 16 players.

If we reach the 16 player cap a waitlist will be managed through the event page on Facebook.

Refunds will be issued until 10/08/24.

Schedule

Saturday 17th August, 2024

8:30-9:00am- Sign in and open

9:00-11:00am- 1st round

11:15am-1:15pm- 2nd round

1:15-2:00pm- Lunch

2:00-4:00pm- 3rd round

4:00-4:30pm- awards presentation

Tournament Support Team

Jordan Maus – TO

The role of the Tournament Support Team is to ensure that the event runs smoothly.

We will require your help with this in the form of submitting your results as soon as the game finishes, helping out when asked to do so (after your game) and attempting to sort out all rules disputes by checking FAQs and other GW publications before coming to us.

If you have any questions before the event, please feel free to email the team at secretary@miscastmisfits.org.au

Members of the Tournament Support Team will be identified at the start of day so players know who to approach if they require assistance.

Any feedback on any part of the event can also be submitted to this email address and would be appreciated.

Grudges

Players may use the post in the Facebook event page to organise grudge matches.

Both players must agree, and you will be paired in the first round. The grudge match is to be used in good faith, not to slingshot a friend or club mate up the ladder with an easy victory.

Parking

There is abundant parking located in the immediate vicinity of the venue.

Army Selection

Armies will be up to 2,000 points and must follow all the restrictions in the latest General's Handbook (pending release close to the tournament date - clarification will be provided closer to the tournament date). You may include any unit with a pitched battle profile from forge world, white dwarf and released Dawnbringers books, however any armies that have received an updated Age of Sigmar 4 battle tome will not be able to use any supplements that were released prior to their most updated battletome. There will be a 1-week grace period where changes made by Games Workshop (3rd August 2024) will not be used at **Victorius Age of Sigmar**.

NOTE THAT UPDATES WILL BE MADE ONCE MORE DETAILS ON AOS 4.0 IS RELEASED

Army Submission & Deadlines

Army lists are to be submitted on Best Coast pairings by 11:59pm on Saturday 10/08/ via the app or the website. Battletomes and units selected must have received an FAQ to be used.

Lists are required to be submitted in text format from warscroll builder.

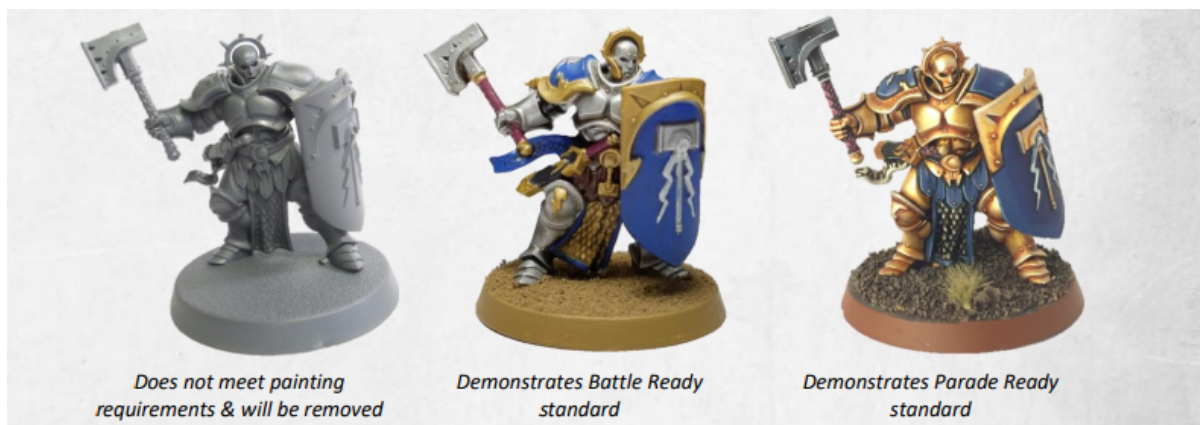
Lists not in this format will be sent back for resubmission.

All your allegiance abilities, command traits, spells, prayers and artifacts must be stated on your army list.

An army that is found to be illegal during the tournament, over in points, or otherwise misleading will be disqualified from the event - it is your responsibility to make sure your army is legal before you come to the event!

Painting

Your miniature collection is expected to be fully assembled and painted to at least a Battle Ready standard. Any player who has models removed will score 0 TP's for army painting.



Painting nomination

During the lunch break after Game 2 players may display their models or armies for judging. During this time, players will vote on their single favourite model or army based on painting, modeling, and theme.

24" by 24" OR 22" by 30" display boards are optional, but armies on display boards will inevitably get more votes. We strongly support cool conversions and out of the box ideas as well!

To ensure you achieve the maximum player votes make sure your army is labelled with your name.

Miniatures

Models are expected to be WYSIWYG (what you see is what you get). ForgeWorld models should be the official ForgeWorld model. Conversions and suitable substitutions are allowed though, so if you have a cool conversion or unusual model, please contact the TO's for approval.

3D printed miniatures must clearly represent the official model without confusion and based on the correct sized based. Models must also be of the same approximate volume as the model that they are representing. Pictures for all 3D printed models must be submitted to the TO by email for approval.

These pictures will be collated into a document which will be released to players before the event. Models that do not comply may risk being removed by the TO and counted as being destroyed.

Basing

Models are to be on appropriate round or oval bases. If you are yet to rebase your army, take the opportunity to rebase your miniatures using the [Warhammer Age of Sigmar - Base Sizes](#). Square bases and square bases stuck to round bases are not accepted.

Allegiance Terrain

Any army that uses special GW scenery models (e.g. Wyldwoods, Loonshrines, Feculent Gnarlmau's) you must use official GW models or a proxy that has a traced footprint based on the official GW model.

Any non-official terrain pieces must receive TO approval prior to the event (in effect they are part of your army and must be displayed for).

Scoring System

Scoring will be entered as points scored during the game. As an example, if the final score during the round is 24-13, you will submit the scores like so.

These will be entered into Best Coast Pairings by the players after each game's conclusion.

We strongly suggest you download the best coast pairings app on your phone.

Awards

There will be awards for performance in game, sportsmanship and hobby related awards.

Additionally, there will be a few fun awards.

Exactly what the awards and prizes for them are will be determined as we get closer to the event. A full list of potential awards will be published before the event.

Pairings

First round pairing will be randomly determined before the event. (Unless if you have accepted a grudge match)

Second and third round will be Swiss based only on wins, draws and losses

Attacker & Defender

Do not use the rules for setting up defender/attacker in the battle pack. The Attacker chooses territories, and the Defender chooses which player deploys first

Terrain

Games will be played in a 60x44" battlefield. Players are not required to bring terrain (outside of their Faction specific terrain). All boards will have 7-8 pieces of terrain.

Terrain layout will be set up by the Tournament Organisers and will have predetermined Mysterious Terrain as well as any Impassable and Garrison terrain.

Every effort should be made to allow players to use their faction terrain that they have spent time to paint. If faction terrain cannot be placed, then please speak to a tournament organiser who will adjust the battlefield to accommodate the piece.

Game Sequence

Draw & Pre-setup

Before starting your game, you should hand your opponent your list and allow about 5 minutes to look at them and discuss any rules or ask any questions

Also if you have non GW official models please explain to your opponent which model they are representing and relevant rules

Game Play

Each round will last 2 hours which should be plenty of time to deploy your army and play the game out in full. If a player is over 15 minutes late they count as missing the game and their opponent will score full tournament score.

If your opponent is not at the table by the cut off time, please contact the event team.

There will be reminders at 90, 60, 30, and 10 minutes to go.

We recommend not starting a new battle round if both players can't complete their turns in the time remaining, however; this needs to be reasonable.

Results must be submitted before the end of the round to keep the event on track. If players are still not finished at the end of a round, then they will be asked to stop and work out results. We reserve the right to issue a penalty to anyone who does not complete 3 games in the time limit. If you want to take 140 models, be prepared to play quickly.

Tournament Rules

Etiquette

Victorius Age of Sigmar will present you with the opportunity to build friendships with fellow hobbyists that will last well after this event is over.

We all like to win but very few will avoid tasting defeat over the weekend.

Players are expected to follow the Players Code set out in the Age of Sigmar rules of always be polite and respectful, always tell the truth and never cheat, and the principles in the players code.

At the end of the event you'll be asked to vote on your favourite opponent based on gaming etiquette based entirely on their behaviour during the game, not on the list played.

Rules Disputes

Tournament Support will attempt to be available throughout the event should you require a judges ruling. We ask that you attempt to resolve the dispute with your opponent using the appropriate rulebook & FAQ (or just roll a D6 for it). If a player has concerns at any point, they are always welcome and encouraged to call a judge. When calling for a judge's assistance, please be prepared to provide any relevant rules to the particular question. Once a ruling has been made it is final.

Wasting Time

If you arrive late for registration or any round which results in your opponent sitting idle waiting for you, you will incur a penalty of -1 tournament point per instances.

Should you arrive late to Game #1 of the event you may lose your spot if there is an uneven number of players. Assuming your spot is still available, you will be paired with any other late arrivals (again, where relevant) with a mandate to complete your game in the original Round time. If you aren't matched up due to lateness, you will be marked as a Major Loss against the Bye.

If a judge is informed or observes anyone intentionally time wasting or delaying their turn or failing to start a new set of turns because they might lose but there is enough time remaining, we will intervene and may issue a TO penalty.

GENERAL MISBEHAVIOUR MAY RESULT IN INSTANT DISQUALIFICATION

Conceding or Dropping Out

Actions on a player dropping out is TBD and will be confirmed before the event.

FAQ

1. Dice rolling apps will NOT be in use
2. Dice must be clearly legible and easily interpreted by all parties involved at the event
3. All dice must be rolled onto the table or into a dice tray. Make sure your opponent can see them before you begin removing or re-rolling. Ensure that you explain what you are rolling for and provide your opponent time to view your roll before picking them up.
4. Where multiple entries for the same unit exist, use the most up to date version.

5. Base sizes should be in line with those listed on the Games Workshop site - if unsure confirm with the TO (<https://www.warhammer-community.com/wp-content/uploads/2019/12/ba618db2.pdf> can be used as a guide).

House Rules

Any house rules will be communicated prior to the list submission date.