

WARHAMMER
AGE OF SIGMAR

SMASH & BASH GT 2020



SMASH & BASH GT 2020

JULY 17-19, 2020

TOURNAMENT VENUE



9721 Arboretum Boulevard, Austin, TX 78759

HOTEL REGISTRATION

Visit: <https://www.marriott.com/hotels/travel/auss-h-renaissance-austin-hotel>

FRIDAY SCHEDULE

Age of Sigmar Hall Opens	3:00
Paint Masters Set-up/Late Registration	4:00 - 6:00
Grudge Matches	5:00 - 9:00
Paint Masters Judging	6:00 - 9:00
Paint Masters Award Ceremony	9:30 - 10:00
Age of Sigmar Hall Closed	10:00

SATURDAY SCHEDULE

Registration	8:00 - 8:30
Announcements	8:30 - 9:00
Round 1: Battle for the Pass (Death)	9:00 - 11:30
Lunch / Paint Judging	11:30 - 1:00
Round 2: Better Part of Valor	1:00 - 3:30
Break	3:30 - 4:00
Round 3: Scorched Earth	4:00 - 6:30
Age of Sigmar Hall Closed	8:30

SUNDAY SCHEDULE

Announcements	8:30 - 9:00
Round 4: Places of Arcane Power (Life)	9:00 - 11:30
Lunch / Paint Judging	11:30 - 1:00
Round 5: Sorcerous Streams	1:00 - 3:30
Awards Presentation	4:00 - 5:00

ETIQUETTE

- First and foremost we are here to have a good time! Please keep that in mind during the tournament. We're going to be playing hard, but Age of Sigmar players are exceptional at playing competitively and being good sports at the same time.
- Be polite and explain your warscrolls, your actions, your dice rolls, etc. It's proper form to let your opponent know what your army does and what your intent is as you're playing the game.
- When you roll dice, pick up your misses and leave your hits so that your opponent can confirm your rolls.
- Rounds for the Smash & Bash GT are 2 hours and 30 minutes long—plenty of time to finish any game of Age of Sigmar. Here are some tips to make sure each player gets all 5 turns of their game:

1. Know your warscrolls. Do your best to commit your rules to memory so you don't have to look up every rule every time. Printing out warscrolls for easy access is a great idea!
2. If you have a load of abilities that take time to roll or have a ton of little guys to move around or have a lot of attacks to roll: have respect for your opponent's time and **make these actions as quick as possible**. Just because you have 12 spells to cast or 120 models to move around each turn is not an excuse to dominate the game's time. If you have a problem with a player taking too much time on their turns alert a judge.

ARMIES

- Each player will bring a 2,000 point army following the Pitched Battle Battlehost restrictions on page 310 of the *Warhammer Age of Sigmar Core Rulebook*.

HOUSE RULES / CLARIFICATIONS

- *General's Handbook 2019* will be used with a few exceptions. Terrain on the tables will be preset to expedite play. Faction Terrain placement will follow the most recently updated FAQ.
- **Mercenary Companies** from page 46 of the *General's Handbook 2019* are allowed as are the **Triumphs** and **Command Abilities** from pages 56 and 57.
- **Hidden Agendas** from page 20 of the *General's Handbook 2019* will be used with some slight modifications. See scoring.
- Rules are subject to change based on rulings from Games Workshop up to Wednesday, June 17. *General's Handbook 2020*, Battletomes, FAQs, and supplemental material released before this date will be legal for WargamesCon XII. The Tournament Organizer may use their discretion to adjust this as needed.
- **Garrisons** (page 10 *Core Rules*) will only be used if each player agrees on both the rule and what terrain pieces should be in effect prior to setting up units.
- You can choose which Mortal Realm your army is from if desired and select Artefacts and Endless Spells from *Malign Sorcery*.
- You can also choose Endless Spells from *Forbidden Power*.
- Smash & Bash will be using the **Best Coast Pairings** app. All lists need to be submitted using the app (bestcoastpairings.com) and uploaded no later than midnight Friday, June 26. All uploaded lists need to be in text only format. **No images!** A physical copy of your list must also be brought to hand to your opponent. All participants lists are also available in the app.

- All models must be on **round/oval bases**, and are required to adhere to the *Warhammer Age of Sigmar - Base Sizes* document available on warhammer-community.com.
- All proxies/major conversions must be approved by the tournament organizer. Email to@weirdnobz.com for approval.
- If a game goes to time before reaching 5 rounds it's up to the players to determine a winner. Players need to take into account the current score as well as the board state and what would happen if the game would go all 5 rounds. If the players cannot come to a consensus, the score will be inputted as it currently stands unless one of the players requests a judge to make the call. Once a judge is called to make a ruling, their decision will be final. **Warning:** the judge's verdict may not be liked by both players, but it will be judged as fairly as possible.



TERRAIN RULES

Each table will be preset with 10 pieces of terrain (6 large pieces and 4 small pieces). There will also be 6 terrain markers for each large piece of terrain. Prior to rolling off for sides, players will alternate placing the terrain markers. Each table will have the same 6 terrain markers:

- **Mystical:** Roll a dice each time you allocate a wound or mortal wound to a model within 1" of any Mystical terrain features. On a 6+ the wound or mortal wound is negated.
- **Arcane:** Add 1 to casting or unbinding rolls for WIZARDS while they are within 1" of any Arcane terrain features.
- **Commanding:** At the start of your hero phase, if your general and no enemy general is within 1" of any Commanding terrain features, add 1 to the number of command points you receive that hero phase.
- **Entangling:** Subtract 2 from run and charge rolls (to a minimum of 0) for units that are within 1" of any Entangling terrain features.
- **Damned:** At the start of your hero phase, you can pick one friendly unit within 1" of a Damned terrain feature to make a sacrifice. If you do so, that unit suffers D3 mortal wounds, but you can re-roll hit rolls of 1 for it until your next hero phase.
- **Overgrown:** Models are not visible to each other if an imaginary straight line 1mm wide drawn between the closest points of the two models crosses over more than 1" of any Overgrown terrain features. This scenery rule does not apply if either model can fly.

FACTION TERRAIN DEPLOYMENT

When placing a Bone Tithe Nexus or a Realmshaper Engine you may place them anywhere on the board (following normal restrictions). If your placement requires another terrain feature to be moved, your opponent may move that single piece of terrain as needed and place it within 3" of your faction terrain. If more than one terrain feature needs to be moved, you will trade off who places each piece one at a time, starting with the opponent. Normal terrain placement restrictions will still be in effect.

REALMS OF BATTLE RULES

During the first and fourth round (the first game of each day) we will be using the Realms of Battle rules and games will be fought in the realms of Death and Life respectively. During these rounds there will be an active Realmscape Feature that will be announced before the round begins. WIZARDS can take advantage of Realmsphere Magic and utilize those additional spells. Finally you can use the Realm Commands in addition to any command abilities that you are normally allowed to use.

SCORING

Games are scored using Battle Points which are awarded according to the table below.

BATTLE POINTS

MAJOR VICTORY	16
MINOR VICTORY	12
DRAW	8
MINOR LOSS	4
LOSS	0
HIDDEN AGENDA	1*

* - There are additional rules for scoring Hidden Agendas below.

If two players are tied on Battle Points at the end of the weekend, the player with the highest total of painting and sports will finish higher than the other.

SCORING HIDDEN AGENDAS

Before the game each player will choose two Hidden Agendas from the list of 18 on pages 20-21 of the *General's Handbook 2019*. No Hidden Agenda may be used more than once for the entire tournament! For each Hidden Agenda you complete, you score 1 point. If your opponent fails to score a Hidden Agenda, you also score 1 point. After armies are placed and before the first Battle Round starts, reveal your Hidden Agendas to your opponent.

MINOR VICTORY/LOSS

If players are tied on the primary victory condition, **do not** use the battleplan rules! The player that scored more points via their Hidden Agendas will be awarded the Minor Victory. If players are tied on Hidden Agenda points, the result of the game is a draw. Kill points will not be used.

PAINTING SCORING

To ensure we have adequate time to properly review painted armies, we will be judging painted armies at 3 separate times. Paint judging will happen at Paint Masters on Friday night, and on Saturday and Sunday during lunch. You will receive a card letting you know paint judging has been completed for your army. Armies are **not** required to be painted and based; however, if you are playing with an unpainted or unbased army you can't place in the tournament or win any awards (door prizes excluded).

SPORTSMANSHIP SCORING

Sportsmanship and community are of the utmost importance and we expect all players to conduct themselves accordingly. At the end of the tournament you will rank your favorite games/opponents. Points will be deducted at the Tournament Organizer's discretion for any issues that arise, but we expect the Age of Sigmar community to maintain their high standards so we don't anticipate any issues.

PAINTING/SPORTSMANSHIP RUBRIC

The object of this scoring rubric is to reward effort and make sure the armies that place in the GT are fully painted and that one shows consideration to their opponents.

Model Color

<u>All models</u> are painted to a tabletop standard	10
Majority of models show shading and highlighting	5
Majority of models show exceptional work	5

Model Base

Your <u>entire army</u> is fully based	5
Majority of models show exceptional basing work (multiple textures, tufts, etc.)	5
You have a painted and textured display base for your army	10

Sportsmanship

If you fail to upload a legal list into <i>Best Coast Pairings</i> by midnight June 26, 2020	-10
If you do not have a physical list for each of your opponents	-5



RULES REFERENCE

TRIUMPHS

The player that spent fewer points when selecting their army can roll on this Triumph table.

D6 Triumph

- 1 **Inspired:** Once per battle, when a friendly unit is picked to shoot or fight, you can say it is inspired. If you do so, you can re-roll hit rolls for attacks made by that unit until the end of that phase.
- 2 **Bloodthirsty:** Once per battle, when a friendly unit is picked to shoot or fight, you can say it is bloodthirsty. If you do so, you can re-roll wound rolls for attacks made by that unit until the end of that phase.
- 3 **Indomitable:** Once per battle, before you make a save roll for a friendly unit, you can say it is indomitable. If you do so, you can re-roll save rolls for attacks that target that unit until the end of that phase.
- 4 **Unbowed:** Once per battle, before you take a battleshock test for a friendly unit, you can say it is unbowed. If you do so, you do not have to take a battleshock test for that unit in that phase.
- 5 **Eager:** Once per battle, before you make a run or charge roll for a friendly unit, you can say it is eager. If you do so, you can re-roll that run or charge roll.
- 6 **Cunning:** Once per battle, when you use a command ability, you can say you are being cunning. If you do so, you do not have to spend a command point to use that command ability this time.

COMMAND ABILITIES

The rules for command abilities are found on page 3 of the *Core Rules*. You can use the following command abilities in addition to any others you can use.

At the Double: You can use this command ability after you make a run roll for a friendly unit that is within 6" of a friendly **HERO**, or 12" of a friendly **HERO** that is a general. If you do so, the run roll is treated as being a 6.

Forward to Victory: You can use this command ability after you make a charge roll for a friendly unit that is within 6" of a friendly **HERO**, or 12" of a friendly **HERO** that is a general. If you do so, re-roll the charge roll.

Inspiring Presence: You can use this command ability at the start of the battleshock phase. If you do so, pick a friendly unit that is within 6" of friendly **HERO**, or 12" of a friendly **HERO** that is a general. That unit does not have to take battleshock tests in that phase.

All-out Attack: You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly unit wholly within 12" of a friendly **HERO**, or wholly within 18" of a friendly **HERO** that is a general. You can re-roll hit rolls of 1 for attacks made by that unit until the end of that phase.

All-out Defence: You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly unit that is wholly within 12" of a friendly **HERO**, or wholly within 18" of a friendly **HERO** that is a general. You can re-roll save rolls of 1 for attacks that target that unit until the end of that phase.

Volley Fire: You can use this command ability at the start of your shooting phase. If you do so, pick 1 friendly unit that is wholly within 12" of a friendly **HERO**, or wholly within 18" of a friendly **HERO** that is a general. You can re-roll hit rolls of 1 for attacks made by that unit until the end of that phase.