

SMASH & BASH GT 2023



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April 22 - 23

WELCOME TO SMASH & BASH!

The Smash & Bash GT is a 2,000 point Age of Sigmar Tournament. We have room for 86 players available and can expand the field if necessary. While this is a competitive tournament, our goal is to ensure the event is fun for all types of players. Whether you are attending to “crush your enemies and see them driven before you,” to show off your army or see some beautifully painted miniatures, or you just want to hang out and play five games of Age of Sigmar with an amazing community, you’re bound to have an awesome weekend and we hope you’ll join us!

TOURNAMENT VENUE

The venue for this year's Smash & Bash GT is BattlePub Games. Spacious tables, cold craft beer, a friendly staff, and a dedicated streaming setup make it an ideal venue. The Weirdnobz will be streaming all 5 rounds online at: [twitch.tv/weirdnobz](https://www.twitch.tv/weirdnobz)



BattlePub Games is in Rolling Oaks Mall
6909 N Loop 1604 E #1168
San Antonio, TX 78247
830.215.0355

FAQS

Why is the "Austin GT" taking place in San Antonio this year?

Our dates did not line up with WargamesCon and the Texas Master's season so we had to find our own venue. The prices found in Austin were untenable and we didn't want to be in a position where we were forced to charge over \$100 a ticket, so we decided to partner with BattlePub Games for this event. We do have a line on a possible venue in Austin for 2024, but if you know of a suitable location please let us know.

It's too far/expensive for me to attend the Smash & Bash GT this year.

We understand the location negatively affects clubs that are further away (i.e. Dallas Defenders) and we do apologize. Having to travel and pay for a hotel isn't ideal for the Austin Weirdnobz either. We were looking forward to hosting an event in Austin so we didn't have to incur travel costs and we could actually order a good taco, but c'est la vie.

TOURNAMENT SCHEDULE

FRIDAY

6:00 PM - 11:00 PM Set up, Registration, and Open Play

SATURDAY

7:30 AM - 8:00 AM Registration
8:00 AM - 9:00 AM Round 1 Pairings, Paint Judging
9:00 AM - 12:00 PM **Round 1**
12:00 PM - 1:30 PM Lunch
1:30 PM - 4:30 PM **Round 2**
4:30 PM - 5:00 PM Break
5:00 PM - 8:00 PM **Round 3**
8:00 PM - 11:00 PM Round 4 Pairings, Army Showcase Setup

SUNDAY

8:00 AM - 8:30 AM Army Showcase Setup
8:30 AM - 9:30 AM Player's Choice Voting
9:30 AM - 12:30 PM **Round 4**
12:30 PM - 1:30 PM Lunch
1:30 PM - 4:30 PM **Round 5**
4:30 PM - 5:00 PM Tournament Results Tabulating
5:00 PM - 5:45 PM Awards Presentation

WHAT SHOULD I BRING?

Players are expected to have the following with them:

- Fully Painted Army
- Battle tome & General's Handbook
- Dice & Tape Measure
- Ability Tokens

It is recommended you also bring the following:

- A tray or cart to carry your models
- Wound Markers
- Combat Gauges
- Rules Cheat Sheet

If you are utilizing an electronic device for rules reference, ensure it is charged and available to reference. Also read and become familiar with the Player's Code on the following page.

BATTLEPLANS

We will be playing the following battleplans: In the Presence of Idols, Jaws of Gallet, Only the Worthy, Position Over Power, and Prize of Gallet. The order battleplans are played will be revealed at the event.



TOURNAMENT DISCORD

We will have a Smash & Bash Discord Server which is the best place to get up to date information on the event. The Discord will include channels for announcements, rules questions, and trash talk. Link coming soon!

THE PLAYER'S CODE

CARDINAL RULES

- Always be polite and respectful.
- Always tell the truth and never cheat.

PRINCIPLES

- Arrive on time with all of the things you need to play the game.
- Make a respectful, non-touching, gesture to your opponent before and after the game, such as offering a salute or air-fist bump.
- Avoid using language your opponent might find offensive.
- Offer your opponent a chance to examine your army roster before the battle starts.
- Answer any questions your opponent has about your army and the rules that apply to your army.
- Measure moves and distances carefully and accurately.
- Give your opponent the chance to examine your dice rolls before picking up the dice.
- Ask permission before touching any of your opponent's miniatures.
- Remind your opponent about rules they may have forgotten to use or that they have used incorrectly, especially when doing so is to your opponent's advantage rather than your own.
- Never deliberately waste time during a game.
- Avoid distracting an opponent when they are trying to concentrate, and be careful to respect their personal space.
- Never complain about your bad luck or your opponent's good luck.
- Never collude with an opponent to fix the outcome of a game.

ARMIES

Each player will bring a 2,000 point army utilizing the **Battlepack: Pitched Battles 2022-23 – Season 2** from the *General's Handbook*. We are using *Battlescroll: Galletian Champions*, the Tome Celestial army updates from *White Dwarf*, and the warscroll for Krondspine Incarnate of Ghur from *Season of War: Thondia*. Battletomes must be released by Sunday, April 2nd to be eligible for play (leaked battletomes are not eligible). FAQs will be implemented on a case-by-case basis, but an FAQ is not required to use a battletome. Battletome and tome celestial grand strategies and battle tactics are available and worth full points.

LIST SUBMISSION

We will be using the *Best Coast Pairings* app for this event. Lists need to be submitted by **Sunday, April 9th at 11:59 PM**. Lists can be submitted using either the WH AoS App or [Warscroll Builder](#) and must be submitted in text format. If using Warscroll Builder, click on the ②, select "Full," and hit "Copy" and paste into the app. All Factions, Subfactions, Enhancements, Reinforced Units, Allies, and Drops need to be listed and accurate. We will do our best to vet and ensure list accuracy, but **you** are ultimately responsible for your own list. Players who are found to have won a game with an inaccurate list will suffer a loss for that game.

List Formatting and Best Coast Pairing Assistance

If you want someone to look over your list to make sure it's accurate, or you are having difficulties submitting through *Best Coast Pairings*, we are here to help. Send an email to bignob@weirdnobz.com or a direct message to The Harrower#4410 on Discord before the deadline and we'll assist you in entering your list correctly and making sure you earn full Etiquette points.

PAINTING

All models intended to be used in play (including summoned units) must be fully painted, mounted on a round/oval base, and adhere to the correct base listed in *Battlescroll: Galletian Champions*. All alternate models need to be approved by the Tournament Organizer prior to the event. In general proxies and 3D printed models are fine provided they clearly resemble the official model and are mounted on the appropriately sized base. Send photos via a direct message to The Harrower#4410 on Discord or send an email to: bignob@weirdnobz.com to get your proxy approved. **Models that are not painted or proxies that are not approved will be removed from play!**

Paint Rubric

Model (150 points maximum)	Points
Minimum: All models are painted and tabletop ready.	25
Basic: All models have shading or highlighting.	75
Advanced: All models have multiple shades and highlights.	50
Base (50 Points maximum)	Points
Minimum: All bases are painted a single color.	10
Basic: All bases are textured and have shading or highlighting.	25
Advanced: All bases have shading, highlighting, and multiple elements.	15



Display Boards

There are no points awarded for bringing a display board. Display boards will not be used for Best Painted, but can be used for the Army Showcase (see below).

PAINT JUDGING

Paint judging will be done in two stages.

Best Painted

After you are paired with an opponent for round 1, armies will be set up at your table. A self evaluation sheet will be provided and must be filled out and left next to your army. Display boards are not used at this stage so your army can be judged solely by the merit of painted miniatures. Our painting judges will vote and select their top 3 favorite armies.

Army Showcase

On Saturday after round 3 has completed, armies will be set up for the army showcase. Pairings will be up for round 4 and models set up at your table. You may set up your models on a display board if you have one. The store will be locked and all effort taken to ensure your models are safe, but models are left at your own risk. If you don't want to leave your miniatures overnight, there is time allotted on Sunday morning for set up. Players will vote and select their 3 favorite armies.

BATTLEFIELD

Games will be played on a 60" x 44" surface and have approximately 6-12 pieces of terrain. Mats that are 72" x 48" will have the short edge taped off. Remember to remove 2" from the long edge on each player's side.

Setup

Players will roll off and the winner will choose to be the Attacker or Defender. The Defender will set up the terrain. Each terrain feature must be set up more than 3" from the battlefield edge, more than 6" from all other terrain features, and more than 3" from all objectives. Defensible terrain must be more than 6" from all objectives (see below).

Mysterious Terrain

Each table will have tokens with one instance of Arcane, Damned, Deadly, Inspiring, Mystical, and Sinister terrain. Any additional terrain features will not have Mysterious Terrain rules. After the battlefield is set, the Defender will choose where to place the terrain tokens. We will also be utilizing Defensible, Impassable, and Obscuring (i.e. Wyldwood) terrain features. These terrain pieces will be premarked with a token. All Defensible terrain can be garrisoned by up to 15 models. Rules for these terrain features are listed below:

- **Defensible:** This terrain features can be garrisoned (see 17.2). You cannot move models over a defensible terrain feature unless the model can fly, and you cannot move a model onto a defensible terrain feature (even if it can fly) unless it is garrisoning the terrain feature.
- **Impassable:** You cannot move models over this terrain feature unless the model can fly, and you cannot set up or move a model onto this terrain feature (even if it can fly).
- **Obscuring:** Visibility between 2 models is blocked if a straight line 1mm wide drawn between the closest point of the two models passes across more than 3" of an Obscuring terrain feature. Visibility to or from models with a Wounds characteristic of 10 or more is not blocked by Obscuring terrain features.

It is our intention that vertical terrain such as walls and pillars is either Impassable or Defensible. If a player is unable to deploy their faction terrain after the battlefield has been set, please alert a judge and they will adjust it for you.

Deployment

The Attacker chooses his deployment zone and takes the first drop.

PAIRINGS

Pairings will be done using the *Best Coast Pairings* app. Matchups will be randomly determined round 1. Players from the same club should ensure club names are identical to best avoid matching up during the first round. Speak with a judge **before** matchups go live to fix your club name.

In subsequent rounds, you may be randomly paired with someone you play with all the time or another player from your club. This is inevitable and these pairings will not be adjusted unless we are in round 5 and all players involved have a losing record. To have a match repaired, speak to a judge.

Grudges

Players can issue a grudge to challenge another player round 1 via the Smash & Bash Discord. Both players must agree in order for the grudge match to be scheduled. We are also allowing grudges for round 5 provided both players have a record of 1-3 or worse. To issue a grudge for round 5, talk to a judge 15 minutes **before** round 5 pairings go up.

ROUND SCORING

Games will be scored using the corresponding battleplan as written. Scoring sheets will be provided and 1 sheet per table will be submitted at the end of the round to ensure accuracy. Scores will be entered into *Best Coast Pairings* by a judge. Games are scored using a 20 point differential system.

Conceding

Conceding is defined as not wanting to play in a particular match up or quitting a game out of frustration before a clear winner is determined. We all have bad turns or face a match up that heavily favors an opponent, but we are all here to throw dice and have fun. It is our hope that everyone plays out all of their games to the natural conclusion. We have incentives to reward playing including Best in Bracket Awards, Teef Taker, and bonus Etiquette points for not conceding in any of your games.

In the event that a player does wish to concede, they forfeit their Grand Strategy and their models are removed from the table. Calculate victory points for the remaining player and score any available battle tactics as though the opponent's units were not on the battlefield and the game had gone a full 5 turns.

Talk it Through

A game may get to the point where rolling dice is no longer necessary. Players can offer to talk it through provided there is a clear winner with no path to victory for the opponent. Score all remaining points including battle tactics, objectives held, and grand strategies.

If both players have not completed all 5 turns by the end of a round, you are required to talk through the remainder of the game. Call a judge over to assist and help expedite getting your score submitted.

Tabled

If all of a player's models are slain and that player has no mechanism for returning them to the table or interacting with the game, calculate the remaining victory points and score any available battle tactics for both players as if the game had gone a full 5 turns. Keep in mind a player that was tabled can still score victory points for objectives that were previously under their control.

Late Arrival

If more than one player arrives late for the first round, they will be paired against each other. If there is an odd number of late arrivals in the first round, that player will receive 0 points. If a player arrives more than 15 minutes late for a subsequent round, they will receive a score of 0 and their opponent will get a bye (see below).

Bye

Players who receive a bye can elect to take a 15-5 win, or they can play against a ringer to attempt to get a better score. In the unlikely event that the player is undefeated and the bye occurs in round 3, 4 or 5 they must play the ringer and the score of the game will stand as played out.

ETIQUETTE

Etiquette is replacing the Sportsmanship category that is typical of other Age of Sigmar events. There are a lot of other areas that define how well a player conducts themselves aside from just being a fun opponent. This is being done in an attempt to make the score more meaningful, to avoid 50 way ties, and to help reward behaviors that help the tournament organizer run a smoother event. We need your assistance to make sure Etiquette is entered truthfully and accurately. Judges reserve the right to issue Etiquette penalties for cheating or other unsportsmanlike-like behavior.

Etiquette Rubric

Army List (20 points maximum)	Points
Army list has no errors	10
Army list was submitted on time	5
Army list has no errors and was submitted on time	5
Appearance (40 points maximum)	Points
Models and bases done to minimum standard	10
Models and bases done to basic standard	25
Scored 115+ points on paint rubric	5
Gamesmanship (100 points maximum)	Points
On time for your game	1 per game
On time for 4 out of 5 of your games	10
Prepared for your game	1 per game
Prepared for 4 out of 5 of your games	5
Brought sufficient tokens to track temporary buffs/debuffs (Arcane Bolt, Mystic Shield, Bless, Curse, Finest Hour, etc).	2 per game
Followed the rules of the game	2 per game
Followed the rules in <u>all</u> of your games	15
Did not concede in any of your games	15
Made it to round 5 in at least 3 games	15
Made it to round 5 in 4 games or more	10
Tournament Protocol (40 points maximum)	Points
Proxy models were approved by the Tournament Organizer (automatically scored if you have no proxy models)	10
Scores for each round were submitted in a timely manner	2 per game
Rules debates were handled professionally	15
On your list it says "At least it isn't Houston" (a.k.a. I read the pack!)	5
Favorite Game (40 points maximum)	Points
You were the opponent in 1 player's favorite game	20
You were the opponent in 2 player's favorite games	15
You were the opponent in 3 player's favorite games	5

ROUND TIMING

In the latest edition of Age of Sigmar there has been an issue of games not finishing or extending beyond the time allotted in a round even on top tables. For this reason, Smash & Bash is providing 3 hours per round which should be more than enough time to finish your game or come to a logical conclusion as to the outcome **prior to the end of the round**. Smash & Bash is incorporating differential scoring so it is vital that games are completed to accurately score the event. If you are a newer player, this is not something to stress over. Let a judge and your opponent know and they will be sure to help you out along the way. If the time for a round has expired, you may have the option to continue playing on your own time. Ask a judge for permission.

Milestones

In order to help with time management, we have provided the below game speed milestones which will be announced during the event.

Round Time Remaining	Milestone
3:00	Start Round
2:50	Complete Pre-game
2:30	Deployment Complete, Begin Round 1
1:50	First Battle Round Complete, Begin Round 2
1:10	Second Battle Round Complete, Begin Round 3
0:40	Third Battle Round Complete, Begin Round 4
0:20	Fourth Battle Round Complete, Begin Round 5
0:10	Do not begin a new Battle Round without judge permission





AWARDS

Battle Awards

Battle Awards recognize gamesmanship with the Best General award crowning our tournament champion. Only one Battle Award is given to each player. If a player is eligible for a Best General Award and Best in Bracket Award, they will win Best General and the Best in Bracket will go to the next player in line.

Best General - 1st, 2nd, and 3rd place

Metric: Wins and Losses

Tiebreakers: Differential

Soft Scores (Painting + Etiquette)

Best in Bracket - 4 wins, 3 wins, 2 wins, 1 win

Metric: Differential

Tiebreakers: Soft Scores (Painting + Etiquette)

Best Narrative - 0 wins

Metric: Lowest Differential

Tiebreaker: Soft Scores (Painting + Etiquette)

Appearance Awards

Appearance Awards recognize the best painted armies as selected by our paint judges as well as attendees. Player's cannot win both a Best Painted and an Army Showcase award. If a player is selected for both awards, they will choose which one they prefer.

Best Painted - 1st, 2nd, and 3rd place

Metric: Judge's Choice

Army Showcase - 1st, 2nd, and 3rd place

Metric: 1 point per Favorite Army vote

Tiebreakers: Painting

Judge's Choice

Etiquette Awards

Etiquette Awards recognize players that admirably conduct themselves through dedication to the hobby and at the game table. These players are our Warhammer Heroes and stewards of the Age of Sigmar hobby.

Renaissance Award

Metric: Total Points (Differential + Painting + Etiquette)

Tiebreakers: Painting

Etiquette

Virtuous Combatant

Metric: Etiquette

Tiebreakers: Differential

Painting

Teef Taker Award

Oi, ya gitz! Listen up! Da tourney starts wif every umie 'avin' one toof. If ya manage to kill a hero git, den ya earn unuvver toof. If ya manage to krump a named hero git, den ya get two teef. But da real prize is fer killin' da biggest and baddest beasts out dere - if ya manage to take down a monster, den ya earn three teef!

Now, 'ere's da best part - for each toof ya earn, ya get one entry for da shiny loot. But if ya feeling dead 'ard and lucky, ya can wager yer teef at da start of a game - if ya win, ya nikk the pot and get even more teef! And at da end of da tourney, da umie wot collected da most teef is declared da Teef Taker - da biggest and baddest of 'em all! So, get out dere and start krumpin' like a proppa Orruk!

* * * * *

All players start the tournament with 1 toof. Each toof provides 1 entry to the door prize raffle. Extra teef can be earned as follows:

Destroy a HERO	1 toof
Destroy a Unique HERO	2 teef
Destroy a MONSTER	3 teef

Rewards are cumulative. For example, Archaon the Everchosen is worth 5 teef. Teef can (and should!) be wagered with any of your opponents at the start of a game.

Teef Taker - 1st place

Metric: Most Teef

Tiebreakers: Differential

Etiquette

QUESTIONS?

Have a question not answered here? Ask on the Smash & Bash Discord server, send a direct message to The Harrower#4410 on Discord, or send an email to: bignob@weirdnobz.com

SPECIAL THANKS

Shout out to our judges Spencer Miller and Matt Robisch, the Weirdcast Steam, and all the nobz and our friends in the Age of Sigmar community who donated their time, terrain, and feedback to help make Smash & Bash possible. A hearty WAAAGH! goes out to each of you!



PAINT MASTERS

**Eternus Blade of
the First Prince**
by Alex Brokenshire



GUIDELINES & CATEGORIES

April 22: 7:30 AM - 8:30 PM

Paint Masters is an Age of Sigmar painting competition that provides you with an opportunity to show off your best painted miniatures. You do not need to be playing in the Smash & Bash GT to participate.

DETAILS

- The entry fee for Paint Masters is \$5.00 per category with the exception of the Aspirant category which is free to enter. All entrees will receive personalized written feedback. Only one entry per person per category.
- Entries are accepted Saturday from 7:30 AM until 1:30 PM.
- Models must be picked up Saturday starting at 8:30 PM.
- Entries are submitted into one of four categories: Single Miniature, Large Miniature, Unit, or Aspirant.
- Entrants agree to provide all entries to Smash & Bash for the purpose of judging, display, video, photography, and/or other digital media without payment or other consideration.
- Entrees will be handled with the utmost care, but Smash & Bash and BattlePub are not responsible for damaged miniatures.

AWARDS

Awards will be given out for gold, silver, and bronze in each category.

ENTRY GUIDELINES

- Entries may be mounted on either a gaming base or display base of appropriate size.
- Official base sizes are listed in *Battlescroll: Galletian Champions*.
- Entries must be entered on the day of the event by the person who painted them—no one else can hand in your entry for you.
- Each participant may enter each category once.
- Models that have previously placed in Paint Masters cannot be entered again.
- All models must have been produced by Games Workshop. This includes all Citadel Miniatures, Forge World releases, and any other specialist games models produced by Games Workshop.
- Conversions are encouraged provided the original Games Workshop miniature can be identified.
- Each entry must have an accompanying entry form filled out and handed in at registration. These can be printed and filled out in advance, but will also be available at the event.

CATEGORIES

1. SINGLE MINIATURE

This category is for a single Age of Sigmar miniature mounted on a 60mm base or smaller. This also includes single miniatures not mounted on a **MONSTER** like a gnashtoof, horse, gryph-charger, gore-grunta, karkadrak, etc.

2. LARGE MINIATURE

This category is for a single Age of Sigmar miniature mounted on a base larger than 60mm. This also includes single miniatures mounted on a **MONSTER** such as Gobsprakk, Archaon the Everchosen, Archmage Teclis, Lord-Celestant on Stardrake, etc.

3. UNIT

This category is for a unit of Age of Sigmar miniatures consisting of no more than 20 models or one of the following: Warcry Warband, Underworld's Warband, or Blood Bowl Team.

4. ASPIRANT

This category is for either a Single Miniature or Large Miniature as above, painted by an individual who has not placed in a previous Paint Masters event, or won a Top 3 Best Painted Army Award at a Texas Master's Grand Tournament.

JUDGING CRITERIA

Miniature entries are judged on their own artistic and technical merits and scored using the following categories:

- **Paint:** How well is the miniature painted? Are the elements clean with detail? Are advanced techniques like OSL and NMM properly executed?
- **Basing:** Is the miniature's base given adequate attention? Does it accentuate the miniature?
- **Cohesion:** The entry is on a display base that is visually cohesive with the miniature. For entries with multiple miniatures, they display visually cohesive paint and basing schemes.
- **Customization:** Is the entry converted? Does it utilize freehand, decals, or sculpted elements?
- **Theme:** Does the entry fit into the Age of Sigmar universe? Are there storytelling elements conveyed through painting and modeling?
- **Wow:** Does the entry catch your eye for the right reasons and stand out among its competition? Upon closer inspection are you drawn into the model and discovering additional detail?

PAINT MASTERS FAQ

Does my entry have to be Game Legal?

No. This is a painting competition and we are looking for amazing miniatures that showcase your talents and celebrate the Age of Sigmar hobby.

How big is a "display base of appropriate size"?

Use your best judgement, but keep in mind this is a miniature painting contest and the miniature should be the main focus.

Can I enter a 3D printed model?

No. This competition is strictly for models produced by Games Workshop.

Where can I get additional questions answered?

We will have a #paint-masters channel set up on the Smash & Bash Tournament Discord Server. Alternatively, send a direct message to The Harrower#4410 on Discord, or send an email to: bignob@weirdnobz.com



The Shadow Queen
by Michael Wynn
@grumdy