

# SALT CITY GT

HELD BY THE THIRTEENTH LEGION



## AOS GT 2024

### Event Description

This will be a 2 day, 5 game event on Saturday and Sunday, August 10th-11th. Our location this year is at **1060 E Genesee St, Syracuse, NY, 13210 USA.**

This event sold out last year so get your registration in early to be sure to get a spot! Results of this event will be submitted for ITC rankings.

Please note these rules are subject to change if GW releases an update to the Generals Handbook. If you have feedback please let us know at [josh.keal@gmail.com](mailto:josh.keal@gmail.com).

Our format will mirror the battlepack for GHB. Numbers in parentheses highlight specific areas of variance from the tournament format described in GHB.

### Schedule

#### Friday

Check-In: 9:30PM-10:30PM

#### Saturday

Check-In: 8AM - 9AM

Round 1: 9:00AM - 12:30PM

Lunch: 12:30PM - 1:15PM

Round 2: 1:15PM - 4:15PM

Round 3: 4:15PM - 7:15PM

## Sunday

Round 4: 9AM - 12:00PM

Lunch: 12:00PM - 1:00PM

Round 5: 1:00PM - 4:00PM

Break: 4:00PM - 4:15PM

Prizes + Other: 4:15PM - 6:00PM

## Missions

TO BE REVEALED ON **AUG 5TH**

## Terrain Rules

Terrain will be provided by the TO for each table in accordance with the recommended amount of terrain for pitched battles. Players are to follow the terrain rules for each mission in the GHB.

## House Rules and FAQs

**Games will last 5 turns or until time runs out.** Due to the adjustments in scoring for AoS 3.0, it is very important that you finish your game. We are making adjustments to the way that we handle timing so you can finish your rounds within the time limit that has been allotted. If your game runs to time, a TO will give you a 10 minute warning. If you pass the 10 minute mark, the TO will use discretion depending on the round to forcibly extrapolate the result of the game. This is the same model that Games Workshop uses in their US OPEN events.

## Army List Rules

This will be a 2000 point, Pitched Battle tournament using the latest warscrolls, erratas, values and restrictions for units supported by GHB as of **Aug 5th**.

Army lists are due by **12:01 AM Aug 5th** and can be submitted through either the **BCP app** or to **josh.keal@gmail.com**. Late lists will receive a minor penalty (5 pts) to their overall score. If you register after **Aug 5th** your list is due the day you register and you will receive the late list penalty. Longer delays of submission will receive increasing penalties.

**Due to recent updates, we will now only accept lists from the Warhammer AOS app.** The output is much easier for us to work with. The Warhammer AOS App can be accessed via your Android or Apple device.

## Scoring

Scoring is broken down into three major categories: Gameplay, Army Presentation and Sportsmanship. There will be multiple award categories. A player will only receive one major award.

**Overall Champion:** Highest total score in the three categories; Battle Points, Sportsmanship, and Hobby.

**Best General:** Highest total wins followed by tie breakers - VP differential

**Best Hobby:** Judge choice for favorite army.

**Best Opponent:** Highest sportsmanship score among player votes and positive participation.

**Players Choice:** Players choice for favorite army.

We may add Best in Faction and/or other awards. Our aim is to find multiple ways to recognize different kinds of highly successful players whether they be astute generals, great artists, truly fun players, or the rare master of all three areas.

## Game Scoring

Battle Points from game play will be scored as (Major/Minor) Victory, Loss and Draw along with documented Victory Points. Tie breakers will be based upon the VP differential in each game. We encourage players to play out their games and not concede the remaining victory points.

## Sportsmanship Scoring

Sportsmanship will be scored in the first four rounds. We expect the average player to score 12+ points. At the end of the 4th round, players will be expected to answer a questionnaire that includes two sportsmanship questions.

For the first question, the answer can be the same for all of your opponents. The purpose of this question is to gauge the quality of the gameplay experience. If all opponents were enjoyable to play against then you should answer "Yes" for all four of them.

**Question:** For each opponent, would you want to AOS with them again?

**Question Options:** Yes (3pts), Somewhat (2pts), Indifferent (1pt), No (0pt)

For the second question, the answer must be different for each opponent. The purpose of this question is to compare the quality of the gameplay experience across all four rounds. We realize this is a difficult question to answer, especially when all of your opponents are fun. Do your best.

**Question:** Rank your opponents in terms of most enjoyable to play with.

**Question Options:** 1st (3pts), 2nd (2pts), 3rd (1pt), 4th (0pts)

**If my opponent is not present in one of the rounds, what will happen?** If you do not receive a score for a round (*Examples: opponent dropped, bye.. etc*) your sportsmanship score will depend on the live opponents that reviewed you.

**What are the formulas used to determine the score?** The formulas used to determine sportsmanship look like this:

**X:** Total Opponent Reviews

**Y:** Total Rounds Reviewed

**Z:** Total Points Received

**Formula:**  $(Y/X)*Z$

**Example 1:** 3 Opponents providing perfect scores  $(4/3)*18 = 24$

**Example 2:** 4 Opponents providing mixed scores  $(4/4)*21 = 21$

**Example 3:** 3 Opponents providing mixed scores  $(4/3)*12 = 16$

If you have an issue with an opponent of any kind that you think goes against the spirit of the game, PLEASE BRING IT TO OUR ATTENTION ASAP. Be discreet if you have to, but don't expect us to make judgment calls if you bring something to our attention after the game. We cannot retroactively come to an unbiased decision on a situation that has passed and had no attention brought to it.

## Hobby Scoring

Hobby will be scored by judges using a rubric. We anticipate most armies will likely receive a score in the 15-20 range with scores capped at a maximum of 40. The highest scoring armies will be set aside and a winner will be chosen by the judges. There is a copy of the rubric at the bottom of this packet.

All miniatures submitted as part of your army list (including Endless Spells, Invocations, etc) must be presented to the judges during paint judging. Some armies are heavily based on summoning; you may choose to include summonable units for paint judging, but they are not required.

Hobby judges will be available between rounds for paint judging. Players will be expected to present their armies to a hobby judge for hobby points. If there is an aspect of the hobby you did not participate in, we kindly ask that you let our judges know so they can wave the points for that hobby category during the judging process. Partial hobby points can be awarded.

## Players Choice

We expect the top 10% of scores to reach the showcase. These will be on display at the end of Round 4. Please bring a small placard (i.e. index card) indicating your name and theme. At the end of the 4th round, players will be expected to answer a questionnaire that includes a players choice question.

## Hobby Related Rules

### Painting Standards

***All models that are on the table must be painted to a "battle ready" minimum.*** If you have unpainted models you may be asked to remove them. Colored spray prime, a few spot colors and washes or Contrast paints can meet these minimum standards fairly quickly.

### Basing Standards

All models must be on the correct sized base according to Pitched Battle Profiles.

## Conversions/Proxies

Conversions are encouraged, but should be clear to a new opponent and must be based properly. If in doubt send us some pictures to review. Player brought terrain must be the actual GW model or have an identical footprint and similar shape for LoS.

**Models from Non-GW ranges or Proxies are allowed (2)**, but should be clear to a new opponent and must be based properly. If in doubt send us some pictures to review. You can not use the same proxied model to represent multiple different unit types in the same army. (*Example: If you are proxying Sequitors with swords as actually having maces you can't have some Sequitor units with swords who are armed as swords.*)

## Stay Connected

If you have questions about the event please email us at [josh.keal@gmail.com](mailto:josh.keal@gmail.com) (please include Salt City GT in your email title.).

## Alcohol/Food Policy

There is a bar and kitchen on site for food and drinks, we welcome you to enjoy the food there. We expect participants to drink responsibly.

## Hobby Rubric

Document is used for a reference to determine hobby scores that feed Best Painted and Grande Champion. Partial points are possible.

### Theme

The Army has a clear theme across all models. +3

The Army tells a visual story beyond the original theme of the army or "war". +2

### Modeling + Conversions Work (Swaps, Sculpting, Adjustments to Stance)

Models are well constructed (components aren't missing, moldlines aren't noticeable and gaps are filled). +2

Some units have well executed conversion work. +3

Majority of units have some well executed conversion work. +3

### Standard Painting Skills

Army is painted to a *Battle Ready\** Standard or better. +2

Army is painted to a *Table Top\*\** Standard or better. +3

Key models are painted to a *Table Top Plus\*\*\** Standard or better. +1

Army is painted to a *Table Top Plus\*\*\** Standard or better. +3

### Advanced Painting Skills (OSL, NMM, TMM, Decals, Weathering, Freehand... Etc)

Key models have well executed advanced techniques applied. +2

Majority of models in the army have well executed advanced techniques applied. More than one type of advanced technique is used throughout the army. +3

### Basing

All Models are properly based (Example: Texture + Paint). +2

All centerpiece models have additional basing details beyond texture (Grass Tufts, Skulls, Stones). +3

All bases have additional basing details beyond texture (Grass Tufts, Skulls, Stones). +2

### Display Board

Display board has texture and/or is fully painted. Entire army fits on board and the board matches the theme. +3

Display board has multiple levels, terrain features, lighting and/or other details that improve it beyond texture. +3

Total (40 Max)

*\*Battle Ready: Models have their main areas colored and a simple finish on their bases.*

*\*\*Table Top: Battle Ready\*, but in addition other techniques such as washes and dry brushing are applied to give additional flair.*

*\*\*\*Table Top Plus: Table Top\*\*, but in addition painting is clean and layer paints are used to create contrast/highlight key aspects of the miniature.*