

Mawtribes Massacre Tournament

Hosted by The Essex Mawtribes Wargaming Club

Overview

Welcome to the Mawtribes Massacre, where armies will battle it out to be victorious over all others.

This pack will give you all the information you need if you wish to play in the Mawtribe Massacre event. This is a one-day Warhammer Age of Sigmar event played at 2k points level.

Gather your army, rouse your heroes and lead your forces into battle against others in a three-round competitive tournament.

For this event we will be using missions from the Generals Handbook 2020.

This tournament will use the core pitched battle AOS rules and Pitched Battle rules from the GHB 2020 (and any subsequent FAQ's released more than a week prior to the event)

This event document may be updated from time to time based upon questions received, new releases or rules clarifications from Games Workshop.

Please read ALL sections - makes it easier for you and the TO's.

Once you've bought your ticket:

Sign up on Tabletop TO, see the army format section below and upload your army list by **Sat 26th June**. The link for the event is here:

<https://tabletop.to/mawtribes-massacre/signups>

Army Selection

This will be a Single List 2,000 points tournament, and will follow the restrictions in the **General's Handbook 2020** Matched Play section.

Books that are less than 4 weeks old and have not had their post-release FAQ cannot be used. Compendium/Legends Warscrolls will not be used.

Allegiance Abilities, Spells, Command Traits and Artefacts must be listed on your Army List, and not change on a game-by-game basis.

Realm Artefacts, Realm Effects and Realm Spells shall not be used

Formatting and submitting your Army List

You must use Warscroll builder to build and format your list!!!

<https://www.warhammer-community.com/warscroll-builder/>

On warscroll builder Press the “?” button and this will generate a text file which you can upload into TTO

Make sure you use the “Full” list version.

You will be awarded 3 Tournament points for uploading your army in the correct format

Schedule

Activity Time

Registration	9:00 - 9:30
Round 1	9:45 - 12:15
Lunch	12:15 - 13:10
Round 2	13:10 - 15:40
Break	15:40 - 16:00
Round 3	16:00 - 18:30

Rounds and Battle Plans

Battle plans will be as follows from GHB 2020:

Round 1 - Total Conquest - Page 77

Round 2 - Focal Points - Page 81

Round 3 - Scorched Earth - Page 80 - please note “razed objectives” will count for 2 points not D3

PLEASE NOTE WE WILL NOT BE USING REALM RULES FOR THIS EVENT OR ROLLING FOR SCENERY RULES

Rules of Conduct

Essex Mawtribes prides themselves on hosting events where people can come to enjoy themselves and sportsmanship is key to that. We ask that you treat your fellow competitors with the respect that a peer deserves. We also ask that you always tell the truth and never cheat. If you feel that your opponent is not doing this, please let the organisers know and repeat offenders may receive penalties or asked to leave

Rules:

0. **DON'T BE A DICK.** This is the most important rule and one that should be followed at all times.
1. Masks must be worn at all times in the shop, if you don't have a mask you can't play! Refunds won't be given in these circumstances.
2. Arrive on time with all of the things you need to play the game.
3. Greet your opponent in a polite and friendly manner

4. Avoid using language your opponent might find offensive.
5. Offer your opponent a chance to examine your army's roster before the battle starts.
6. Answer any questions your opponent has about your army and the rules that apply to your army.
7. Give your opponent the chance to examine your dice rolls before picking up the dice.
8. Ask permission before touching any of your opponent's models.
9. Remind your opponent about rules they may have forgotten to use or which they have used incorrectly.
10. Never deliberately waste time during a game.
11. Avoid distracting an opponent when they are trying to concentrate, and be careful to respect their personal space.
12. Never complain about your bad luck or your opponent's good luck.
13. Never collude with an opponent to fix the outcome of a game.
14. TO's decision is final.

Time & Play speed Milestones

Organisers will announce the time remaining on a regular basis and may also announce the point of a regular game that you should be at. All players are encouraged to play quickly and be mindful of time remaining.

You will not be permitted to begin a battle round with less than 15 minutes remaining unless it is the final turn and even then there must be at least 10 minutes remaining.

Converted, Counts-As and Forge World

We love seeing great conversion on the tabletop! If you have a converted (or count-as) model that you wish to bring then please get in touch with us so we can check it is OK.

The general rule is that you may not gain a benefit from a converted or count-as model. If you wish to use alternate models to count as something else, you must be clear with your army list, modelling and your opponents.

If models are meant to represent different factions in your army then there must be a way to differentiate them.

Forge World units must be represented by the actual Forge World models.

Painting

Armies must be painted and based to "Tabletop Standard" as a **minimum**. If you're not sure what this means contact one of the organisers. If your army is unpainted you will be DQ and no refund will be given.

Releases

We shall be using all of the Games Workshop Age of Sigmar rules and FAQs released up to 1 week prior to the event.

Terrain

If a piece of terrain is a Games Workshop model and has a Warscroll, then that Warscroll will be in use.

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Gaming Scores

Each round has a maximum possible score of 75 points. This is broken up as follows.

You will receive the following score based upon the victory conditions of the Battleplan:

- Major Win - 75 points
- Minor Win - 60 points
- Draw - 40 points
- Minor Loss - 30 points
- Loss - 0 points

Completing your Auxiliary Objectives is worth 5 points each as well as an additional 5 points for each Auxiliary Objective denied. For a maximum of 20 points.

There will also be 5 points available each round based on etiquette during the round:

- Arriving before the start of the round – 3 points
- Having everything you need to play the game – 2 points

Awards

The following awards will be given out at the end of the event:

- The Realm Champion
- 2nd Place
- 3rd Place
- Players' Player
- "Rule of Cool" Army Award – TO's decision

Contact Us

If you wish to ask any questions or to find out more about the event, you can contact us through the Essex Mawtribes Wargaming Club Facebook page <https://www.facebook.com/groups/300964774593311>.

Photography and filming

Photography and filming will be taking place at the event - by attending you agree to being filmed or photographed for our event.

Drop outs

Please note that if you drop out of the event with less than 7 days notice you will not be eligible for a refund. Standard T&C apply.

*We reserve the right to amend the tournament pack but will endeavor to update players with details of any changes AND why we might have had to make them