

Bad Moon Rising 2025

Steel City Sigmar and Fabricators Forge thank you for your participation in our latest event. This will be a 2 day, 5 round event on Saturday October 18th and ending on Sunday October 19th. Please forward any questions or comments regarding the event to Ben Klos (bklos1086@gmail.com), Preston Schlagel (schlagelpreston@gmail.com), or Seth Havey (clockpunkfox@gmail.com).

Schedule:

Saturday October 18th

Check In:	9:00am - 9:45am
Round 1:	10:00am - 1:00pm
Lunch:	1:00pm - 2:00pm
Round 2:	2:00pm – 5:00pm
Break:	5:00pm – 5:30pm
Round 3:	5:30pm- 8:30pm

Sunday Sunday October 19th

Round 4:	9:00am – 12:00pm
Lunch:	12:00pm – 1:00pm
Round 5:	1:00pm – 4:00pm
Prizes:	4:30pm – 5:00pm

Missions: All Missions will be chosen from the current GHB and **will be played in an order revealed on the day of the event:**

1: Lifecycle

2: Surge of Slaughter

3: Bountiful Equinox

4: Cyclic Shift

5: Noxious Nexus

Event Details:

- This event will be played up to 2,000 points using pitched battle rules for composition. All current warscrolls, erratas, values, and restrictions will be used supporting the current GHB as of October 14th, 2025. Please ensure all enhancements and battle tactic cards are clearly stated in submitted lists.
- Army Lists must be submitted on or before October 15th, 2025 at 8pm EST. Questions regarding list composition can be emailed to the organizers before submission date. Any player submitting a list after the submission deadline will receive a penalty to their overall scoring for the event. Alterations in the lists will not be allowed after lists are checked by organizers and opened for viewing by all attendees.
- Games will last 5 rounds or until time runs out at the 3 hour round mark. Players are asked not to begin another round if you cannot finish on time. When the round timer is finished dice are down, this is the end of the game. At this time if the game is not finished players should determine the winner of their game. **Once the dice are down players have 5 minutes to enter the final scored agreed upon by both players or the TO will manually enter the score that the game was at when the round expired.** You can finish games early however not continue playing after the round time has expired. Pay attention to the clock and agree with your opponent if you want to use all the time or finish early so you both have an equal number of turns. Any game not finishing or agreeing on final score will be scored at the discretion of the TO's with the decision being final. No chess clocks will be enforced at this event.
- Poor sportsmanship will not be tolerated. Players that are actively causing an issue will have the offending player pulled aside and spoken with. If they do not improve and continue to be an issue they will be asked to leave the event. This is a game, it should be

fun and all players should respect the spirit and culture of our game.

- Conversions and third party miniatures will be allowed at this event. They need to be clearly representing the warscroll they are meant to proxy. Base sizes for any proxy or conversion need to be accurate.
- Unpainted models appropriately based will be allowed for this event.
- Concerns regarding scoring and/or illegal play must be resolved with a TO prior to start on the next round. Changes after the fact can impact other players and therefore will not be applied.
- All dice used shall only have one symbol on them for either the “1” or “6”. House dice can be issued to a player at the discretion of the TO.
- Players shall make dice rolls on the table by a means visible to their opponent.
- Armies are to be laid out for judging on paint or display boards during the lunch break on the first and second days of the event. Paint judging will be based on the accompanying rubric for the event.

Terrain:

- Terrain placement is to follow the mission layout guide in the GHB to the best of your ability. Players should discuss each feature pregame and agree on the type and abilities of each feature in accordance with the GHB rules.
- Non-GW faction terrain will not be allowed at this event.

Sportsmanship:

- Sportsmanship will be scored on a favorite opponent vote basis. Points will be deducted from your overall score if issues with TO's rise to a level of receiving a yellow card. Players will be warned of

behavioral issues and penalized once, a second infraction will result in the player being excused from the remainder of the event.

Scoring:

- Scoring at the event will be based each round on the following criteria through BCP:
 - Wins / Loss / Draw
 - Win Path
 - Strength of Schedule
 - Dice roll off

Prizes:

- Prizes will be awarded as follows^[1]:
 - Best General – Player finishing in 1st place
 - Hobby Hero- The best painting score as per the rubric, sportsmanship score will break ties.
 - Best in Faction- 4 prizes awarded to the top player in the grand alliances Death, Destruction, Order, and Chaos.
 - Best of the Bottom- Highest scoring player with a record no better than 2-3.
 - Highlander Award- Highest ranking player whose list contains no duplicate units (army must be fully painted and based to qualify).
 - Random Raffle Winner: At end of tournament,, during prizes, the TO's will select a player at random to select a prize. Player must have played all 5 rounds and stayed for the prize ceremony.

**Note 1: prizes are subject to change until the day of the event dependent on player count*

Note 2: Players are only eligible to win one prize/award for the event.

Grimnirs Revenge GT Painting Rubric : Sheet1

A		B	C
1	Painting Rubric	Name:	
2	Painting		
3	Whole army is painted to a three-color minimum.	/5	Notes:
4	Whole army is fully painted and meets minimum requirements.	/5	
5	Whole army is painted beyond minimum standards. (Shading/Highlighting throughout)	/10	
6	Basic details on models are painted throughout the army.	/10	
7	At least two advanced painting techniques are used throughout the army. (This includes wet blending, non-metallic metals, object source lighting, and extreme detail on gems, eyes, hair, scales, etc.)	/10	
8	At least two advanced technical techniques are used throughout the army. (This includes freehand on banners and flags, weathering, wet effects, and resing pours.)	/10	
9	Total	/50	
10	Modeling and Basing		

A		B	C
1 1	Bases of models are textured to a basic level.	/3	
1 2	All base edges of models are painted throughout the army.	/2	
1 3	Intricate basing techniques are used throughout the army. (This includes rocks and ruins to provide different heights, flock/grass, tufts of foliage or plants.)	/5	
1 4	Advanced basing techniques are used throughout the army. (This includes resin pours, object source lighting or other advanced painting techniques, and multiple textures.)	/5	
1 5	Mold lines and gaps are minimal throughout the army.	/2	
1 6	Weapon swaps, head swaps, or dynamic posing on bases is present throughout the army.	/3	
1 7	Army displays multiple signs of conversions. (This includes alternative model sculpts, models incorporating bits or pieces from other kits, and use of putty or green stuff.)	/5	
1 8	Conversions are present throughout the army and add to the overall effect or theme.	/5	
1 9	Total	/30	
2 0	Bonus Points		
2 1	A display board with matching basing is included for the army.	/4	
2 2	The display board uses basic terrain techniques or scatter terrain to augment the overall theme.	/3	

	A	B	C
2 3	The display board uses advanced techniques in painting the components of the display board and terrain, alongside extra effects such as lightning, water effects, etc.	/3	
2 4	The entire army are cohesive with matching schemes and bases.	/5	
2 5	The army conveys a narrative through the modeling, painting, and basing.	/5	
2 6	Total	/20	
2 7			
2 8	Total Points	/10 0	