



## **Mancunian Carnage: Singles 2024**

I run this event with the philosophy that it is effectively the exact tournament that I myself would want to attend. There are elements of it which are not everyone's cup of tea, and that's fine, there are lots of other events to go to & variety within our quirky little community is what keeps it vibrant and interesting.

Ultimately I want everyone to be able to enjoy their weekend & I've always striven to accommodate competitively minded players, mid table heroes and 'actually here for the painting and/or craic' with varying degrees of success. It's a tough balance to strike and whilst I run the spreadsheets and hand out the awards the weekend belongs to all of us who attend it and we each bear a responsibility to be the person we'd want to meet across the table.

Enough pontificating & philosophising....on with the show.

Whilst this is 'the pack' it is a live document and there might be changes made as the event approaches, especially in the House Rules/FAQ as things come up.

### **What happens, where and when?**

If you didn't already know it's at - **Element Games, Hallam Business Centre, Hallam St, Stockport SK2 6PT**

#### **Saturday**

9am: Venue Opens

9am-9:30am: Registration Welcome and event briefing

9:30am-12:15pm: *Game 1*

12:15pm-1pm: Lunch Provided (it won't be Subway but I'm not cooking...)

1pm - 3.45pm: *Game 2*

3.45pm - 4pm Break

4.00pm-6.45pm: *Game 3*

7pm onwards = **The Best Quiz you will ever attend even if you 'live' as long as Arkhan the Black.** *Settle in, order a takeaway, carry on drinking, talk about your games and participate in a quiz often described as 'worrying'. It's arguably the best bit of the weekend and depending how battered I get throughout the day it could go in a number of unpredictable directions...*

#### **Sunday**

9am: Venue Opens

9.15am-12:00pm: *Game 4*

12:00pm-12.45pm: Lunch Provided/Paint Comp Judging

12.45pm - 3.30pm: *Game 5*

4:00pm (or earlier) Awards, clapping, awkward pictures.



## **What's the deal with army selection, rules and stuff?**

### **Army Selection & Submission**

- You will need an Age of Sigmar army selected to a maximum of 2000 points.
- Select your army using the Match Play system and restrictions from the latest General's Handbook.
- Only warscrolls that have official points from Games Workshop are legal and this includes Forgeworld products.
- You must use the most recent published version of a warscroll at the event. Official Games Workshop FAQs will be in effect.
- Compendium scrolls are not permitted.
- New Battle Tomes that are released at least a fortnight prior to the event can also be used if the units outlined in the tome have points.
- You must pick 1 grand strategy for the entirety of the event and denote it on your army roster.
- It's your responsibility to make sure your list is correct & whilst we will have the list checking elves on standby, if any errors are discovered throughout the tournament a 1 win penalty may be applied to your score.
- **Players must be signed up with list submitted by midnight on Friday 3rd May: that is to be done via Stats and Ladders**  
(<https://my.statsandladders.com/tournament/show/8a3d4242-a697-4bcb-892e-8cd04dfb9295/players> and tweeted). Lists will be locked after this point. Late subs will suffer a loss of 10VPs.

### **House Rules, FAQ & Comp - Live FAQ - Any Queries to be Shared Here**

- **Battle tactics** will also be used as per the most recent GHB, WD or relevant Battletome. These will be used to determine the outcome of games but not be used to determine the overall winner of the event.

### **Expectations of Play & Adjudication**

- **Scenery/Terrain** - Each table will have at least two pieces of terrain designated as LoS blocking and/or impassible & **these rules need to be observed**. Use of additional scenery effects from the most recent GHB is encouraged but not obligatory.
- Games will start on time, or before if we're running ahead.
  - If you find yourself without an opponent at the start of a round then please make the TO aware.
  - Turning up late to a game is extremely disrespectful to your opponent and failure to arrive within 10 minutes of the start time, without good reason (I'll be the judge) will result in the game being called to the person who showed up.
- To keep everything running nice and smoothly we ask that you adhere to round timings and bring your results to the TO as soon as possible so we can get the next round drawn ASAP.
  - Dice down means DICE DOWN. Do not make me come over there.
- If you do not manage to get all five Battle Rounds 'played out' during a game, we ask that you at least play even Turns, whilst still adhering to the specified overall



timings. **If this demonstrates a pattern of slow play from any players scores may be adjusted as a penalty.**

- The 'Swiss' system will be in use after round one, which will be drawn at random after registration. This system pits players against each other who are on very similar scores so you don't get totally battered every round if you're rubbish and/or hungover.
- Where a judge is involved to resolve the outcome of a result, which should be a last resort, their decision is final & repeated challenging of their decision will result in a 30 point score penalty.
- Novelty dice are not acceptable for use at the event; D6 ought to display pips or digits on at least five sides; if in doubt please check with me first.
- Don't be a wanker; it's your responsibility to make sure that your opponent is having an enjoyable game too. Sometimes that means giving the benefit of the doubt or making sure you're clearly stating your intentions so anything 'rulesey' can be chatted through. Please resolve differences amicably or with the roll of a 4+.
- *There is a **ZERO TOLERANCE** approach towards any form of discrimination (sexism, racism, homophobia etc.) at the event be it direct or indirect. I would actively encourage players to flag this kind of behaviour or language be it over the gaming table or elsewhere at the event. Those falling foul of this rule will be shown the door and be banned from all events in future. If you're not confident in confronting a player personally please bring it discreetly to my attention and I will deal with it.*

## **Painting Standards**

One of the real joys of playing at a tournament ought to be facing off your lovingly painted and themed army against other equally magnificent forces in a teeny tiny fight to the death. However it's also fair to acknowledge that the brushes and mould line removers side of the hobby isn't everyone's forte. So with that in mind these are the **minimum** standards your models would be expected to hit and the associated bonus points associated with doing that little bit extra.

### **Bare Minimums: All Hit = 10 POINTS**

- An appropriate scheme applied after any undercoating process; models which are deemed to have simply been primed, regardless of how well, will not pass muster.
- Uniform throughout the army, textured and/or painted bases.
- Your models must be based on the appropriate round or oval base as per GW base chart standards.
- 'Proxy' models are not acceptable. However, non GW models can be used if they look like the models they are being used as.
- Endless spells should fit the basing & colour scheme of your army.
- Bare plastic, metal or wood is not acceptable under any circumstances.
- The TO reserves the right to remove models which fall short of these expectations.

### **Extra Bonus Painting Points - Potential 10 POINTS**



- There is a clear level of additional effort put into the army by the way of things such as amazing basing, extensive conversion work, impressive freehand or thematic army work. (**5 POINTS**)
- Nominated for consideration for one of the painting awards. (**5 POINTS**)

### **Painting Prizes**

- Throughout Day 1 the judging team (me) will make their way around the tables scouting the most amazing armies & assigning relevant points.
- If you're particularly keen to be considered then feel free to set up your army all nice on Saturday lunchtime.
- Nominees names will be posted before the end of Game 4 and those armies invited to be set up on the display tables across Sunday lunch break for admiration and judging to take place.

### **Do points mean prizes?**

Yes; just like on 'Play Your Cards Right' with Bruce Forsythe who is currently dead.

### **There are a maximum 100 Tournament Points (TPs) for gaming.**

- We will be using a differential scoring system for the event.
- At the end of the game you will calculate the difference between you from the most recent GHB victory points scored during the game.
- The difference between your scores will be used then to give you a portion of the 20 TPs available for the game.



Victory Point Difference	Winning Player Tournament Points	Losing Player Tournament Points
0-2	10	10
3-4	11	9
5-6	12	8
7-8	13	7
9-10	14	6
11-12	15	5
13-14	16	4
15-16	17	3
17-18	18	2
19	19	1
20	20	0

**There are an additional 50 Tournament Points to be gained from 'Carnage' secondary objectives**

- Secondaries can only be used once.
- Pick one secondary per game.
- There are a total of 10TPs to be gained from secondaries each game; 5 for scoring your own and 5 for denying your opponents.
- Share your own objective with your opponent before you pick sides.
- These are scored separately from other in game points and the points are added onto your differential score.

1. **'Boy, that escalated quickly'** - Table your opponent or be tabled by them before the end of round 4 (conceding a game would automatically allow this to be scored in your opponent's favour).

2. **'What do you think I am gonna do? I am gonna save the fuckin day'** - Destroy an enemy battle line unit using attacks made from your lowest pointed, unmounted leader.

3. **'Cut off the head of the snake'**- Kill your opponent's chosen general, not warmaster, before any of their battleline units have been destroyed.



4. **'So you're telling me there's a chance'** - Nominate one turn at the start of the game; successfully complete four charges in this turn.
5. **'You'll have to toss me'** - By any means at your disposal, use an ability to move and set up elsewhere on the battlefield any single model at least twice.
6. **'There can be only one'** - Ensure that there is only one hero carrying an artefact enhancement left on the field at the end of the game. Hint: it doesn't have to be a friendly one.
7. **'So I am become death, the destroyer of worlds'** - Ensure that any and all faction terrain has been smashed to rubble before the end of the game (yes this means your own and no you can't pick this if there wasn't any to start with).
8. **'I have a cunning plan'** - Win the battle but without completing your grand strategy.
9. **'When danger reared its ugly head, he bravely turned away and fled'** - Retreat a general at least twice during the game (must be the same model on each occasion).
10. **'If you can dodge a wrench you can dodge a ball'** - have 3 separate units inflict a wound, that is not then negated, on a single target in one shooting phase.

### **Are there any benefits to being a good sport?**

There are potentially an extra **20 POINTS** to be picked up by your opponents giving you a nod for the 'Favourite Opponent' and/or 'Clean Gamer' nomination;. This is designed to encourage a convivial atmosphere and to try and ensure no one is a complete prat.

- After you've played your games you'll pick both your favourite opponent AND the opponent who played the cleanest & most honest game (you can pick the same for both)
- Receiving a vote for either will award you 2VP
- Any players caught, or suspected to be, 'canvassing' for votes will score a fat 0 automatically and regarded forevermore as a git.



### **Full Breakdown on Scoring Potential therefore...**

	<b><u>Max Potential</u></b>
Gaming	100
Carnage Secondaries	50
Painting	20
Sportsmanship	20
<b><u>Total</u></b>	<b><u>190</u></b>

### **NEW THIS YEAR - BEST CLUB**

New to Carnage and borrowed from Bloodshed in the Shires is the 'Best Club' award. This is aimed to be the best overall club, where players contribute towards an aggregate score to prove they are really the best!

Minimum requirements to qualify are:

- Must be a real established club – no super teams, dream teams or national teams allowed.
- Minimum 4 registered players\*  
\*appreciate this means some lose out but the admin of running tons of clubs this time round is just not possible.
- Over the event you will be trying to win points for your club score in all areas of hobby. Tactical prowess, painting awards and sportsmanship all earn points.
- So, every club member is valuable! (Unless they can't paint, are terrible at gaming and are a bit of a wanker. In which case maybe tell them to jog on)
- The scores will be the average highest over you club. To give those with 4 members a good chance against the wrath of Bucks Wargame Collective rocking up with 16 members.

You will score points as follows:

- Placement Points – 1st place scores you 84 points, 84th place scores you 1 point. Then everything in-between



- Painting Points – A favourite army nomination scores you 100 points! Not meeting the basic painting requirements (as per pack) will be minus 50 points!
- Sports Points – For EVERY favourite player or clean gamer vote you will receive 50 points!

MAY THE BEST CLUB WIN!

### **So what can I win?**

There are a few awards up for grabs over the course of the weekend...

#### **Gaming Awards**

Podium = 1st place, 2nd place, 3rd place  
Best of the Rest in Grand Alliance\*  
From the Ashes (Player with most secondary points)  
The Freddie Leggett Special (Highest Placed 5-0)

\*1,2,3rd overall event positions will be excluded from these awards.

#### **Best Club Trophy**

#### **Sports & Painting Awards**

(Any ties decided by overall placing)

Favourite Opponent  
Clean Gamer Award

Players Vote: Fave Army  
Judges Choice: Best Painted

**Any ties for 1,2,3 will first be decided by Sports Votes then SOS.** If there is still a tie then we invoke 'Arena of Death' protocol and the tied players will fight to the death in the carpark with weapons to be chosen by the TO (Options include one of Siralun Sugar's old colostomy bags, a fondue set or a whatever you can fashion from items inside your gaming bag).

### **Reminders...**

Don't forget...

- A fully painted army!
- Several copies of your army lists for sharing at the start of games.





- Dice (see the rules on 'novelty dice') and Tape Measure (combat gauges are encouraged!)
- Wound markers and buff counters or buff dice
- A set of "the Rules" (ideally a hard copy of these rather than the app)
- A hard copy of all war scroll's being used please
- Glue; because accidents happen and you're a clumsy oaf.

### **Is that it?**

Yup that's all the things we need to cover, I think, however, there is a good chance something might not make sense or has been overlooked. If that's the case then please get in touch with me at [alexander.jones25@gmail.com](mailto:alexander.jones25@gmail.com)

If you discover you can't come then the latest date a refund will be accepted will be noon on Friday 6th April.

Looking forward to having a cracking weekend with you!