



GREAT LAKES WARHAMMER LEAGUE

2017 GLWL AOS Championship Tournament

WARHAMMER: AOS Matched Play
SATURDAY, May 13th, 2017 at Imperium Games

Tournament Design:

This tournament is designed for experienced players. New players may also enter, but be aware that you will be battling against some very talented veterans at this event. The tournament will consist of three rounds of gaming.

General Items:

Date: Saturday, May 13th, 2017

Location: Imperium Games (fka Flatland Games) 28990 S Wixom Rd, Wixom, MI 48393. Which is just a few minutes north of I-96 on Wixom road.

Organizer: Donnie, contact at Donnie@glwleague.com

Tournament Slots: 30 available slots (22 main bracket + 8 championship bracket slots).

To reserve a slot in the tournament, please click on the link below-

[Tournament Sign-up Link](#)

Slots will be made eligible to participants in the 2017 GLWL season first. If extra slots exist after reservations by 2017 GLWL season participants, they will be made eligible to the general gaming public.

During the tournament, the eight highest ranked division winners from the 2017 Season of the GLWL (who can make it to the tournament) will battle it out in a sub-bracket of the tournament to determine the League Champion.

All players who wish to participate must be registered for this tournament **in advance**. To register, follow the link listed above. Players do **not** have to submit army lists in at the time they reserve a slot.

Entry Fee: \$20 (Once you register, instructions for payment will be sent to you with your confirmation email.)

Prizes: Trophies will be awarded to the winners of the following categories:

- 2017 GLWL League Champion
- Best Order Alliance
- Best Death Alliance
- Best Chaos Alliance
- Best Destruction Alliance
- Best in Show (*Best Appearance*)

Materials:

Players must bring all materials needed to play including: Dice, measuring device, templates, models, rule books, army books, FAQs, etc. Bring a pen or pencil and a calculator to figure out victory points.

Schedule:

8:15am to 8:45am – Registration.

Registration will end promptly at 8:45am. Please come early and prepared.

(Times below are approximate)

9am to 12pm – Round 1

12pm to 1pm – Appearance Judging & Lunch Break

(There are several lunch spots near the venue)

1pm to 4pm – Round 2

4pm to 4:30pm – Appearance Judging & Short Break

4:30pm to 7:30pm – Round 3

7:30pm to 8pm – Tabulation of final results

8pm to 8:30pm – Awards Ceremony

Pre-Game:

Discuss the Battleplan for that round and army lists will be exchanged for review with your opponent **prior** to the start of each game (e.g. this is an open list tournament). If you are using hidden models (e.g. assassins, fanatics, etc) you must include them on your army list, but do not have to assign them to a specific unit on the army list. Prior to the start of each game you must write down which unit the hidden models are assigned to and hand it in to the judges.

Army Requirements:

- You must use the same army list for each game.
- Each Army will be comprised of up to 2500 points using the 2016 General's Handbook, following the army composition for a Warhost in Pitched Battles (pages 106-108). Compendium and Forge World Warscrolls can be used.
- New Rules and units that are released by April 15th, 2017 will be allowed for this event. Any new rules and units released after this date WILL NOT be allowed in this event.
- You must bring at least **FIVE (5)** copies of your army list that are clearly legible and lists out all the details of your characters and units. Players must hand one copy into the judges and provide a copy of their list to their opponents each round.
- You must identify your General on your army list and your general must have the **Hero** keyword.
- If units and models have a choices of what they can be armed with, this must be clearly indicated on your army list and modeled appropriately. This also applies to choice of standards for Standard Bearers, instruments for Musicians and special equipment for your unit's Leaders.
- You may only have 1 type of command model per unit (champion /leader, standard bearer, & musician)
- The most recent version of a Warscroll is expected to be used (with an exception to the League Champion sub-bracket, see Championship bracket for information). The AoS app is a great tool for the most recent versions of Warscrolls.
- Order Armies can only have 1 model equipped with Ghal Maraz
- Chaos Armies can only have 1 Warscroll with the Archaon Keyword
- Characters and units cannot be part of multiple Battalions. The only exception is the Battalions that are comprised of multiple battalions (Sylvaneth Wargroves for instance).
- Bases are required on all models (at this time they can be on squares or rounds). Bases cannot overlap for the purposes of piling in and making attacks. Attacks are measured from base to base.
- Command Traits & Artefacts, as well as Battletome specific spells/prayers, must be chosen when you turn in your list for the tournament. These will not change throughout the tournament. You cannot duplicate any of these in your army.
- If at any time you or your opponent has no models left on the table with no additional units to set up after the game begins, the game is over immediately.
- Any Sylvaneth Wyldwoods must be included on your army list, including any you will be summoning. These should be the same size footprint as the GW Sylvaneth Wyldwood kit.
- The Balewind Vortex will not be eligible for use during this event.
- Armies do not have to be painted (but players are highly encouraged to do so as painting / appearance is part of the tournament scoring!)

Summoning Pool:

Follow the rules on page 108 of the General's Handbook. If your army intends to summon models in games, please indicate on your roster how many Reinforcement Points you intend to use each game on your army list. This is the maximum amount of points worth of models you can summon throughout the game as normal. To determine the pool of models from which you can summon, take your declared amount of Reinforcement Points and add it to 750. This will form the pool of models from which you can summon throughout the game. All eligible Wizards in your army know the summoning spells to summon the units in your summoning pool. You must also declare the models & quantity in a summoning pool entry, just like a normal army list. Remember that you can only summon a max number of points that you set aside (*ie. You listed 250 points for your reinforcements. So you have a total pool of 1000 [250 + 750] to pick from but can only bring on the table is a 250pt max*). If your army summons via special rules or as a result of non-summoning spells, you still need to set aside points for the models as well.

Battles:

Each participant in the tournament will play three games. Players may earn up to 30 tournament points between a combination of battle and objective points each game for a maximum of 90 tournament points.

Sportsmanship:

Nobody likes to participate in Warhammer events with people who behave (or smell!) like River Trolls. To encourage everyone who participates in the tournament to act in an appropriate manner, each participant may earn up to 27 tournament points for good sportsmanship. Your opponents will be scoring you in this category.

Appearance:

Armies do not have to be painted, however, each participant in the tournament may earn up to 30 tournament points for the appearance of their army. The points for appearance will be solely awarded by the judges. Some hints to score well in this category are:

- Put some honest effort into painting your army.
- Make sure ALL the models you are using are completely painted.
- Make sure ALL your models are neatly and consistently based.
- Have painted banners or standards, painted shields, tattoos, and other painted details that pulls the army and individual units together.
- Take extra time on character models. Pick out extra details, use more colors, etc.
- Make a display board. (This is two-fold, it displays your army and allows you to move it from game to game.)

Total Tournament Points:

There is a maximum of 152 points awarded for the tournament.

90 Battle (59%)

27 Sportsmanship (18%)

30 Appearance (20%)

5 Season Bonus (3%)

Championship Sub-Bracket:

The eight highest ranked division champions from the GLWL season will face off in a sub-bracket for the right to be crowned League champion!

- The exact sequence of the playoffs and the number of wild card slots (wild card slots become available if divisional champions cannot make it to the playoffs) will be determined by the League Office.
- If you are invited to the Championship Bracket then you will be using your Fixed List from the regular season.
- If your Fixed list has had updates to the warsrolls, you will continue to use the scrolls and army rules at the time of when the league Started 2/4/17 (Stormcast would still use the general Order Alliance traits for example and not their new Battletome ones).