Event Schedule:

Friday, September 22nd
Early Check-in: 12:00-6:00
Open Gaming: 12:00-6:00

Saturday, September 23rd
Check-in: 8:00-8:45
Game 1: Spring the Trap   8:45-11:45
Lunch   11:45-1:00
*Paint Judging during Lunch
Game 2: Fountains of Frost 1:00-4:00
Game 3: Every Step is Forward 4:10-7:10

Sunday, September 24th
Game 4: The Frigid Zephyr   9:00-12:00
Lunch   12:00- 1:15
*Top paint judging during Lunch.
Game 5: Limited Resources 1:15-4:15
Awards   4:30

*If you arrive more than 15 minutes late to a round, your opponent gets an auto-win and judges score.

Location Information

- Held at The Pavilion B at Sam Houston Racepark
- Easy entry just to the left of Sam Houston main pedestrian entrance.
- Outside food and drinks are permitted.
- The venue will be available Friday for check-in, drop-off, and open gaming

Best Coast Pairings will be used. If you purchased a ticket and have not been enrolled in the BCP Event as of September 1st, please email Kyle at tohammerfest@gmail.com or valdy2011@gmail.com

Battlepack & Rules

Lists must be uploaded to BCP by 11:59:59 PM on September 10th

All battletomes that have been widely released by or on September 9th are available to be used at Hammerfest. An official FAQ is not required for each battletome and we may answer FAQs in this pack or issue tournament errata for books that do not have a FAQ. **A battletome must have a wide official individual release, not in an army box bundle, to be eligible.**

- We are using the GHB 2023-2024 Pitched Battles battlepack. Tactics and Grand Strategies from this GHB and your most recent battletome are legal to use (Cities of Sigmar and Flesh-Eater Courts may use White Dwarf battletome updates)
- Proxies must be approved by a TO: Kyle, Chris, or TJ. (message through Discord for the quickest response or email at tohammerfest@gmail.com
- Forgeworld models with Warscrolls and points from the most recent *Monstrous Arcanum* may be used, including *Vorgaroth the Scarred* (aka the Khorne Dragon). Proxies may not be used for Forgeworld/Monstrous Arcanum units, as the intent is to let you use your cool FW models as they were intended. We reserve the right to adjust point values for Monstrous Arcanum units up until the list submission deadline.
- All models must be WYSIWYG, fully painted, and on the correct size base.
- Dice must be standard 1-6 cubes, with symbols only allowed in place of a 6. Symbols on any other face are not allowed.
- Of course you can grudge somebody for Round 1.
- On Day 2, if you have lost 3 or more games then you may issue a grudge for games 4 and/or 5 to another player with the same number of wins/losses.
- A chess clock may be used if both players agree: see page 8 of this pack

In addition, the most recent FAQs will be used along with a tournament specific FAQ at the end of this packet. Lastly, we will use Battlepack from GHB 2023-24 with the following exceptions.

Battleplans
We will be using the following five missions from GHB 2023-24, in this order:
1. Spring the Trap
2. Fountains of Frost
3. Every Step is Forward
4. The Frigid Zephyr
5. Limited Resources

Terrain & Setup

Setup
Players will roll off and the winner will choose to be the Attacker or the Defender. The Defender will set up the terrain per the core rules. Each terrain feature must be set up more than 3" from the battlefield edge, more than 6" from all other terrain features, and more than 3" from all objectives. Defensible terrain must be more than 6" from all objectives (see above). After the battlefield is set, the Defender will choose where to place the Mysterious Terrain.

Terrain
Each table will have 6-8 pieces of terrain. If your table has more pieces than that, you and your opponent can agree to combine or remove pieces to have 6-8 pieces of terrain. If your table has less than 6 pieces, please ask a TO for assistance.

Terrain features may be Defensible, Impassable, or Obscuring (aka Wyldwoods). Use your best judgment as to what rule a terrain piece should have. For example, buildings should be either Defensible or Impassable, pillars, walls, and crags that cannot support models standing on them should be Impassable, forests should be Obscuring, etc.

Each table must have at a minimum one Defensible and one Obscuring/Wyldwood terrain piece.

- **Defensible**: These terrain features can be garrisoned (see 17.2) by up to 10 models. You cannot move models over a defensible terrain feature unless the model can fly, and you cannot move a model onto a defensible terrain feature (even if it can fly) unless it is garrisoning the terrain feature.
- **Impassable**: You cannot move models over this terrain feature unless the model can fly, and you cannot set up or move a model onto this terrain feature (even if it can fly).
- **Obscuring**: Visibility between 2 models is blocked if a straight line 1mm wide drawn between the closest point of the two models passes across more than 3" of an Obscuring terrain feature. Visibility to or from models with a Wounds characteristic of 10 or more is not blocked by Obscuring terrain features.

Mysterious Terrain
Each game must use mysterious terrain. One instance of the following will be used and cannot be changed: Arcane, Damned, Deadly, Inspiring, Mystical and Sinister. Tokens will be provided for each table.

Scoring

Battle Scores
This tournament uses the Optimal Tournament Template and Directions (OTTD) scoring system. Each round is scored based on the outcome of the battleplan (as defined by the battleplan), plus bonus points for scoring and denying battle tactics and the grand strategy.

Major Victory:	500 points
Minor Victory:	350 points
Draw:	200 points
Minor Loss:	100 points
Major Loss:	0 points
Score own Battle Tactic:	3 points
Deny opponent Battle Tactic:	1 point
Score own Grand Strategy:	5 points
Deny opponent Grand Strat:	3 points

The maximum points available are 500+(3*5)+(1*5)+(5+3) = 528.

Pairings
Pairings will be random in the first round. Pairing on Day 1 after round 1 will be random within bracket. Pairings on Day 2 will be top-down in bracket by Battle Scores.

Paint Scores

All players are eligible to receive up to 32 paint points based on a rubric. These are the 4 categories in that a player may earn points:

- Overall Appearance
    - This category will judge the overall battle-ready paint level and cohesiveness of the player's army.
- Detail Work
    - This category will judge the fine details and how well they are executed.
- Display Board
    - If a display board is present, this category will judge one and how well it is executed.
- Cool Factor
    - It's hard to define, but we know it when we see it. This can be earned multiple times but limited to one per judge.

Note that a player does not have to maximize each category to reach 32 points. Display boards are optional.

Sports Points

Players can earn up to 25 points in the sports category.

5 points - Turning in a legal list by 11:59:59 pm on September 10th through the BCP app. It must be in text format from Warscroll Builder or the Age of Sigmar app. If you are not registered on the BCP app by September 1st please email the TOs at tohammerfest@gmail.com.

10 points - Each player will start the tournament with 10 etiquette points. If there is an issue in regards to a player not having clean movement, arriving on time, being belligerent, or any other non-sportsmanlike behavior then please talk with a TO personally. The TOs will discuss, have a conversation with the player in question, and deduct points if necessary.

10 points - Up to 10 points may be scored by a player for receiving first or 2nd favorite opponent's votes. These votes will be tallied up at the end of the tournament. Each favorite opponent's vote awards 2 points and each 2nd favorite opponent awards 1 point.

Awards

The following awards will be given. If a player is eligible for more than one of these awards then they will receive the "higher" ranking award according to this list, and not be eligible for the others.

- **1st Place***- Highest placing with wins and placing metrics
- **Best Hobbyist*** The highest total score of battle, paint, and sports points.
- **2nd Place**- Highest placing with wins and placing metrics
- **3rd Place**- Highest placing with wins and placing metrics
- **Best Army**- Highest paint points.
- **Best Sports**- Highest sports points.
- **2nd Best Army**- 2nd highest paint points.
- **2nd Best Sports**- 2nd highest sports points.
- **3rd Best Army**- 3rd highest paint points.
- **3rd Best Sports**- 3rd highest sports points.

This event is a qualifier for the **World Championships of Warhammer** in Atlanta, GA in November. The **1st Place** and **Best Hobbyist** awards will receive the proverbials "golden tickets" to the Championships event.

The following award can be won by any player, including someone that earned one of the awards above.

Branden Wright Troll King Award

In honor of Branden Wright, a Houston player who left us in 2022, this award will go to the person that dedicates their time not just to winning games, but to building a narrative for their army that goes above and beyond expectations. This award will be voted on by the attending players for the army that has the best narrative to it. This includes but is not limited to the army's paint job, conversions, unit selection, theme, and display.

Tournament FAQ

We will use all up to date FAQs and the following tournament specific FAQs to help ensure a fun and fair gaming environment. This section is subject to change based on official FAQs. If you have any rules questions before the event starts, contact us on Discord or email at tohammerfest@gmail.com

Battle tactics and Grand Strategies that require all friendly units on the battlefield to achieve something, require at least one unit to be on the battlefield. Battle tactics and Grand Strategies that require control of objectives wholly or partially outside your territory can only be scored if there are objectives wholly or partially outside your territory.

The same logic applies to Nighthaunt's Fright or Flight - this can only be achieved if there is at least one friendly Nighthaunt unit contesting an objective, and to OBR's Unrelenting Efficiency - you need to have had Mortek or Kavalos in your starting army.

Monstrous Arcanum errata - change the summon cost for Soulfeaster Keeper of Secrets to 30 DP

Monstrous Arcanum errata - replace all instances of "celestial conjuration" with "cosmic power" on the Dread Saurian warscroll.

Q: *How does the "Led into the Maelstrom" battle tactic work if my units are both Hero and Battleline? Can I charge just one unit that has both roles?*
A: One unit that is a Hero and also has the Battleline role can satisfy the tactic. The tactic does not specify that the Hero and Battleline must be different units.

Chess Clocks

- Full games of Age of Sigmar are expected to finish within the 3-hour round time limit.
- The purpose of a chess clock is to ensure a full game can be played and encourage speedy resolution of in-game actions. The chess clock is meant to ensure a roughly equal distribution of time between two players. Chess clocks should not be thought of as an easy way to auto-win a game or a way to time your opponent out.
- **If both players agree to use a chess clock, one may be used at the table.**
- We will have some chess clocks available, but please bring your own if you know you want to use one

How to use a chess clock

- Each player is allotted 1 hour and 30 minutes.
- Players take many actions during each other's turns, the goal is to ensure an equal distribution of time.

Pre-game

- The clock should be started as soon as the roll to decide attacker and defender is made (i.e. before deployment).
- The clock runs off the defender's time while the terrain is being determined, then is passed to the attacker to decide sides and place their first drop. The clock is passed back and forth with each drop.
- Once deployment is finished, the clock runs on the player who finished deploying first as they decide who takes the first turn.

During the game

- By default, the clock runs off the time of the player who is taking their turn (the active player).
- The clock is passed to the inactive player:
  - if they desire to use an ability or command during the active player's turn.
  - If it is their turn to attack in the combat phase. Time is passed back when it is the active player's turn again.
  - If they must make any kind of ward/save rolls or battleshock tests.
  - If they need to ask about the active player's army/unit rules.
- Players may agree to take actions at the same time to conserve overall time, such as removing dead models from the table while an attack is being rolled.
- Any major rules dispute results in a paused clock while a TO is called and the issue is resolved.

Running Out of Time

- If a player runs out of time, they may finish any action they were doing when the clock ran out, then they make only perform the following actions:
  - Ward/Saving throws and Battleshock tests.
  - Score points for objectives held per the rules of the mission.