



### Event Schedule

#### **Friday, September 27th**

Early Check-in: 12:00 - 6:00  
 Open Gaming: 12:00 - 6:00

#### **Saturday, September 28th**

Check-in: 8:00 - 8:45  
 Game 1: Shifting Objectives 9:00 - 12:00  
 Lunch: 12:00 - 1:00  
 Game 2: Focal Points 1:00 - 4:00  
 Break: 4:00 - 4:15  
 Game 3: Jaws of Gallet 4:15 - 7:15

#### **Sunday, September 29th**

Game 4: Close to the Chest 9:00 - 12:00  
 Lunch: 12:00 - 1:00  
 Game 5: Scorched Earth 1:00 - 4:00  
 Break: 4:00 - 4:30  
 Awards: 4:30

## 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.
- There is a discounted room block at the [Fairfield Inn & Suites Houston Northwest/Willowbrook](#)

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 the tournament organizers at [tohammerfest@gmail.com](mailto:tohammerfest@gmail.com). For issues with ticket sales or hotel block, contact [warzonehouston@gmail.com](mailto:warzonehouston@gmail.com).

## Battlepack & Rules

**\*\*\*Lists must be uploaded to BCP by 11:59:59 PM on September 20th\*\*\***

All battletomes widely released by or on September 20th 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. **To be eligible, a battletome must have a wide official individual release, not in an army box bundle.**

- We are using the GHB 2024-2025 Pitched Battles battle pack.
- Proxies must be approved by a TO: Chris, Lauren, or TJ. Send a message through Discord for the quickest response, or email [tohammerfest@gmail.com](mailto:tohammerfest@gmail.com).
- All models must be fully painted to a Battle Ready standard, based, and on the correct size base. If a unit has a loadout option, champion, standard bearer, musician or approved proxy it must be clear to your opponent and stated during deployment.
- Dice must be standard six-sided dice, with symbols only allowed in place of a 6. Symbols on any other face are not allowed.
- You can grudge somebody for Round 1.
- On Day 2, if you have lost three or more games, you may issue a grudge for games four and/or five to another player with the same number of wins/losses.
- A chess clock may be used if both players agree.

In addition, the most recent FAQ will be used along with a tournament-specific FAQ at the end of this packet. **Any Battlescroll/errata issued after 9/20 will not be used.**

## Battleplans

We will be using the following five missions from GHB 2024-25 in this order:

1. Shifting Objectives
2. Focal Points
3. Jaws of Gallet
4. Close to the Chest
5. Scorched Earth

## **Terrain & Setup**

### **Setup**

Players will roll off, and the winner will choose to be the Attacker or the Defender. Objectives will be set up per the mission. The Defender will set up the terrain (see Terrain section below). 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. After objectives and terrain have been set up, the attacker picks which territory is theirs. The other territory is the defender's. The players then resolve the deployment phase. The attacker begins deployment.

### **Terrain**

We will be using the terrain map layouts from the General's Handbook. The Defender will choose a terrain layout from the GHB that can be used on the mission you are playing.

For Example: Round 1 is "Shifting Objectives". The Defender may choose to use the map associated with that mission, or they may also choose to use any map layout that says it may also be used by "Shifting Objectives," such as the "Focal Points" or "Border War" layouts.

If your table does not have enough terrain or appropriate terrain pieces, please ask a TO for assistance.

The Terrain rules from the Advanced Rules will be used. The terrain map that the Defender chooses will tell you which rules are associated with which pieces, and tokens will be available to label terrain pieces on the table.

### **Obstacles**

Examples: Ruins, debris, statues, barricades

Terrain Abilities: Cover, Unstable

### **Obscuring Terrain**

Examples: Wyldwood, fortress wall

Terrain Abilities: Cover, Obscuring, Unstable

### **Area Terrain**

Examples: Hills, Stormvault Terrain

Abilities: Cover

### **Places of Power**

Examples: Realmgate, Cleansing Aqualith, Nexus Syphon

Terrain Abilities: Cover, Place of Power, Unstable

### **Terrain Features Passive Abilities**

**Cover:** Subtract 1 from hit rolls for attacks that target a unit that is behind or wholly on this terrain feature, unless that unit charged or has the FLY keyword.

**Impassable:** Models cannot move across, be set up on or end moves on any part of this terrain feature.

**Obscuring:** A unit cannot be targeted by shooting attacks if it is behind or wholly on this terrain feature, unless it has the Fly keyword.

**Place of Power:** HEROES within 3" of this terrain feature can use the 'Activate Place of Power' ability (see 1.2 Universal Terrain Abilities).

**Unstable:** Models can move across but cannot be set up on or end any type of move on any part of this terrain feature that is more than 1" tall.

## Scoring

### Battle Scores

Scoring will use the following metrics to determine player placement:

- Win/Loss Record
- Battle Point Differential (See below)
- Opponent Win Percentage
- Strength of Schedule

This tournament will use a battle point (BP) differential system as the first tiebreaker. Each round, the difference between your opponent's score and your score added to 20, capped at 0 and 40, will be the score for that round.

$$\text{BP Differential} = \text{Your army's battle points} - \text{Your opponent's battle points} + 20 \text{ (Max 40)}$$

For example:

- If the score of your game is You 46 - Opponent 38, your round score will be 28
- If the score of your game is You 32 - Opponent 50, your round score will be 2.
- If the score of your game is You 44 - Opponent 18, your round score will be 40.
- If the score of your game is You 24 - Opponent 50, your round score will be 0.

**\*\*\*When entering your scores into BCP, enter the actual game result. BCP will calculate the capped battle point score automatically for you. Enter the number of battle tactics scored as well.\*\*\***

### Pairings

Pairings will be random in the first round. Pairings in rounds 2-4 will be random within your bracket. Pairings in round 5 will be top-down in brackets by Battle Scores.

### Paint Scores

All players are eligible to receive up to 64 paint points based on a rubric. These are the four categories in which 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 64 points. Display boards are optional.*

## **Sports Points**

Players can earn up to 40 points in the sports category.

10points - Turning in a legal list by 11:59:59 pm on September 20th through BCP. It must be in text format from the Age of Sigmar app. If you are not registered on the BCP app by September 1st, please email the tournament organizers at [tohammerfest@gmail.com](mailto:tohammerfest@gmail.com).

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

20 points - Up to 20 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 4 points, and each second favorite opponent awards 1 point.

## **Awards**

The following awards will be given. If a player is eligible for more than one of these awards, 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 proverbial "golden tickets" to the Championships event.

### **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 who 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. **Any player can win this award, including someone who earned one of the awards above.**

## **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](mailto:tohammerfest@gmail.com)

### ***General***

Q: Can you pass through enemy models using the **Power Through** ability?

A: Not unless you fly or have another ability that allows you to do so.

Q: Do abilities that modify run rolls affect the roll made when using the **Redeploy** ability?

A: No.

Q: Can a unit use the **Covering Fire** command ability after using the **Redeploy** command ability?

A: Yes.

### ***Daughters of Khaine***

Q: Can I use the **All-out Slaughter** ability once per battle with each eligible unit?

A: Yes. This ability is used by the unit, not the player, so each unit can use it once per battle (since it does not have the 'Once Per Battle (Army)' timing).

### ***Manifestations***

Q: Are manifestations affected by enemy abilities that pick targets but do not specify the manifestation itself as a target?

A: No. Manifestations must be chosen as a target for an ability to affect them.

Q: If a manifestation fights a unit with a -1 to hit (such as Shining Company) or -1 to wound (such as Nurgle chaos mark) ability, are the manifestation's attacks affected?

A: Yes. Those abilities affect the units being attacked, not the manifestation, so those modifiers apply to all attacks targeting them regardless of source.

## **Appendix: 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 an entire game can be played and encourage speedy resolution of in-game actions. The chess clock ensures 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 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, and the goal is to ensure an equal time distribution.

### **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 simultaneously 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 can only perform the following actions:
  - Ward/Saving throws and Battleshock tests.
  - Score points for objectives held per the rules of the mission.