



SOVEREIGN SMASH

PLAYER PACK

A 2000 Points Age of Sigmar Event

Welcome to Ballarat's First ever Age of Sigmar tournament! A 2-day event held in Invermay on the 17th and 18th of September. 40 player cap. BYO Alcohol. Be a part of history for Ballarat!

WHERE:	6-8 Muscatel St, Invermay VIC 3352
WHEN:	17 th – 18 th September 2022
CAP:	40 players
LISTS DUE:	8:00 pm on the 4 th September 2022
YOUR TO:	Stephen Binek (sbinek@hotmail.com)

Tickets Available at
www.sigmarcentral.com



Proudly presented by:



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Bronze Dragon
Hobbies

SOVEREIGN SMASH

TOURNAMENT SCHEDULE

Day One:

8:00am – 8:30am	Doors open
8:30am – 11:30pm	Game 1 – The Lurkers Below (page 28)
11:30pm – 12:30pm	Lunch & Army Display
12:30pm – 3:30pm	Game 2 – Head-On Collision (page 36)
3:30pm – 6:30pm	Game 3 – Turf War (page 44)

Day Two:

8:30am – 9:00am	Doors open
9:00am – 12:00pm	Game 4 – The Mighty and the Cunning (page 34)
12:00pm – 1:00pm	Lunch
1:00pm – 4:00pm	Game 5 – The Prize of Gallet (page 22)
4:00pm – 5:30pm	Pack-up, Tallying & Presentations

ROUNDS WILL LAST FOR 3 HOURS.



Tournament will be run on TTT- <https://tabletop.to/>
You will need to register before the day.

LIST SUBMISSION

Lists are to be submitted via Sigmar Central. All registered players will receive an email with instructions on how to do this and what format they are required to be in.

Lists MUST be submitted by the 4th of September at 8pm.

As a courtesy to your opponent, please make available over the weekend a paper or digital copy of your list that they can view before your game starts. Make sure that it contains all battalions, spells, prayers, artefacts, mount traits, command traits, and endless spells included in your army roster. It is your responsibility to check your opponent's list before the game and ask any questions about it. But if you do have an issue, please notify the TO and they will rectify the situation quickly and fairly.

No books without a FAQ will be allowed.

White Dwarf rules will be in play.

MODELS, BASING AND PAINTING

Models are to be strictly WYSIWYG. Conversions, scratch builds, 3D printed and 3rd party models are allowed providing they accurately represent what they are meant to be and have been cleared by the TO prior to the event. If the model you intend to use is not the GW model represented on the Warscroll it must be cleared with the TO.



If you have a heavily modified or unusual model, please send a picture to sbinek@hotmail.com for approval. Its better to be safe than sorry!

Rather than using a painting rubric it is expected that all models in use meet the minimum standard outlined below (or better).

Every single model that you use during the tournament, including summoned models, must be 'Battle Ready' and based. Battle ready means everything is base coated and shaded, or have been painted with contrast. Full contrast armies are fine. Showing white primer is not. Bases should be textured or painted a solid colour. Unpainted models will be removed from the table.

BLOOD RULES/GRUDGES

Blood rules **will** be effect for this event.

Grudges will be available for round 1 for players that accept the challenge. You will need to email the TO before the 4th of September with the names of both players that want to grudge each other. The grudge will only be official once you have received confirmation from the TO.

SPORTSMANSHIP

Cheating or other forms or antisocial behaviour may result in you being asked to leave the event. For any rules disputes, consult the rules, generals handbook, FAQs before asking the TO for a ruling. The TO's ruling is final. Regardless if you agree or not. It is advised to move on with the game after a TO has made a decision. If you do have a disagreement with your opponent, it is advised not to judge their sports based on that. It should be based on how it was resolved.

SCORING/GAMING

We will be using the default 20 - 0 secondaries setting in Tabletop TO



TERRAIN

Terrain will be pre-set up on each table and Mysterious Terrain rules pre-rolled and stay in effect for the duration of the tournament. At the start of the round, players may minimally move terrain pieces to ensure that objective markers are flat on the table. If there are issues with placing faction specific faction terrain, summon over so that the TO can make the adjustment for you.

PRIZES

First, Second, Third and Spoon

Awarded to the three players who have the highest tournament points accumulated and the person who comes dead last.

Best Opponent

Each player will be asked to nominate who their favourite (Primary), and second favourite (secondary) opponents were over the tournament. The winner will be the player who has the most primary votes. Tie breakers will be based on secondary votes.

Best Painted – Players Vote

The TO will create a shortlist of armies which they think are great. These shortlisted players will be asked to then set up their armies at the lunch break on day two. Each player will then have a chance to inspect those armies and vote on their favourite.

Plus a bunch of random giveaways over the entire weekend.

