

BEEF & WING BRAWL 2018

AOS TOURNAMENT PACKET

FORMAT:

- 2,000 Point Army List
- Armies will be built using the battlehost pitched battle chart and come from 1 Grand Alliance
- You must use the most current version of the Forge World Battletome/Warscroll for your army.

EXTRA CHANGES

- Armies may not include a Balewind Vortex
- The pitched battle triumph table will not be used for this event.

30 DAY RULE

Any books released within 30 days of the event will not be used.

GW FAQ's will be using their most recent versions up until the day before the event

GOING FIRST

Whoever finishes deploying first decides who will go first.

TABLING.

If a player has no more models on the table, resolve the rest of the battle rounds to figure out victory points.

CONCESSIONS

Conceding to an opponent awards them an automatic major victory.

WHAT TO BRING

You will be required to bring the following items in order to play in this event:

- Your Army * You really need this*
- Your rule book
- 6 copies of your army list
- Dice, measuring tape, wound counters, and other gaming aides
- Any army books / warscrolls needed for your army. We recommend you also bring FAQ's .
- A positive attitude

SCORING

The event will be scored on a weighted scale to determine the overall winner, with the final score being weighted as follows:

Battle Points: 50%

Sportsmanship: 25%

Appearance: 25%

AWARDS

Best Overall - Best Combined Scores
Best General - Highest Battle Points
Best Sportsman - Highest Sports Score
Best Painted - Highest Paint Score

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MODEL POLICY

FORGEWORLD MODELS

Models that are readily available from ForgeWorld must be represented by the actual model.

We are aware that some models in the ForgeWorld Battlescrolls do not have models or that specific kits are no longer produced by the manufacturer. To remedy this, players are welcome to create models to reflect these unit entries.

IMPORTANT: These models must be to the size and dimensions of entries they represent.

THE POWER OF EFFORT

We encourage conversions, scratch builds, and use of 3rd party bits and models. Models that fall under this must be of a similar size and shape. It is imperative that these efforts are noticeable in trying to represent the models in the game you are playing.

Example: Converting a Skaven Undead army is fine, but models should be of relative height of a normal undead model (add height to the base to counteract being too short!).

WYSIWYG

What You See is What You Get! Weapon and wargear upgrades must be modeled properly on their miniatures.

PROXIES

Proxies will not be tolerated in this event. We're not sure a Dwarf Irondrake would pass off as a Stormcast Prosecutor..

COMPLETE MODELS

Models must be present in their entirety. Arms must be on models, gun carriages have crews, etc. Bring glue if your models have a knack for breaking apart.

BASES

All you old school fantasy players are fine to play with your square bases.

We recommend that you play with the base size that would normally come with the box of that unit/model.

BREAKING THE RULES

If a player is found to not follow these rules, judges are free to remove those models at any point during the event. If the player in question has made egregious breaches to these polices, they could even be subjected to ejection from the event.

These are both extremely rare cases and will properly never happen.

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PAINT POLICY + HOBBY RUBRIC

PAINTING RUBRIC

One the following page you will find our painting rubric. This rubric covers your hobby score, which is a combination of painting, modeling, theme, and army display.

3 COLOR MINIMUM

Every year our event loves to celebrate and showcase the hard work of players who spend countless hours painting and converting their models. As an organization that works hard to create armies and model collections, we value the hobby as much as the game itself.

We encourage you to please have your army painted to a 3 colors minimum on all of your models. This is not a requirement, but you will break our hearts if we see grey and pewter models.

COMMISSION PAINTED

We understand that not everyone is psyched about painting and modeling; some are just here for the game. If your army is commission painted you will not be penalized for having someone else paint your models.

We do, however, hope you will tell us who painted said models. We'd like to give these talented painters the attention they deserve.

MAKE IT CONVINCING

Some techniques are harder than others and thus take more practice to take form. The technique must be convincing to score points (IE: dry brushing may not be enough to exhibit glowing).

MAJORITY RULES

When deciding if your army receives specific points on our rubric, our judges will be making these decisions based on the majority of the models in your army.

If only a handful of your models display a technique, points will not be received for it.

Example: A Free People army of 100 models only has 20 infantry models that have weathering and highlights. Since many of the models did not receive these treatments, the points for weathering and highlights will not be awarded on the rubric.

The only exception to this rule are advanced freehand details that would be found on banners, on tanks, etc.

SUBJECTIVE JUDGING

Be aware that our paint judges vary in personal skill and hobby knowledge. One judge may score differently than another.

Help our judges by pointing out conversions and things that they might miss on your display board. Be honest though about decals and specific conversions/sculpts. We'd hate to catch you lying to our judges....

TOP 8 PAINTED ARMIES

The top 8 armies will be asked to set up their armies for further judging day 2 during our scheduled lunch break. Best of luck to all of our hobbyists!

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HOBBY RUBRIC

PAINTING Each worth 2 points

- Models contain at least 3 colors (Primer doesn't count!)
- **Tier 1 techniques** - washes, dry brushing
- **Tier 2 techniques** - highlights, eyeballs, weathering
- **Tier 3 techniques** - basic glow effects / freehand
- **Tier 4 techniques** - non metal metallics, gemming, fire effects
- **Tier 5 techniques** - advanced glow effects / source lighting / freehand detail

BASING Each worth 1 point

- Bases are painted
 - Bases contains rock / sand / texture / scenic premade bases
 - Bases contain, rocks, grasses, and other interesting details *
 - Models have diorama bases
- * You must have made the effort to add something to your base!*

MODELING Each worth 1 point

- Models are assembled and properly represented.
 - Your army contains kit bashed models.
 - Your army exhibits some sculpting / plasti-card usage.
 - Army contains models with large portions of the model sculpted* / LEDs
- * Really well made scratch builds will be considered.*

DISPLAY Each worth 1 point

- Models have something they can be carried on. Bust out those food trays!
 - Display board matches your army - bases match the ground!
 - Display board contains interesting features - rocks, grass, multiple tiers
 - Portions of the board are dioramic / contain Interesting effects*
- * LED's, moving parts, sound, dispenses alcohol, shoots actual lasers...*

THEME Each worth 1 point

- Army feels like a functional fighting force. *IE: not a pile of stonehorns.*
- Paint style for army is harmonious / exhibits a consistent look
- Theme closely follows existing fiction of a specific sub faction/warband/etc.
- Army has supporting fan-fiction/ cosplay / banners / etc.

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SCENARIO ONE – DUALITY OF DEATH

SETUP

Roll off to see who starts deployment first, then take turns alternating placing units. The player who won the deployment roll places the first unit.

NUMBER OF BATTLE ROUNDS

The game will go for 5 battle rounds

OBJECTIVE PLACEMENT

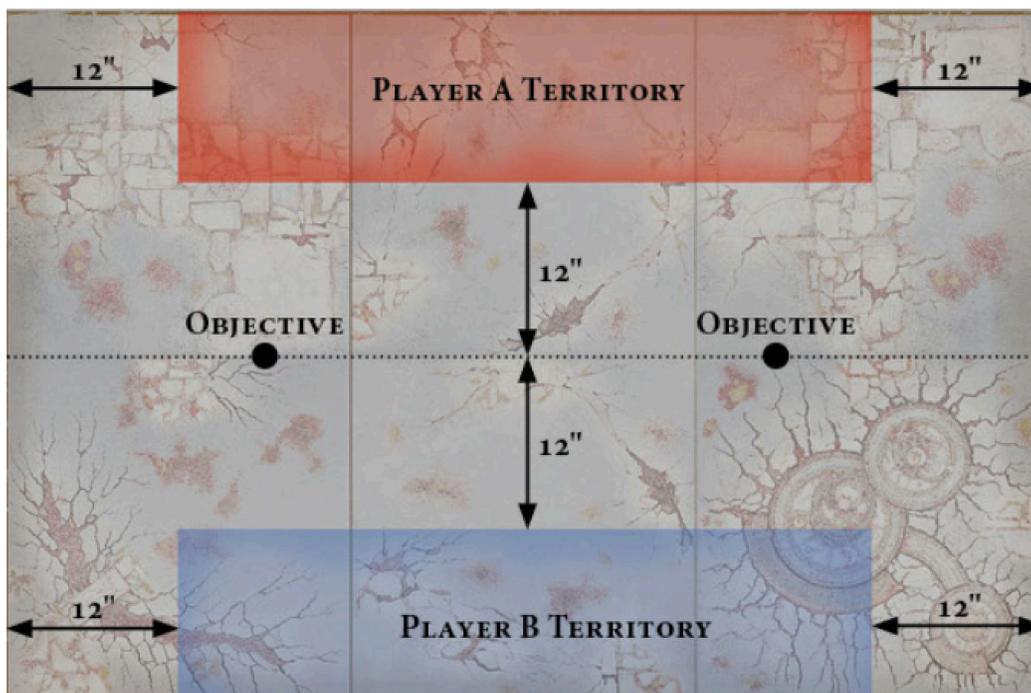
Consult the diagram for placement of the 2 objectives.

VICTORY CONDITIONS

Progressively score the two objectives in the center of the board. Only **HEROES** and/or **BEHEMOTHS** can control the objectives and only if they are within 3" at the end of any movement other than a retreat move. Only one **HERO** or

BEHEMOTH can control an objective at a time, and this is based on who moves to be within 3" of it first. If an enemy **HERO** or **BEHEMOTH** slays the controller of the objective and is within 3", he will then immediately control the objective.

At the end of each of your turns, you score victory points for each objective controlled by your own **HERO** or **BEHEMOTH** models. The number of victory points you score for each objective is equal to the number of turns that **HERO** or **BEHEMOTH** has been controlling that objective consecutively, starting at the end of the second turn. If a **HERO** that is not a **BEHEMOTH** is controlling an objective at the end of your turn, it heals wounds equal to the victory points it scored for you that turn. The player with the most victory points is the winner.



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SCENARIO TWO – KNIFE TO THE HEART

SETUP

Roll off to see who selects deployment side, then starts deployment first. Players then take turns alternating placing units within their territory but outside of 9" of their opponent's territory. The player who won the deployment roll places the first unit.

NUMBER OF BATTLE ROUNDS

The game will go for 5 battle rounds

OBJECTIVE PLACEMENT

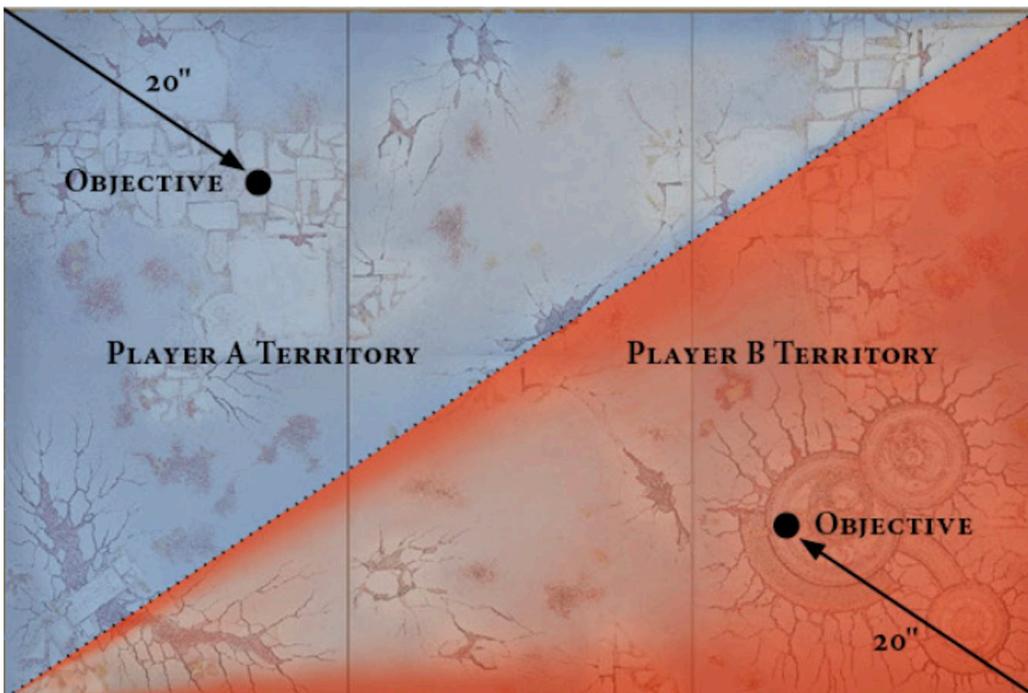
Consult the diagram for placement of the 2 objectives.

VICTORY CONDITIONS

To control the objective, a player must have at least 5 models from any combination of units they control within 6" of the objective and no enemy models within 6" at the end of any turn. Starting from round 3, if a player controls both objectives, the game immediately ends and that player becomes the winner.

The game ends naturally at round 5, and, if no player claims both objectives, tally up the total points destroyed by each side.

The person who destroyed the most points from their opponent's army is the winner in this case.



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SCENARIO THREE – SCORCHED EARTH

SETUP

Roll off to see who selects deployment side, then starts deployment first. Players then take turns alternating placing units within their territory but outside of 12" of their opponent's territory. The player who won the deployment roll places the first unit.

NUMBER OF BATTLE ROUNDS

The game will go for 5 battle rounds

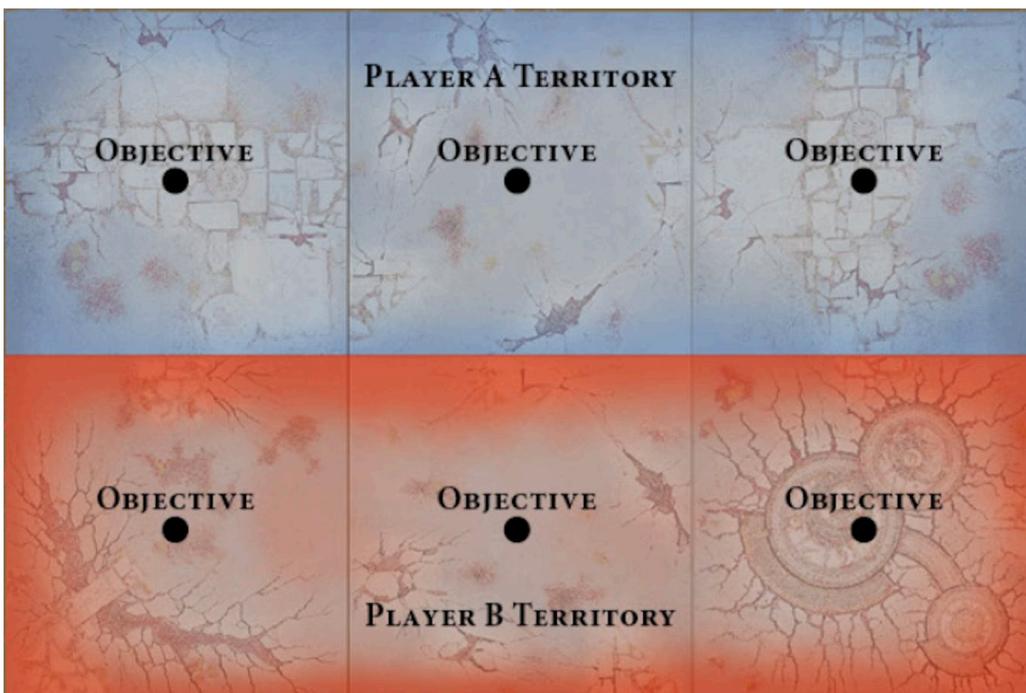
OBJECTIVE PLACEMENT

Consult the diagram for placement of the 6 objectives.

VICTORY CONDITIONS

At the beginning of the game, break the battlefield up into 2'x2' sections and place one objective in the center of each section.

A player controls these objectives if they have a unit within 3" of it and no enemy units within 3" of it. These objectives are scored at the end of the round. There are two ways to score each objective. The controlling player may choose to either gain **one victory point** or remove the objective from the battlefield and gain **d3 Victory Points** instead. The player with the most victory points at the end of the game is the winner.



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SCENARIO FOUR – TOTAL CONQUEST

SETUP

Roll off to see who selects deployment side, then starts deployment first. Players then take turns alternating placing units within their territory but outside of 9" of their opponent's territory. The player who won the deployment roll places the first unit.

NUMBER OF BATTLE ROUNDS

The game will go for 5 battle rounds

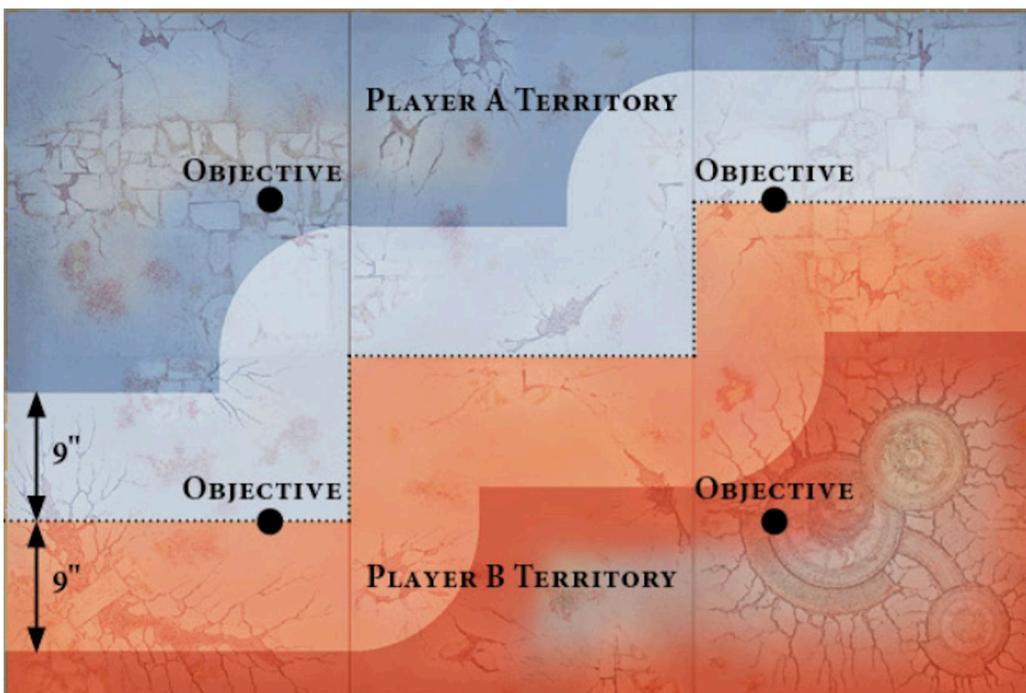
OBJECTIVE PLACEMENT

Consult the diagram for placement of the 4 objectives.

VICTORY CONDITIONS

At the beginning of the game, place an objective in the center of each table quarter. Each objective may only be captured at the end of any turn by have a unit of 20 or more models from your army within 6" and the enemy does not, or alternatively, have more models within 6" of the objective than their opponent does. If multiple units fit this criterion, the owner of the units decide which unit controls it as each unit may only control one objective at a time.

Objectives remain under the control of the player who captured it until the enemy captures it, even if the unit that captured it moves away. Each player scores **1 victory point** for each of the objectives they control at the end of their respective turns.



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SCENARIO FIVE – BATTLE FOR THE PASS

SETUP

Roll off to see who selects deployment side, then starts deployment first. Players then take turns alternating placing units within their territory but outside of 12” of their opponent’s territory. The player who won the deployment roll places the first unit.

NUMBER OF BATTLE ROUNDS

The game will go for 5 battle rounds

OBJECTIVE PLACEMENT

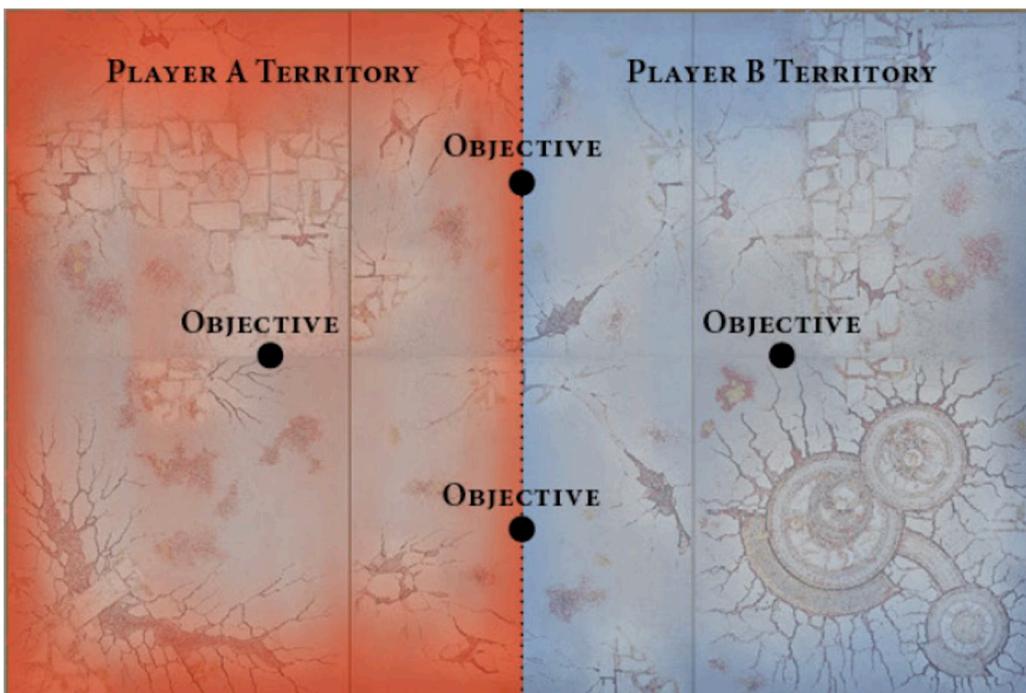
Consult the diagram for placement of the 4 objectives.

VICTORY CONDITIONS

At the beginning of the game, set up an objective in the center of each deployment zone and two on the territory demising line 12” from the table edge. Each objective

may only be captured at the end of any turn by have a unit of 20 or more models from your army within 6” and the enemy does not, or alternatively, have more models within 6” of the objective than their opponent does. If multiple units fit this criterion, the owner of the units decide which unit controls it as each unit may only control one objective at a time.

Objectives remain under the control of the player who captured it until the enemy captures it, even if the unit that captured it moves away. Each player scores victory points for each objective they control at the end of their turn. Players gain **1 victory point** for controlling the objective in their territory, **2 victory points** for the objectives on the line, and **4 victory points** for controlling the objective in your opponent’s territory. The player with the most victory points at the end of turn 5 is the winner.



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MISSION 5 SCORE SHEET

PLAYER NAME	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5

TOTAL POINTS _____

PLAYER NAME	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5

TOTAL POINTS _____

SPORTSMANSHIP SCORING

**** It's important to note that if players start tossing sportsmanship scores of 1, we may have to ask why this occurred. Rarely do we ever see games that deserve this score. If multiple games consist of 1's a player could be punished by ejection, loss of prize support, etc.*

GAME 5 OPPONENT NAME:

CIRCLE ONE

①

I didn't know players were this horrible to play against.

②

Had a few bumps, but otherwise was a decent person to play.

③

④

⑤

The best opponent I've ever had the honor of playing.

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MISSION 4 SCORE SHEET

PLAYER NAME	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5

TOTAL POINTS _____

PLAYER NAME	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5

TOTAL POINTS _____

SPORTSMANSHIP SCORING

**** It's important to note that if players start tossing sportsmanship scores of 1, we may have to ask why this occurred. Rarely do we ever see games that deserve this score. If multiple games consist of 1's a player could be punished by ejection, loss of prize support, etc.*

GAME 4 OPPONENT NAME:

CIRCLE ONE

①

I didn't know players were this horrible to play against.

②

Had a few bumps, but otherwise was a decent person to play.

③

④

⑤

The best opponent I've ever had the honor of playing.

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MISSION 3 SCORE SHEET

PLAYER NAME	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5

TOTAL POINTS _____

PLAYER NAME	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5

TOTAL POINTS _____

SPORTSMANSHIP SCORING

**** It's important to note that if players start tossing sportsmanship scores of 1, we may have to ask why this occurred. Rarely do we ever see games that deserve this score. If multiple games consist of 1's a player could be punished by ejection, loss of prize support, etc.*

GAME 3 OPPONENT NAME:

CIRCLE ONE

①

I didn't know players were this horrible to play against.

②

Had a few bumps, but otherwise was a decent person to play.

③

④

⑤

The best opponent I've ever had the honor of playing.

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MISSION 2 SCORE SHEET

PLAYER NAME

TOTAL POINTS DESTROYED

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HOLD BOTH OBJECTIVES? _____

PLAYER NAME

TOTAL POINTS DESTROYED

--	--

HOLD BOTH OBJECTIVES? _____

SPORTSMANSHIP SCORING

**** It's important to note that if players start tossing sportsmanship scores of 1, we may have to ask why this occurred. Rarely do we ever see games that deserve this score. If multiple games consist of 1's a player could be punished by ejection, loss of prize support, etc.*

GAME 2 OPPONENT NAME:

CIRCLE ONE

①

②

③

④

⑤

I didn't know players were this horrible to play against.

Had a few bumps, but otherwise was a decent person to play.

The best opponent I've ever had the honor of playing.

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MISSION 1 SCORE SHEET

PLAYER NAME	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5

TOTAL POINTS _____

PLAYER NAME	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5

TOTAL POINTS _____

SPORTSMANSHIP SCORING

**** It's important to note that if players start tossing sportsmanship scores of 1, we may have to ask why this occurred. Rarely do we ever see games that deserve this score. If multiple games consist of 1's a player could be punished by ejection, loss of prize support, etc.*

GAME 1 OPPONENT NAME:

CIRCLE ONE

①

②

③

④

⑤

I didn't know players were this horrible to play against.

Had a few bumps, but otherwise was a decent person to play.

The best opponent I've ever had the honor of playing.