

TSHIFT 2019

Warhammer Age of Sigmar Tournament and Painting Competition.

Date:

August 3-4, 2019

Location:

[Red Lion Hotel Bellevue](#)

[11211 Main St, Bellevue, WA 98004](#)

Schedule:

Saturday, August 3rd

- 8:00-8:20 – Registration
- 8:30-11:30 – Game 1 (3 hrs)
- 11:30-12:30 – Lunch Break (1hr)
- 12:30-3:30 – Game 2 (3 hrs)
- 3:30-3:45 – Coffee/Snack break (15min)
- 3:45-6:45 – Game 3 (3 hrs)

Sunday, August 4th

- 8:30-11:30 – Game 4 (3 hrs)
- 11:30-12:30 – Lunch Break (1hr)
- 12:30-3:30 – Game 5 (3 hrs)
- 3:30-4:00 – Clean Up/Tallying Results
- 4:00 – Results

Five Pitched Battle rounds using the Age of Sigmar core rules – including those pertaining to allegiance abilities, and warscroll battalions – and the Pitched Battle rules and the rules for Hidden Agendas from The General’s Handbook 2019 edition.

The following exceptions/additions will be used.

- Artifacts of the Realms may be used. (Malign Sorcery, Pg. 79-85)
- Endless Spells may be used
- Forbidden Power may be used.
- Realms of Battle will **NOT** be used
- Spells of the Realms will **NOT** be used

Armies must use the Battlehost composition (2000 points) from the General’s Handbook 2019 edition.

Terrain

- All terrain is mundane and will be pre-arranged.
- The “Battlefields,” “Faction Terrain,” and “Scenery Rules” from the GHB2019 (Pg. 56) and associated errata will **NOT** be used
- Faction Terrain **MUST** use the following house rule:
Faction terrain must be set up more than 1" from any other terrain features and more than 1" from any objectives, in addition to any other restrictions that apply to it from the faction Battletome or faction specific errata. Sometimes this will make it impossible for a faction terrain piece to be set up; in this case, it is not used.

Hidden Agendas

- Hidden Agendas will be used (GHB 2019, Pg. 20-21). You **MUST** pick six Hidden Agendas and include them on your army roster. You must pick a different Hidden Agenda from the six on your roster in each round of the tournament. If you complete the Hidden Agenda, you will receive a bonus to your points score for the game, but you will not receive an extra triumph or count a tie or draw as a minor victory. You cannot pick the same Hidden Agenda more than once during the tournament – you must pick a different one in each round.

Painting and Models

All models must be painted. Including all summons, endless spells, and faction terrain.
All models must be mounted on the [recommended base](#).

Scoring

Overall Score

Your overall score, calculated at the end of the event, will be derived from a combination of your tournament, paint, and sports **rankings**. Your overall score = $100 - (\text{Tournament rank} * 2 + \text{Paint rank} * 2 + \text{Sports Rank})$. For example, if you finished 2nd in tournament points, 10th in paint and 5th in sports your overall score would be $100 - (2 * 2 + 10 * 2 + 5)$, or 71. In the case of a tie the player with the higher battle ranking wins.

Paint Scoring

Best Painted will be scored with an objective [rubric](#).

Tournament Scoring

Pairings and scores will be managed on the [BCP app](#). Players should download the app prior to event.

Round one will be randomly assigned with club immunity. You must enter your club into the app for this to work. In each succeeding round, a swiss pairings system will be in use.

The tiebreaker for tournament **ranking** is strength of schedule, calculated within BCP.

Tournament points

Major Win: 12

Minor Win: 9

Draw: 6

Minor Loss: 3

Major Loss: 0

Hidden Agenda: +3

Sportsmanship Scoring

At the end of each round you will check whether or not your opponent was on time and prepared. Each check is worth 2 points.

At the end of each day you will pick your favorite opponent of the day. Each favorite opponent vote will be worth three points.

The maximum possible sports score is 25.

The tiebreaker for sports **Ranking** for awards is tournament points.

Battleplans

All Battleplans use the General's Handbook 2019 version.

Day One:

Game 1: Starstrike

Game 2: Knife to the Heart

Game 3: Total Commitment

Day Two:

Game 4: Relocation Orb

Game 5: Focal Points