



2017 OFCC

Age of Sigmar Grand Tournament



ORDO FANATICUS

EST. 2002

OVERVIEW

Ordo Fanaticus is proud to bring you an Age of Sigmar Grand Tournament to the 2017 OFCC. This will be a singles event, Swiss pairing tournament. Also, for the first time at OFCC, this event will be an ITC event – meaning the winner will earn points for the ITC rankings.

The tournament will be 5 rounds of matched play over two days July 29th and 30th at the Hilton located at 301 W 6th St, Vancouver, WA 98660. Tickets may be purchased at: <http://www.ordofanaticus.com/index.php?/store/category/3-ofcc-tickets/>

We have a negotiated room rate block with the hotel under the code: OFC.

****PLEASE READ****

It is highly likely the 2nd Edition of the General's Handbook will be released prior to OFCC. Therefore, these are the *anticipated* rules for the event. The event organizers reserve the right to make alternations to these rules in response to the new General's Handbook, should that arrive in time.

SPIRIT OF OFCC

This AoS event is competitive, but is designed to promote sportsmanship, the hobby, and enjoyable games for all. At the end of the tournament, players will hand out a favorite opponent pin to their favorite opponent over the previous five rounds. Only favorite opponent pin recipients are eligible for the Best Overall prize. Over the top, rules exploiting lists almost never win favorite opponent pins.

ARMY COMPOSITION

Army point limits will be 2000 points with an optional 500 point sideboard.

All armies must be fully painted to a three-color minimum (not counting primer), and based.

Players are encouraged to bring one piece of Age of Sigmar terrain to use in each of their battles. The terrain piece can be any that currently has a warscoll listed for use in AoS. Summoned terrain that has a point cost is not included as the "one allowed" terrain piece. Armies who come standard with a terrain piece, i.e Sylvanneth and Guardians of the Realm Gate, count that piece as their "one allowed."

In keeping with the spirit of OFCC and support of fan projects and scratchbuilt models, non-GW models are allowed but shall be reasonably sized and based on an equal size base as to their GW counterpart. This applies as well to the terrain piece players are allowed to field. Custom “counts as” terrain pieces need to adhere closely to the dimensions the GW piece in length, width and height, and have a fairly equal amount of perching space on it.

All warscroll wargear options must be represented on their respective models and documented on the army list.

Players shall choose their Command traits, Artifacts and Spells and document them on the army list. The choices will not change throughout the event.

Warscroll command models will be limited to one each and identified as the proper command model, this includes when a unit has been increased beyond its size through purchasing multiple of a warscroll.

The chosen army General can be any model in the players army, however if it is a particular model in a multi-model warscroll then it will need to be easily identifiable.

ARMY LIST SUBMISSION

This event will be using the Best Coast Pairings system, as well as the Best Coast Pairings player app. Players are strongly encouraged to use the player app, and upload their army lists via that app. For those players without a smartphone (who are you??) you must bring seven paper copies of your list.

SCENARIOS

The scenarios will be revealed at the start of the event, but will be drawn from published and playtested scenarios appropriate for a matched play tournament.

GAMEPLAY RULINGS

After players have rolled off for table halves but prior to army deployment, players will place their terrain warscroll pieces on the table. This can be placed anywhere except within 6" of an objective marker, with the player winning the table half roll off placing theirs first.

Terrain warscrolls with the "Garrison" special rule are limited to one warscroll of 20 models and one Hero warscroll. No Behemoth or Warmachines are allowed in Garrisons.

Persisting effects and spells with the same name do not stack. However, two different abilities giving the same effect do stack.

If at the end of a player's turn, the player has no models (not counting terrain) on the table, then the game ends and all models not yet in play for whatever reason are considered destroyed. Victory will be determined by scenario victory conditions if possible, if not then model kill points.

Measuring will be done base to base. Vertical measuring will be between the torso or "bulk" of models not including any weapon or arm/appendage protrusions.

Models that CANNOT be attacked or targeted by spells, ranged weapons or melee weapons, do not count toward capture, contest or control of objective points. Thus, a Wizard on a Balewind Vortex is an example of a model that doesn't count for objective control.

Expect each table to have at least one preset piece of GW warscroll terrain. Rules will be placed on each table.

AWARDS

Like all OFCC events, prize support will be considerable.

We will be using the Best Coast pairings system and players will earn points to their ITC rank with the performance in this event.

Event winners will be determined by a combination of their W/D/L record along with using a soft score of how many victory points they gained in each game they played to determine tie breakers.

Awards will be given for:

- Best Overall (combined scores of tournament placing, sportsmanship, and painting) (requires one favorite opponent pin)
- Best in Faction (combined scores of tournament placing, sportsmanship, and painting)
 - Best Death
 - Best Order

- Best Chaos
- Best Destruction
- Best Sports
- Best Painting categories for:
 - Best single model
 - Best Terrain piece

**ENJOY YOUR BATTLE IN THE
MORTAL REALMS!**

