

The Saints Tournaments



Grand Tournament 2016



final version

12 & 13th of November, 2016

Rulespack PART 1

Introduction

This is the rulespack for the Grand Tournament 2016. Set in both the Warhammer Fantasy realm(9th Age & Age of Sigmar) and in the universe of Warhammer 40,000, this event takes players through Five thrilling rounds of agonizing battle. In the end only one per universe can claim the much coveted title of Overall winner. We wish all participants a great weekend and lots of fun!

For emphasis, we present you with **The Most Important Rule** right here:

The Grand Tournament is a tournament where we hold FUN in high regards! We urge you to do the same. The tournament should be fun for you, your opponent, the other players around you, and yes: for us as well. We expect everyone to abide by this rule!

Please note that the information in this rules pack is not necessarily definite and we may make extra announcements regarding the Grand Tournament. If any changes occur, this will be announced on our website. (www.saints-tournaments.com)

GENERAL INFORMATION

The Grand Tournament 2016 will be held at:

Date: 12th & 13th of November, 2016

Location: Beursgebouw Eindhoven, Lardinoisstraat 8, Eindhoven (see website for directions [beursgebouw](#))

Tickets: € 35,- per player (excluding [administrative costs](#))

This ticket provides participants entry at the tournament and entry for 2 days for the "[spellenspektakel](#)" fair.

Participants must be 16 years or older

If you need to contact us – the organisation – prior to the event, please do so by email at support@saints-tournaments.com.

If you expect to contact us on the day itself (for instance because you expect to arrive late), then please call or send a text message to: +31-6-13700686 (Jurgen Bax)

For information on the whereabouts and directions, please refer to our website.

www.saints-tournaments.com



REFRESHMENTS

During the weekend you will be provided with some coins that can be used to get some refreshments from the catering at the fair.

PARTICIPATING IN THE GRAND TOURNAMENT

Registering

To be able to participate, you merely have to follow these steps:

1. Purchase a ticket for the tournament. These tickets are managed by the organization of the "[spellenspektakel](#)" fair. More info can be found on their website. But we strive to have the tickets available from the 3rd of August 2016.
2. Send us an e-mail (support@saints-tournaments.com) mentioning:
 - What system you want to enter (40K or Fantasy or Age of Sigmar)
 - Your name AND army
 - Your ticket number

Check our website regularly. A list of registered players will be kept up to date. We aim to update the list ASAP but due to time pressure and the necessary cross check with the ticket registration office we ask you for some patience.

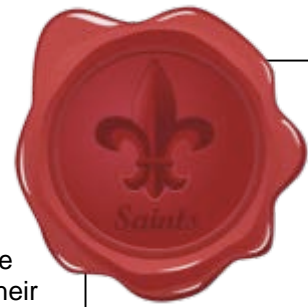
NOTE ON CANCELLING:

You may want or need to cancel your registration prior to the event. If you cancel before **October 24th**, just send us an email and we will remove you from the list. We'll be able to arrange a refund with the organization of the fair (minus the service fee on the tickets). You will receive confirmation of that within one week.

However, after this date you'll need to check with the fair's organization whether any refund is possible.

If there are any problems or questions about registration, please send us an email.

Furthermore a lack of enough reservations might force us to cancel one or multiple tournaments. The limitations of the new venue also limit the amount of players that we can fit into the tournament. So make sure that you order your ticket as soon as possible.



Arriving at the tournament

When you arrive on the day of the event, you are required to check in. Please check the website of "Spellenspektakel" for more information on the exact location in the hall. We'll foresee a registration point for each game system.

Please note that the army list you are required to hand over, is merely used for checking validity of your army in case of discussion, so please have a version follow these guidelines:

- Printed, not hand written
- Printed on A4 paper
- Clearly readable
- All information is present (see further on for full details on required info)
- YOUR NAME IS ON TOP!

Your opponents

The first round of the tournament will be paired randomly. Opponents for the other matches will be paired using our tournament system, which is very similar to the Swiss pairing system.

In case you face an opponent you have been paired to earlier in the tournament, please contact the scheduler in the judge zone of the hall. He will remedy your situation if possible.

REQUESTING OPPONENTS:

It is a recurring practice amongst players to request a 'fixed' battle for the **last round** of the tournament. This means you request the organizers to make sure that you'll face a certain opponent in the last round of the tournament.

Even though we are running a tournament where the accolade should go to the player who achieved the best result, we have no problem with this for those players who know that victory is out of their reach; after all, you should have fun above anything else. We reserve the right to deny this to any player without the need to give a reason and we will deny this when we believe the tournament result to be in jeopardy.

However, the result processed for such a fixed battle will always be 0 vs. 0 in command points, regardless of the end result of that game. Also, the Great Gamer Score for such a game will always be 0 for both players.



The Warm-Up period

Every round has a 10-minute 'warm-up' period, which is still very much part of the round itself. It is imperative that players make sure that they are at their table in this time period. **Failing to be on time at your table will issue a yellow card offence without warning (see Rules of Conduct).**

During this time you and your opponent can:

- swap rosters (**you are obliged to do so if your opponent asks for it although this version is not required to include magical items that you've included!**)
- ask questions about your opponent's army and any special rules that apply to it
- discuss the table, all relevant terrain and it's rules
- discuss special rules and conditions for victory that apply to the mission
- clear up potential rules problems that might occur in the game

The End-Of-Round Marks

During the round we will make **THREE** announcements to mark the end of the round. Please note that the new setting will possibly obscure the clarity of these announcements. Missing these announcements is no excuse for late submitting of the scores. The three announcements are:

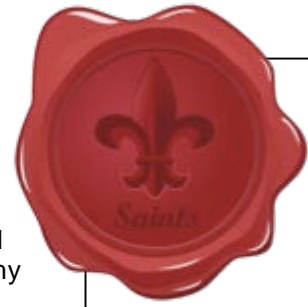
- **At 40 minutes before the end** - At this point you have 40 minutes left to finish your game. This is primarily to **inform you** of the imminent end of the round.
- **At 20 minutes before the end** – At this point you are required to end the current player's turn, and start calculating results. In the interest of fair play we strongly suggest that you only start a new turn if you are **BOTH** convinced that you can finish an entire game turn **AND** still calculate your results before the end of the round. If you can't agree with your opponent you just don't start another turn.
- **At the end of the round** – When we announce the end of the round, play **MUST** stop immediately. A single roll of dice may be finished if started already, but otherwise all play ends in a sudden death. You have already overplayed your time as you are required to hand in your scores **before** the round ends. This means: HURRY UP. **Players seen to still be playing will be issued a yellow card offence without warning.** Players who have not entered scores within 5 minutes of the battle's end will both receive "0" command points for this battle.



CHECKING ROSTERS

We are not able to check all the rosters in advance or during the tournament. The validity of a roster and it's accordance to our army composition rules are the responsibility of each player. Should you suspect an error in the list of your opponent, please inform him and the referees kindly. This gives him/her the ability to rectify the mistake and still earn command points in the next battles and prevents painful discussions after the conclusion of the tournament.

WINNING THE GRAND TOURNAMENT



Deciding the Overall Champion

The winner of the Grand tournament can be only one(per system). The winner will have accumulated the highest total command points after five battles, plus the Army Selection points and Army Painting points.

Command Points (0-100 points per player)

Command Points are scored for fighting and winning battles. In the Scenario/ Mission section of each game system you can find how to calculate your command points in each round. In total a maximum of 100 points can be earned, 20 per battle.

Painting Points (0-30 points)

During the Event referees will judge the painting standard of your army. The tournament referees will fill out any points you scored on your Battle Card (if provided). Armies that are not built by the player, or that include models not built by the player are awarded points as normal. **All miniatures must be painted.** We will severely penalize the use of any unpainted miniatures in the Grand Tournament. See the Rules of Conduct section. *There is a maximum of 32 points to score, but only a maximum of 30 will be used in your endscore.*

All models in the army must fulfill the criteria in order to score any points. A single model that does not, *might* compromise the score.

The referees judge armies using the following criteria/checklist (All descriptions of each category are indicative, and describe the minimum required to earn those points):

Basing (0-5 points):

- (1 pt) You have painted *bare* bases; or you have applied a form of sand, flock or similar material to your bases
- (OR 2 pts) you have applied a form of sand, flock or similar material to your bases and painted it in at least 2 colors
 - (+1 pt) You have applied a form of grass, foliage or similar material
- (OR 3 points) You (mainly) used painted pre-cast scenic bases (see sidebar)
- (+1 pt) You have painted the rim of the base (black is also acceptable!). **Not in combination with pre-cast bases.**
- (OR 5 pt) You have put *visible* effort into creating a thematic, elaborate, or otherwise original scenic base.

Distinction (0 or 2 points):

- (2 pts) Your opponent does not have trouble keeping your units apart, and can easily distinguish them from each other (apart from movement trays).

Army Coherency (0-4)

- (2 pts) You have created coherency in your basing **in your ENTIRE army.**
- (2 pts) You have created coherency in your models. **Note that Allies do not need to be coherent with the main army, only with each "allied" faction.**

PAINTING POINTS

Be aware that in order to score ANY points for painting, your entire army must be painted. You are free to point out any and all interesting models in your army. You are free to ask the referee how many points you have been awarded and/or denied, and why, and they will give you an answer. Entering in a debate is not an option. Not only will it be fruitless, we simply will not have the time to do so!

If you INSIST in having a word with the judge, please do so during breaks and dull periods. We will be happy to answer all your questions then!

PRE-CAST BASES

It is a trend to use pre-cast bases from companies like Scibor or Micro Arts. This is perfectly alright to use, and we award that with 3 points. But nothing beats creating your own wonderful bases!

Conversions (0-7)

Remember that all conversions must be executed in a high standard! Just slapping on some greenstuff and calling it sculpting is not rewarded!

- (1 pt): You have made one or more slight and **simple alterations** to a character or big centerpiece. This includes *kitbashing*.
 - (2 extra pt): You have put **great effort** in converting at least one character or centerpiece in a way that you have created a unique looking model. This includes *sculpting*.
- (1 pt) you have made small alterations, or have been extensively been *kit-bashing* to the majority of a unit of at least 5 models, giving them a unique feel.
 - (1 extra pt): at least one unit of at least 5 models has been **extensively altered** to create a unique unit.
- (all 7 pts) the **vast majority of your army** has been converted, extensively *kitbashed* or sculpted to give *each* single unit as well as the entire army as a whole a unique look.



Painting (0-14)

Remember that all techniques must be executed in a high standard! Just slapping on some paint and calling it layering is not rewarded!

- (5 pts) All your models are fully painted in at least 3 colors in a fashionable, presentable manner (*slapping on three different colors for the sake of having it painted does not automatically award you these points!*)
- (3 pt) You have created shades and highlights in high quality
- (2 pt) You have painted small details (like gems, eyes, etc) in a high quality
- (1 pt) You have applied small, simple freehands
 - (1 extra pt) You have applied greater, more intricate and elaborate freehands
- (1 or 2 pt) You have (seriously) impressed the judge with your army.

Army Selection (0-20 points)

The referees will determine Army Presentation points by viewing your army roster, reading any background text you have created and examining the models in your army. The following points are awarded:



Army Roster (0, 3 or 5 points)

- (0 pts) Your roster is hard to read, unintelligible, and/or illegal.
- (3 pts) The roster is clear, typed and readable. It contains all information required to play, such as characteristic profiles, point costs, special rules, etc. AND you have brought ALL required materials (See Chapter 5).
- (or 5 pts) Your roster meets all requirements, and extra effort has been made to make it look WOW!

A part for scoring Army Roster points is bringing all the right equipment you need for playing a game. I.e. ruler, dice, template etc. . But also your codex and the appropriated errata's.

If you did not bring all equipment you need you will automatically score 0 points for Army roster.

WYSIWYG (0, 7 or 15 points)

- (0 pts) Several elements in your army do not represent what is on your roster.
- (7 pts) A minor element of the army is not WYSIWYG.
- (or 15 pts) The army visually represents exactly what is listed in the army roster. Models carry the weaponry and options they are supposed to have and there is no room for confusion.

Point Reductions

In very rare occasions we find ourselves forced to penalize a participant for violating the rules or code of conduct of the tournament. For detailed information on penalties see the Rules of Conduct section.

OTHER AWARDS



Great Gaming Award

After every battle every player is required to rate the sportsmanship of the opposing player. To rate the sportsmanship, fill in one of the slips you have received after checking in at the tournament and deposit it in the black box at the results table.

You can give a total of 10 points to each of the opposing players. To determine how many points you wish to give your opponent, answer the following questions (also represented on the slip!):

1. Did your opponent make all measurings clearly, visibly and accurately?
2. Did your opponent clearly state what they were rolling for, what they needed, and rolled the dice in plain sight?
3. Did your opponent politely answer any questions you may have had about the game, the table, their armies or any other rules?
4. Did your opponent play briskly and in an organized fashion, and did not stall for time?
5. Did your opponent remain positive when losing, or did not belittle you when you were losing?
6. Was this one of the best/ most fun/ most challenging game you have played in a long time?*

Every answer of 'yes' is 1 point for your opponent. This will leave you with **4 points** that you can award your opponent freely, for an (especially) enjoyable battle. Please be sensible with these scores.

The Great Gamer Award will be handed to the player with the highest score over five rounds. Please take into account that in the case of a tie, the referees will make a judgment call.

Best General Award

While the Overall Champion proves himself a master in many skills, often the player who excels in strategy, can be someone else. The Best General is the player whose combined Command Points are the highest.

In case of a tie, the player with the highest Sportsmanship points is the winner.

Best Armies on Show Award

During the lunch break (after the first round) every player should display his/her army to allow the referees to nominate a short list of armies. Display your army clearly with your name mentioned. The referees will be looking for armies that stand out for aesthetic reasons. This can be an extraordinary paint job, an excellently converted army or any other factors the tournament referees deem appropriate.

- Armies you have not painted and build yourself can't be nominated. If you have not painted and build your entire army, declare it on all your army rosters.
- If (part of) your army has won Best Army awards in previous Saints Events, you will not be nominated again!

At the start of round 2 all nominees will be announced and requested to display their armies after round 4. After round 4 all players will be allowed to vote for their favourite army in their game system.

The army with the highest number of votes wins. In the case of a tie, the Saints will cast a single, decisive vote to determine the winner.

TOURNAMENT SCHEDULE



DAY 1 – Saturday October 24nd

9.30	Main Hall opens
9.30-10.00	Registration Players are required to Check In and will receive Battle Packs
10.00-10.15	Introduction
10.15-13.15	Round 1
13.15-14.00	Lunch Break & Nominating Best Armies During lunch break all players are requested to display their army on the tables to facilitate the nominating for the Best Army on Show Award.
14.00-17.00	Round 2
16.30-17.00	Afternoon Break
17.30-20.30	Round 3
20.30h	Main Hall closes for the night

DAY 2 – Sunday October 25th

10.00	Main Hall opens
10.30-13.30	Round 4
13.30-14.00	Best Army Voting /lunch The nominated armies will be displayed so players can vote.
14.00-17.00	Round 5
17.30-ish	Awards Ceremony