

AGE OF SIGMAR

AUSTRALIAN MASTERS

Celebrating Competitive Success in Age of Sigmar
Australia since 2016

2023 PLAYER PACK

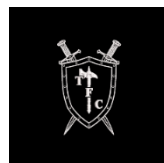
Where:	Irresistible Force @ Level 2, 2 Grevillea St, Tanah Merah QLD
When:	April 22-23
Convened By:	Masters Committee
TO/ Head Judge:	Gabe Hanna (Qld Masters Committee State Rep)
Assistant TO's:	As delegated by the Head Judge

KEY DATES

27 March 2023	End of Regular Season, Ladders "Locked"
28 March 2023	Invites Issued
Between 28 to 3rd April 2023	Roll-down invites issued
3rd April 2023	Invite list locked
8th April 2023 @ 11.59pm AEST	Rules Release Cut-off (more below)
9th April 2023	Tournament Q&A Clarifications released
Friday 14th April @11.59pm AEST	Lists Submitted
(as soon as possible, 1-2 days)	Lists reviewed, ratified then released.
22-23 April 2023	The Masters



Official Venue Sponsor



Official Streaming Partners



Official Accommodation Sponsor

TOURNAMENT SCHEDULE

Saturday: 9.00	Doors open / Arrival
9.30 – 1.00	Round 1
1.00 – 2.00	Lunch
2.00 – 5.30	Round 2
5.30 to late	Group Dinner @ Fitzy's
Sunday: 9.30 – 1.00	Round 3
1.00 – 2.00	Lunch
2.00 – 5.30	Round 4
5.30 – 6.00	Awards and Wrap-up



TOURNAMENT FEE

There is a \$40 per player tourney fee payable via PayPal to Michael.david.clarke@gmail.com

This covers purely out of pocket costs as follows:

- The League's 'Perpetual' Trophy = \$200
 - The winner gets to keep this for a year, is expected to engrave their name and the full podium names appropriately and will be expected to return it for next years winner.
- A winners "keep forever" trophy = \$100-\$125 (est.)
- Player 'Event Memento' Gift = \$300 (all players receive)
- Invoices for all these costs are available for review.

If there is any player who has a genuine hardship that this fee is a challenge for them and would discourage them from participation, please contact Michael Clarke to discuss privately.

TOURNAMENT FORMAT

2000points using GHB (January 2023 version) Matched Play rules

Pairings/ matchups summary:

- The event is 4 rounds with 16 players.
- This generates a clean 4-0 winner and provides plenty of time for game rounds to not be rushed and allow for optimal strategic thinking in top end play.
- Pairings will be based on a "seeded" system based on League Ladder rank at end of regular season.
- Battleplans will be announced after list submission but before the event. Battleplan selection will be determined by the Master's Committee Rules Quorum (*see below*)

Design Note: This system is designed such that Regular Season Ladder Rank #1 vs #2 will pair for the Top Table Final Round Game (if they win every game on their pathway). This avoids the 2 best players in the regular season "knocking each other out" in the early rounds and is a reward for ladder success in the regular season.

Podium:

- Gold & "The Master" title will be the winner of top table round 4
- Silver & Bronze will be allocated to the loser of top table in round 4 and highest ranked 3-1 player based on secondary sorting.
- There is no wooden spoon mechanism.
- The final results below 3rd will not be recorded.
- All players participating in the event will be awarded recognition of being a "Masters Tier Player" via the public record at www.ozsigmar.com as a permanent recognition & celebration of their competitive success to make it to the Australian League Masters Finals.

PAIRINGS – DAY 1

Round 1:

Pairings will be based on a Players Seeding (being League National Ladder Rank as at end of the regular season).

Game 1 = #1 plays #16	Game 5 = #5 plays #12
Game 2 = #2 plays #15	Game 6 = #6 plays #11
Game 3 = #3 plays #14	Game 7 = #7 plays #10
Game 4 = #4 plays #13	Game 8 = #8 plays #9

Players Results will be determined on a simple Win or Loss basis based on ordinary rules for the mission drawn. A Minor Victory is a Victory.

- Primary Result: W/L
- Secondary Result = 20-0 Tournament Points system based on Victory Point differentials.
- Tertiary Result = Simple Victory Points in Game

Round 2:

Pairings will be based on results from Round 1 with a seeding match.

Game 1 = Winner of Game 1 vs Winner of Game 8	Game 5 = Loser of Game 1 vs Loser of Game 8
Game 2 = Winner of Game 2 vs Winner of Game 7	Game 6 = Loser of Game 2 vs Loser of Game 7
Game 3 = Winner of Game 3 vs Winner of Game 6	Game 7 = Loser of Game 3 vs Loser of Game 6
Game 4 = Winner of Game 4 vs Winner of Game 5	Game 8 = Loser of Game 4 vs Loser of Game 5

Players Results will be determined on a simple Win or Loss basis based on ordinary rules for the mission drawn. A Minor Victory is a Victory.

- Primary Result: W/L
- Secondary Result = 20-0 Tournament Points system based on Victory Point differentials.
- Tertiary Result = Simple Victory Points in Game

END OF DAY 1 INTERIM LADDER

There will be 4x “2-0” players.

- ONLY these players have a chance for Gold

There will be 8x “1-1” players.

- These players also still have a chance for *one* podium slot
- The 8x “1-1” players will be Ladder ranked #5 to #12 based on Secondary (20-0) and Tertiary (Total VP’s) sorting.

There will be 4x 0-2 players. These players are out of contention for Podium



PAIRINGS – DAY 2

Round 3:

Pairings will be based on results from Round 2 as a seeding match.

<p><u>"Top Tables"</u> (2-0 players) Game 1 = Winner of Game 1 vs Winner of Game 4 Game 2 - Winner of Game 2 vs Winner of Game 3 Design Note: If the Top 4 pre-event Seeds all won their Round 1 & 2 games, then all 4 will still be in the running at this stage.</p>	<p><u>"Mid-Tables"</u> (1-1 players ladder sorted) #5 will play #12 #6 will play #11 #7 will play #10 #8 will play #9 (In the event this results in a player pairing into someone they have already played, the TO's will make the minimum adjustment possible to preserve the closest order to the above that is practical)</p>
	<p><u>Bottom Tables</u> The 4x 0-2 players will be allocated against each other to play-off. As these players are out of contention, the players can elect to discuss with the TO their preferred games/opponents to maximize enjoyment of the remaining part of the event. The TO's will allocate the games considering any preferences otherwise randomly.</p>

Round Results will be determined by

- Primary Result = W/L
- Secondary Result = 20-0 Tournament Points system based on Victory Point differentials.
- Tertiary Result = Simple Victory Points in Game

R3 Interim Ladder

There will be 2x 3-0 players

- These players are in run-off for Gold (plus a guaranteed lower podium slot for the loser)

There will be 6x 2-1 players

- These 6x players will be ladder sorted as #3 to #8 based on secondary sorting and in the running for one podium slot.

There will be 8 players "out of contention" in the bottom tables.



Round 4 – Final:

Pairings will be determined as follows:

<p>Top Table Game: (Gold + 1 lower podium guarantee) Winner of Game 1 vs Winner of Game 2 from Round 3 Upper Tables (Playing for a lower-podium as highest 3-1) #3 plays #8 #4 plays #7 #5 plays #6 (In the event this results in a player pairing into someone they have already played, the TO's will make the minimum adjustment possible to preserve the closest order to the above that is practical)</p>	<p>Lower 8 Players in the lower half are no longer in the running for a chance at podium. To maximize enjoyment of the remaining game, the Lower 8 Players will be given a chance to nominate a preferred Grudge/ Rival for the final round so they can either play someone they don't normally play against from interstate or who they would like to test themselves against as a good game. Pairings in the lower half will be made manually via TO discretion and take into account Grudge/Rival preferences, will seek to avoid 'Blood Rule' or within-state regular opponent clashes or else a Random Allocation.</p>
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Round Results will be determined by

- Primary Result = W/L
- Secondary Result = 20-0 Tournament Points system based on Victory Point differentials.
- Tertiary Result = Simple Victory Points in Game

Final Standings:

Gold = Winner of Top Table Round 4

Silver = Best performing 3-1 player as reflected by Secondary/ Tertiary Sorting

Bronze = Either the Loser Top Table in Round 4 or the second-best 3-1 player in the event if the Loser of Top Table claims Silver instead.

TERRAIN AND TABLES

- All 8x tables will be set up pre-event including mysterious terrain.
- Tables will be random allocated each round.
- Manual adjustment will be made to ensure that the Round 4 Top Table Game occurs on a table or with a terrain setup that neither player involved has previously played on.
- Garrison terrain will be in play
 - Garrison Terrain will be marked including how many "wounds worth" can go into the garrison.
 - There will be no more than 2x garrison terrain features on any board.
- Impassible terrain will be in play and terrain will be marked as such pre-event.
 - There will be no more than 2x maximum "impassible" features on any board.
 - The Impassible rules align with the AOS World Championship rules for Impassible.
- Garrison and Impassible terrain are guaranteed minimum 7" apart (to allow 160mm base models to be practically usable).
- No terrain should be removed. NB: This includes trees. The physical trees are where they are, they block movement in the same way as other terrain).
- If a terrain piece is within 3" of an objective marker, the players should not move it. They should consult the TO's or A-TO to arrange the terrain to be moved a minimum practical distance that preserves all other applicable rules.

RULES CUT-OFF DATES

Rule set will be based on a publication cut off of 8th April.

Only Battletomes with Errata/Faq and other official GW matched play rules supplements that have been released by this date will be used.

Design Note: this is the same cut-off that AOS World Championships are using. There are multiple World Champs players at Masters so this is a deliberate design choice to align rule set being used between the events

LIST SUBMISSION

- Lists should be submitted using Warscroll Builder ("WSB") to gabrielhanna90@gmail.com.
- WSB is good but not quite perfect. Please ensure you include any optional equipment loadout choices and manually add in any army specific choices that Warscroll Builder doesn't currently provide tools for (eg Sylvaneth Season of War, Stormcast Holy Command, STD Ensorcelled Banners). You don't need to include notes on ordinary banners, musicians, champions -> it is assumed everyone will take competitive optimal numbers of these.
- If your faction has access to free terrain, it does not need to be noted on the list -> it is assumed you will be using it.
- Players are free to resubmit lists up until the list cut-off. Previous submissions will be ignored, only the final submission will be counted.
- This is a top tier competitive event; it is a table-stakes expectation that players will submit correct lists. Players that make 'minor' mistakes in their final list submission will have to wear those errors in game play with no chance to fix (examples: forgetting to note your triumph, forgetting to note your grand strategy or holy command or forgetting to choose a 'Battle Ability' for your Pink Horrors = these will be treated as a 'skill error' and you will be required to eat the mistake).



RULES CONFLICTS, AMBIGUITIES AND Q&A

Masters recognizes there are residual ambiguities within the game rules, including niche interactions that are unclear. To resolve these ambiguities:

First Order:

A Head Judge ruling on the day is final, absolute and overrides any other rule source whatsoever. The Head Judge will listen to both players case and each player will be allowed to speak without interpretation. Any aggressive dispute of a final ruling made by a Head Judge may result in player immediate disqualification from the event.

Second Order:

- Masters Committee has set up a Rules Quorum that excludes any member of the committee that is a potential invitee to the event. Members of the Rules Quorum are Anthony Magro, Gabe Hanna, Dave Hurley, Mitchell Byrne
- Q&A should be submitted to a member of the Rules Quorum via messenger or to gabrielhanna90@gmail.com.
- A pre-event "Q&A" will be released approx. 1 week before list submission (see above Important Dates)
- In the event that AOS World Championships releases a Q&A/ Rules Clarifications style document in time, then Australian Masters will also use the same AOS World Championship rulings wherever possible
- Q&A Ambiguities that are discovered after list submission will be noted but no public ruling made, with TO/ Judge making ruling on the day.

DICE ETIQUETTE

- The tournament will supply a dice pool, supplied by a generous Sponsor at no cost.
- Every player will be given approximately 50 dice from the tournament supplied pool.
- Both 12mm and 16mm dice options will be available based on peoples' size preferences.
- Players are required to use the tournament supplied dice for all game rolls.
- Players can use their personal dice for other purposes (Eg wound / buff tracking)
- Dice = Flat on the pitch only. All dice must land flat on the game surface or dedicated dice tray to count. Even tiny tilt on the dice or landing 'flat' on a model base or landing 'flat' on terrain or on top of another dice does not count and those dice must be rerolled.
- Players should provide their opponent reasonable time and opportunity to view a dice count or result before moving to the next step.

CHESS CLOCKS AND TIME-OUTS

Chess Clocks will be in mandatory use across the event and chess clock/ time-out rules will be the same as per the AOS World Championships.

Each round time is 3 hours 30 min (210min total) to allow for deep strategic thinking.

Each player will be allocated 105min to use as their time per Worlds Chess Clock rules. See:

<https://drive.google.com/file/d/1ERCWhPEzI9BgNF1b-NV6qyeF2vClq4jo/view>

There will be a handful of spare chess clocks available but all players are encouraged to please bring a clock if possible. If you cannot obtain a chess clock, please let one of the TO's know so that the event can ensure availability of sufficient clocks.

TOKENS / BUFF TRACKING / RESOURCE TRACKING

- All relevant interactions, modifiers, buffs, debuffs and smiliar should be tracked via readable tokens (minimum standard = a scrap of paper).
- If there is no token on the table in a manner that is clear as to what it applies to means you cannot use that rule.
- Any resources that require tracking (example: CP's, summoning points, destiny dice, triumphs, once-per-game abilities or anything similar of this nature) should be recorded and tracked by a single set used by both players as the source of truth in a clearly visible, agreed and mutually convenient place.



MEASUREMENT, RANGE ETIQUETTE AND LOOSEY-GOOSEY MOVEMENT

- “Loosey Goosey” movement generates unfair advantage which is cheating.
- In principle, Rulers are more accurate and reliable than tape measures and should be used in preference whenever possible. Tape measurements should be reserved only for “curvey” movements and long-distance measurements (and even then, dropping multiple rulers should be used in preference if possible).
- “Pre-measurement” of distances before moving any models is encouraged whenever it could be competitively relevant.
- Declare your range intentions if you are going to play at tight 0.1” type optimisation play where there is chances for bumps or mismeasurement to occur. Eg “This unit is 11.9 inch from this other unit” or “this unit is 2.4 inch behind the screen” or “I am counterdeploying my wizard 30.1” away from your wizard”. Declared intentions help with any minor bumps or small mismeasurement so both know the intended rule interaction.



MODELS

- All models must be battle-ready standard (see GW official guide) on correct base sizes.
- Players should aim at WYSISYG. Any models that aren't the exact GW models for that unit should be discussed with the opponent before the game begins
- Use of conversions, proxies and 3D Prints are allowed, subject to a “No Confusion” rule
 - If the model has any chance that it would result in confusion of an opponent thinking it is something different due to how it looks because it could also represent something else in your list, then the model must get Head Judge pre-approval before use.
- If you are taking 2 or more of the same unit, then the models in each unit must be clearly identifiable via visual markings (examples: use different colored base rims, different colored flower-tufts, different colored helmets or shields). Failure to do so will see one unit becoming unusable for play and removed from the play until it is fixed. Any player with this issue will have to use their own in-game clock time to buy some paint and a brush from the store to resolve the issue before continuing.
- Full “concept armies” are not allowed. Masters is a pure competitive event, not a hobby event, and adding extra brain load on an opponent who is trying to remember ‘what is what’ in a cool concept army is an unfair advantage.

MASTER LEVEL EVENT: SKILL ERRORS, TAKEBACKS AND “PAUSE”

In most settings AOS is a social experience, where people are seeking to come together to make friends in a shared hobby experience. It is noted that in many casual or even tournament games, the desire to seek a harmonious experience means people feel social pressure to allow minor (and sometimes major) “take-backs” regarding mistakes, rules errors, sequencing / timing errors, loose measurement / movement.

However, this is Masters. Players are expected to play at the highest skill levels possible.....and therefore also wear any mistakes due to skill errors.

The etiquette and provision of any ‘leniency’ or ‘take-back’ is solely at the discretion and grace of the player granting leniency. All Players are allowed to simply say “no” to any request for adjustment or ‘take-back’ (etc etc), and the player who makes a mistake is expected to ‘eat’ the error and recognize that it was a skill error that was made by themselves. Players should not get angry or upset at their opponent for their own skill errors if the opponent denies or refuses a ‘take-back’. Players displaying excessive emotion towards an opponent due to being required to eat their own skill errors be requested to take a 5-min break to cool off (NB: this 5-min will use their time-clock allowance).

Any player can call “Pause” at any moment and request a TO or Table Boss to view the board state, check ranges, check movement, check rules (or anything similar). Once a Pause is called, neither player can touch any piece on the board until there is a TO/ Table Boss oversight at which point the game can resume. Calling “Pause” costs the player who called Pause game time on their clock until the game resumes.

UNFAIR ADVANTAGE = CHEATING

Cheating is an attempt (whether successful or not) on anything that generates an unfair advantage via increase the chance of success being obtained. Any evidence of clear, intentional deliberate cheating will see immediate expulsion from event.

Gaining unfair advantage via consistently making "mistakes" on rules to your advantage is cheating. Gaining unfair advantage via loosey-goosey measurement is cheating. Gaining unfair advantage via exerting social pressure on your opponent to give you a take-back for your own skill-error mistake is cheating. Gaining unfair advantage via unethical exploit of the chess clock that burns the opponents time unfairly is cheating. Gaining unfair advantage by not following the dice etiquette is cheating. Gaining unfair advantage by consistently attempting to "push the envelope" (and thus requiring an opponent to be hyper vigilant and use excessive brain cycles in overwatch to stop the 'push') is cheating. Consistently attempting to gain an unfair advantage even when it is stopped and doesn't translate into the game is cheating.

AOS is a complex game:

- Genuine rules mistakes do occur and should first be resolved with an assumption that it was a genuine, innocent mistake.
- However a player who gets their own faction rules or core rules wrong consistently (i.e claiming rules that are more favorable to them than actual) will be viewed as attempting to gain unfair advantage and thus cheating.
- There is 'grey zone' between genuine innocent mistakes that are resolved without game advantage vs consistently pushing the boundary with attempts to gain unfair competitive advantage. It is the solely at Head Judge discretion as to when the line has been crossed between innocent mistakes vs a player having (attempted or succeeded) to gain too many unfair advantages and thus be ruled a cheater and expelled. Given this is Masters, the grey zone leniency on this will be applied in a manner tighter than at most typical events.

Any ruling of cheating and expulsion will see your name shared across the Australian League TO Network to be wary of as a known cheater, and your name will be removed from the League Ladders and any public recognition of your competitive success in the game during Season 2022-23 will be revoked.

TOURNAMENT POINTS

Tournament Points from each game are used in R3 and R4 pairings and for secondary sort ladder mechanics throughout the event. TP's will be based on the 20-0 system of victory point differentials as follows:

VP Differential	Tournament Points (Winner – Loser)
1-2	11 – 9
3-4	12 - 8
5-6	13-7
7-8	14-6
9-10	15-5
11-12	16-4
13-14	17-3
15-16	18-2
17-18	19-1
19+	20-0

ASSISTANT TO'S / TABLE BOSSES

Assistant TO's/ Table Bosses will be around the venue.

Players can refer to a Assistant TO/ Table Boss for a rules calls (with ability to appeal to Head Judge) if they want. Tables Bosses / Assistant TO's can make calls on measurement issues. A table boss/ assistant pause the game (and pause on the game clock) to check a rule if they observe something and believe there is a chance a player is playing a rule incorrectly for advantage. Table bosses will not intervene if the observe someone as playing a rule incorrectly that has a disadvantage to themselves.