



Key Information

I am delighted to first annual SYMPOSIUM SELWG Age of Sigmar tournament. This event will take place during the SELWG show weekend and your ticket includes entry to the show proper on Sunday. SELWG are the oldest Wargames Club in London, serving members of the gaming community since 1971! Their annual show is second only to Salute in size and players will have the opportunity to utilise the **Bring & Buy** sale. You can find out all the details of the show [here](#).

- The event will be a 5 game, 2000 points, Matched Play tournament using the General's Handbook Pitched Battles 2023-24
- List submission deadline is **Saturday 7th October 23.59**.
- Lists will be publicized **Monday 9th October**.
- The R1 draw will be on **Wednesday 10th October**.

I can be contacted at:

Email sunshinecoastaos@gmail.com

Twitter @warbosswilson

Whatsapp on +44 7920813607.

Location

The event will be staged at Lee Valley Indoor Athletics Arena in north London as part of the SELWG show weekend. We will be occupying the mezzanine level. Lee Valley is 10 minutes from the M25, and accessible by various modes of public transport from central London. There is ample free parking on site – the full address is **Lee Valley Leisure Complex, 61 Meridian Way, London N9 0AR**.

The SELWG Bring and Buy!

Turn your expensive hobby into a cost-neutral exercise*! 😊

For many years SELWG have run a much cherished Bring and Buy sale. Bring your unwanted models complete with [form](#), hand them over on Saturday... pick up cash at the end of the event. Bingo!

“One of the highlights of the SELWG show is our bring & buy. You can pick up some great bargains and should you (like most of us) have those piles of unpainted miniatures/unopened games/other hobby related stuff that you haven’t used for years, why not bring it along and let us sell it for you? It’s very easy, print out and fill out the form below (which includes details of the prices), bring the forms and your stuff to the show and leave it with us at the bring & buy so we can sell it for you and give you the cash at the end of the day! Please note, the bring and buy is **CASH ONLY.**”

**maybe*

SYMPOSIUM VOUCHERS

Redeemable vouchers will be awarded immediately after Round 4, allowing players to pick up some merc from the show vendors. Whether hobby prowess or tactical acumen, everybody stands a chance of picking one of these up to spend during extended Sunday lunch break. See list [below](#).

Army Selection

- Allegiance abilities, Core Battalions (including specifying the units within them), Enhancements (including but not limited to Command traits, Artefacts, Spells, Prayers, Triumphs and Unique Enhancements) and Grand Strategies must be listed on your submitted Army List and not change on a game-by-game basis.

List Submission

- Lists **must only** be generated by www.warhammer-community.com/warscroll-builder/
- Players must register and upload their list to <https://my.statsandladders.com/tournaments/list/e0aad4a8-ec65-459d-b430-d52a07ed79b3>
- There is no excuse for late lists!

Round Times

Saturday

Registration 09:15 - 09:30

Round 1 09:30 - 12:15

Lunch 12:15 - 13:00

Round 2 13:00 - 15:45

Round 3 15:45 - 18:30

Sunday

Doors Open for tournament players 09:45

(Show Doors / Bring & Buy opens 10:00)

Round 4 10:15 – 13:00

Lunch 13:00 – 14:00

Round 5 14:00 – 16:45

Show Doors close 18:00

Refunds

Please note the last date that refunds will be issued will be September 14th. Thereafter refunds will continue to be issued **only** if the event is sold out with a waiting list.

Accommodation

Hotels and camping are both close by (camping is literally next door):

<https://www.visitleevalley.org.uk/en/content/cms/where-to-stay-and-short-breaks/camping-caravan/accommodation/#edcamping>

and 1Km away...

<https://www.visitleevalley.org.uk/en/content/cms/where-to-stay-and-short-breaks/sewardstone-campsite/>

Nearest event to public transport

<https://www.premierinn.com/gb/en/hotels/england/greater-london/london/london-edmonton.html>

Best hotel for proximity to venue/M25

<https://www.premierinn.com/gb/en/hotels/england/essex/waltham-abbey/waltham-abbey.html>

Food and Drink

Food is not included and is reflected in the ticket price. On Sunday during the SELWG show there will be a range of onsite food trucks to choose from. On Saturday feel free to bring along a sandwich and some energy boosting snacks, you can bring food into the venue. Alternatively, there is a nearby Costa Coffee offering the usual fare. Water is freely available at the venue.

Time Keeping and Fair Play

- All players should familiarise themselves with, and abide to, the principles as laid out in The Player's Code.
- TO's reserve the right to impose penalties and conditions upon teams/players as they see fit.
- Every player must be sure their chosen army is capable of deploying and playing 5 turns in 82.5 minutes.
- If players fail to reach game conclusions in the permitted time, they may be asked to use an Organiser clock.
- If **both** players in any one match agree (e.g., for practice) to use a clock, both players should set equal time remaining before deployment.
- If players wish to use clocks, they must provide them.

Scenery

Each table will have one of the four different Scenery Biome profiles:

- Wilderness – 1 Defensible, 2 Wlydwoods, 3 Impassable, 3 Cover.
- Plain – 1 Defensible, 3 Impassable, 3 Cover.
- Urban – 4 Defensible, 1 Wlydwood, 3 Cover.
- Woodland – 4 Wlydwoods, 1 Defensible, 1 Impassable, 1 Cover.

Setting up Scenery:

- Players should follow the steps on the Battleplan being used.
- Players should then roll on the Mysterious Terrain table (28.1.3). Players should have suitable tokens, dice or markers.

Only four scenery profiles will be used:

Cover

Please follow the Core Rules (17.1.1)

Wlydwood Scenery

Please follow the Core Rules (17.4.1)

Defensible Scenery

Please follow the Core Rules (17.1.2) and (17.2). In addition, please note the following:

- There will be no Very Large garrisons.
- There will be a maximum of one Large garrison on any one table.
- [House Rule] Defensible scenery may not be within 6" of more than one Objective.
- [House Rule] Only Heroes with a Wounds characteristic of less than 10, and other units with a Wounds characteristic of 4 or less may Garrison. Neither may be Artillery nor Behemoth and may not have mounts (with the exception of companions).

4 - Impassable Scenery

- Units may not be Set Up nor end a move upon Impassable Scenery.
- Impassable Scenery does not obscure (use true line of sight for establishing targeting).

Battleplans

Announced after list submission.

Scoring

- Game scoring shall be using the 20-0 differential system.

Margin of Victory	TP Winner	TP Loser
Draw	10	10
Minor Victory	11	9
1-2	12	8
3-4	13	7
5-6	14	6
7-8	15	5
9-10	16	4
11-12	17	3
13-14	18	2
15-16	19	1
17+	20	0

Army Presentation

All armies must be fully painted, cohesive, and based on appropriate round and oval bases. An acceptable tabletop standard is that which displays a level of effort irrespective of ability. Alternative GW and non-GW models may be used provided it is abundantly clear what they represent.

Examples of armies **not** meeting 'acceptable tabletop standard':

- A 'concept' army rattle-canned or airbrushed in a monochrome fashion with a few token highlights of another colour.
- An army comprising of models with starkly inconsistent painting schemes and bases.
- An army suffering only painted bases, with no other techniques.

Any unpainted figures, incorrectly sized bases, or unpainted bases may be removed, and teams may be docked TPs at the TO's discretion. Reinforcements / Summoned Units must conform to all the above rules.

'Best Appearance' will be decided by the organisers. Players with a commendation will be announced after Round 4 and will receive a prize.

Awards & Prizes

There will be **two** stages of Awards and Prizes.

After **Round 4**, before breaking for lunch, vouchers redeemable with SELWG vendors will be awarded for the following:

'The Yellow Jersey' – The leader after Round 4.

The best placed 3-1 player.

The best placed 2-2 player.

The best placed 1-3 player.

The best placed 0-4 player.

Any player with a commendation from the organisers (8-10 prizes).

After **Round 5**, the trophy presentation will take place for the following:

Tournament Winner.

Tournament Runner up.

Tournament 3rd Place.

Best Sport.

Best Appearance Winner.