



Lord of the Mounds 9 Tournament Pack

1/3 - 2/3 2025

Welcome

Welcome to the tournament pack for Lord of the Mounds 9, the Warhammer Age of Sigmar tournament held in Uppsala, Sweden, during the weekend of 1st-2nd March.

When and where

The event is held at Vaksalaskolan in Uppsala (Väderkvarnsgatan 25, [Google maps](#)). The event starts at 8:30 am on March 1st of March and ends in the early evening of Sunday the 2nd. The venue will be open Friday night from around 6pm if you want to leave items or just stop by.

Registering

In order to register for the event you need to pay the fee of 450SEK. If possible this is best done using Swish to 0762565313 (Erik Sundberg). If you are not able to use Swish please contact the organizers for a different way to pay. The tournament will be managed using the website Milarki.com, which means that you need to register an account on that site (<https://www.milarki.com/>). Registration there is free. You will get an invite to the event page on Milarki after your fee is received (please send your Milarki account email along with your payment to make this easier).

You can find the event on Milarki [here](#)

List submission

All lists need to be submitted no later than Sunday, 23 February. You submit your lists by uploading them to the event on Milarki.

Schedule

Saturday

8:30	Intro and instructions
9:00 - 12:00	Round 1
12:00 - 13:00	Lunch
13:00 - 16:00	Round 2
16:30 - 19:30	Round 3

Sunday

9:00 - 12:00	Round 4
12:00 - 13:00	Lunch
13:00 - 13:15	Voting for painting
13:15 - 16:15	Round 5
16:15 - 16:30	Award ceremony

Battlepack

The tournament will use the Matched play battlepack from Generals Handbook 2024-25, with some specifications on battleplans, terrain and such noted below.

Point limit and painting requirements

We are playing 2000 pts, and all models in all armies must be finished to a battle ready standard.

Battleplans

At the start of the round, the TO will randomize which battleplan is to be played, picked from the full list of available battleplans in the battlepack. No battleplan will be played twice.

Terrain

Each table will have a set of terrain which will be used to build the battlefield according to the terrain maps for the battleplan to be played. The event will use the terrain maps provided in the battlepack.

Houserule: Line of sight and measurements

No part of a model that extends outside of the base of the model or is above either the head or the shoulder (whichever is highest) is used for the purposes of measuring, checking line of sight or any similar rules purposes.

Models that do not have a base are not affected by this houserule.

Round time

After terrain has been placed all actions, including such things as deployment and getting explanations on your opponent's rules, will be on each player's time. Each player has 85 minutes to finish their game on.

Running out of time

If a player runs out of the 85 allotted minutes that player can no longer perform any actions in the game such as using abilities, and all die rolls made by the player are automatically considered to have the worst possible result. All remaining models count against contesting objectives as normal and the timed-out player can still score victory points according to the battleplan used (that means that if the player had time left to pick a battletactic those points can still be scored at the end of the turn if the conditions are met).

Scoring

The result of the game will yield tournament points according to this table:

Result	Tournament points
Major Win	4
Minor Win	3
Draw	2
Minor Loss	1
Major Loss	0

The ranking of the players will be based on their accumulated tournament points. In case of ties a series of tie-breakers will be used.

Tie-breakers

If players are at the same amount of tournament points they are ranked according to the following (in order):

1. Accumulated victory point differential
2. Total amount of completed battletactics
3. Victory point total
4. Strength of schedule
5. Coin toss

Pairings

In the first round of the tournament all pairings are randomized, with the exception that players will not face members of their own club in this first round.

For the following rounds pairings are made using the swiss system.

Video stream

One of the tables will be set up to stream the game being played on the Asylum Wargaming channel. There will not be any commentary on this game, instead the players will have microphones attached in order to allow them to narrate their own game. Being on the stream is absolutely voluntary, the game will only be recorded if both players approached by the TO agree to be on the stream.

Awards

During the tournament you will compete in four different competitions in parallel.

Best General

This is simply based on placing well in the competitive event. Whomever wins the most games and, if needed, scores best on the tiebreakers will get the title.

Painting competition

This year we run an open Age of Sigmar painting competition. That means we accept a wide variety of entries, you can enter a single model, a unit or even a diorama. Nothing larger than a square foot and we expect you to have painted the piece during the year. The winner will be voted on by the participants.

Storyteller competition

The army you play during the tournament will be judged throughout the event based on a metric of how well it presents and represents the Age of Sigmar lore. This includes things such as color schemes, storytelling through individual models, theming and such things. The winners of this will be presented by the end of the tournament.

Best Overall

Finally, your performance in the above competitions will be added together to get a winner of the Best overall category. This is also the player who will receive the golden ticket to the World Championship of Warhammer in Atlanta, USA.

Scoring Best Overall

The winner of the Best General competition gets 50 points towards winning Best Overall, while the player finishing last gets 1. All placings in between gets a score evenly spaced between those two. The exact score will vary according to the number of participants.

Similarly the winner of the Painting competition gets 25 points, with the last finisher getting 1. If a player has not submitted an entry for the Painting competition that player gets 0 points. If players are tied on the number of votes then those points will be shared.

The podium for the Storyteller competition gets 25, 20 and 15 points respectively. The judges will also name a number of honorable mentions, at their own discretion, each worth 5 points.

Adding these up all players will have an overall score between 1 and 100, and the top scorer is named Best Overall. In the case of a tie the placing in the Best General competition is the tie-breaker.

