SYDNEY SLAUGHTER 2026

A WORLD CHAMPIONSHIPS OF WARHAMMER EVENT

PRESENTED BY MORTALLY WOUNDED

Intro

What is this document?

- This is the player pack, which contains all the important information about Sydney Slaughter such as what you need to bring, the timetable and general information about the event itself.
- You should make sure you read the full document as it contains lots of useful information regarding scoring, prizes, tables and terrain, expected conduct and 3D printing!

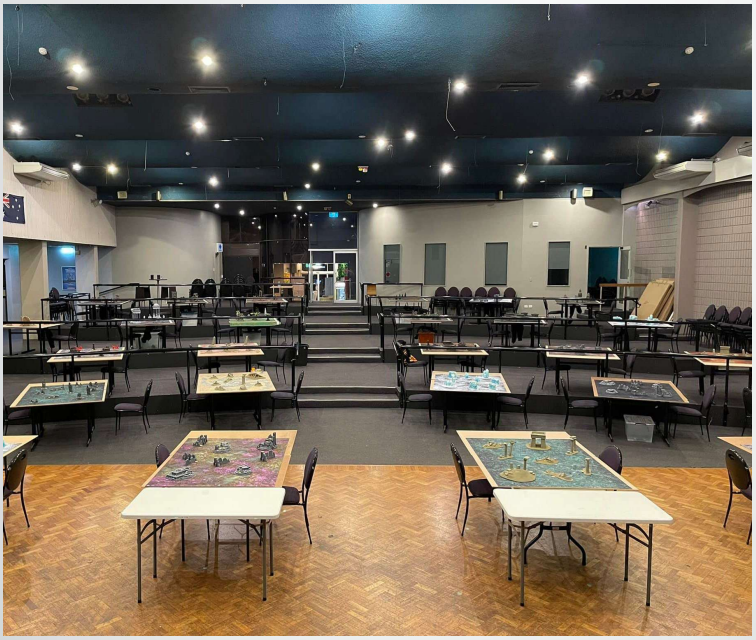
Tournament Organisers

- Your Tournament Organisers for the weekend are Mortally Wounded Podcast hosts Chris Welfare and James Maybury.
- If you have any questions regarding anything in this document please feel free to email your comments or questions to Chris Welfare at Chris@MortallyWoundedPodcast.com.

The Event

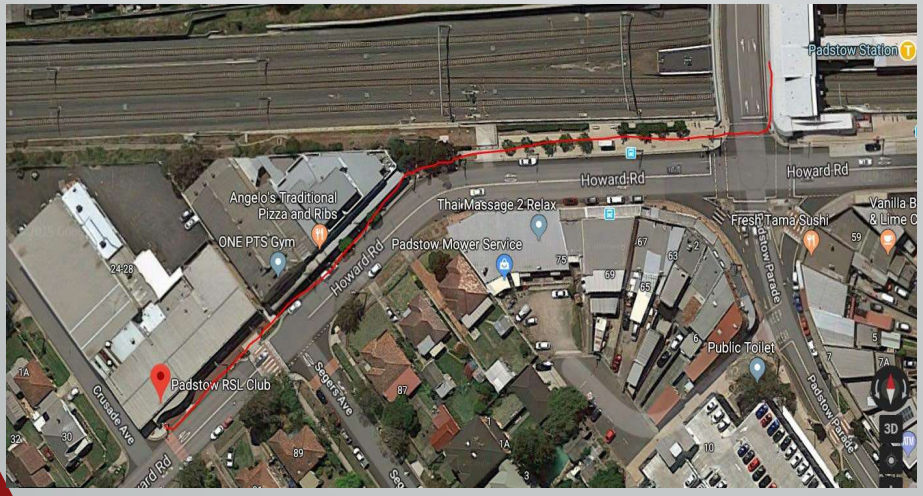
The Venue

- Padstow RSL, 24-28 Howard Rd, Padstow NSW 2211
- As the club is a licensed venue, all attendees must be 18+ years old, or minors must be accompanied by a guardian.
- The function hall at Padstow is a great place for our 70 player event, with tables nicely spaced and the top 8 tables all having an additional sideboard.



Transport and parking

- The club is just a few minutes walk from Padstow train station, and also has a car park situated behind the RSL, off of Crusade Ave, see below:



The Venue

Some shots from previous years so you know what to expect! – Lots of space!

Tickets and Payment

- There are three different ticket options this year to accommodate the expansion of the side-painting competition the Mortal Blade.

- Tickets go live at 12pm (Sydney time) Saturday 7th March on our website here:

https://mortallywoundedpodcast.com/shop/

- Ticket options below:

1. Gaming only - $100 (plus processing fee (approx. $3))
2. Mortal Blade painting comp only - $20 (covers three entries) (*plus processing fee)
3. Combined (both Gaming and Mortal Blade entry) - $110 (*plus processing fee)

- Tickets for the Mortal Blade painting competition are available via our website below up until a week before the event (Friday 29th May) at the link below:

https://mortallywoundedpodcast.com/product/mortal-blade-painting-comp-3-entries/

- Refunds will be given (for both ticket types) up to midnight 3 weeks before the event (Friday 15th May), after which date refunds will not be offered – in the event you need to drop after this date, we highly recommend contacting people on the waitlist to arrange for them to buy your ticket directly from you.

- Cost of entry covers venue hire, terrain, boards, trophies, prize support and administration. Money from ticket sales will be allocated to the relevant event, i.e. only money from Mortal Blade painting comp. ticket sales will be used for Mortal Blade prizes etc. while tickets purchased for just the Gaming event will only go into the Gaming event prize pool.

Sydney Slaughter 2026 – A World Championship Qualifier Event

Warhammer World Championship Invite

The winner of this event will be offered a Golden Ticket to the Age of Sigmar Warhammer World Championship, to be held in Barcelona, Spain from 3rd – 6th December 2026. This Golden Ticket covers the cost of entry to the event, and in addition the winner of will receive assistance with the cost of your flights and accommodation!*

If you cannot attend, the prize will be awarded to the next highest placed player. The winner of the Sydney Slaughter will have until September 30th 2026 to book their flights and accommodation and take advantage of this awesome opportunity.

After this, we will offer the prize to the 2nd place finisher, then 3rd place until we have a confirmed champion. Should you win the event and know you unfortunately cannot attend the Warhammer World Championship event, please let Chris and James know ASAP so we can offer it to the next person in line at the earliest opportunity.

*Flights and accommodation paid for to the value of $1,500 AUD. Any cost incurred above this will need to be covered by the recipient of the Golden Ticket.
This is not a cash prize. It will only be paid towards flights & accommodation for the Golden Ticket holder.

Food and Drink

- There is a restaurant at the venue, Eat Up, serving a good menu of pub staples, steaks and other specials and we are hoping to have some Slaughter specials available for attendees.
- A link to the full menu can be found below:

https://padstowrsl.com.au/dining

- As with last year, there will be special themed cocktails available for attendees with a great price point! (Last year's below):

- Please note, you **MUST NOT** bring external food or drink into the venue. If you wish to bring your own food and drink, this must be consumed off-premises. However we encourage participants to eat and drink at the venue to support them in return for hosting us.

Schedule of Events

Saturday 6th June – Sunday 7th June

Note, there is a late start on the Sunday due to venue restrictions, however we hope players will enjoy the sleep in after a fun and full Saturday!

We will announce scenarios at a later date, likely after reviewing the April FAQ.

- **Day 0 (Friday Night)**
- Set-up – Friday Night Magic! Come down to the venue, have a drink, play some Commander!

- **Day 1**
- Registration: 09:15 – 09:30
- Game 1 – Noxious Nexus - 09:30 – 12:15pm
- Lunch 12:15 – 13:15
- Game 2 – Linked Ley Lines - 13:15 – 16:00
- Game 3 – Grasp of Thorns – 16:15 – 19:00

- **Day 2**
- Day 2 Registration: 10:00 – 10:15
- Game 4 – Lifecycle - 10:15 – 13:00pm
- Display armies – 13:00 – 13:15
- Lunch and painting voting: 13:15 – 14:15
- Game 5 – Roiling Roots – 14:15 – 17:00
- Wrap-up & Awards Ceremony: 17:30 – 18:00

<u>Saturday Evening Events - (Dinner throughout)</u>

• 20:00 – Late – Dinner, drinks and socialising inc. AoS-themed Games/trivia!

We really encourage people to stick around for the whole day and evening, it's always a good laugh!

Army Selection

- 2,000 point armies will be selected using the Pitched Battles restrictions of matched play per the current General's Handbook.

Army List Submission

- All army lists need to be submitted to Chris@MortallyWoundedPodcast.com on or before **Friday 15th May 2025**.

Tournament Software

- We will be using Milarki to run the event for the first time this year
- A link to registration for the event can be found here:

https://www.milarki.com/tournaments/sydney-slaughter-2026

It is also included in the Event Details section of our Facebook event (Sydney Slaughter 2026) where all important updates will be posted:

https://www.facebook.com/share/1b4TggQT7L/

- Army lists will be collated and published prior to the event. To aid this, army lists should be submitted using the export function of the List Builder in the AOS App (STORM FORGE). Any lists submitted not using this format will not be accepted and will be sent back.
- All weapon options must be selected, as prompted by the List Builder, e.g. Akhelian Allopex needs to have either 'Razorshell Harpoon' or 'Retarius Net Launcher' selected.
- Battalions and Enhancements must be recorded on army lists. **If any Enhancements are missed on list submission and identified after deadline players will be able to update their lists to include these, however they will count as "late to the table" meaning their opponent will automatically have priority in the first battle round regardless of drops.**
- Please enter the subject of your email as below:

Name – Club – Army Allegiance

Awards - Gaming

- **1st Place - Golden Ticket and flights and accommodation to the Warhammer World Championship!***
- **2nd and 3rd Place**

These awards will be presented to the three players with the highest total Tournament Points (includes Battle Points (BPs), List, Paint and Gamesmanship points)

- **Best Order**

Awarded to the highest non-podium placing Order player based on combined BPs and Gaming TPs (excluding Paint & Sports)

- **Best Chaos**

Awarded to the highest non-podium placing Chaos player based on combined BPs and Gaming TPs (excluding Paint & Sports)

- **Best Destruction**

Awarded to the highest non-podium placing Destruction player based on combined BPs and Gaming TPs (excluding Paint & Sports)

- **Best Death**

Awarded to the highest non-podium placing Death player based on combined BPs and Gaming TPs (excluding Paint & Sports)

- **Best In Factions**

Will be awarded to the player for each faction with the highest total combined BPs and Gaming TPs

- **Best Opponent**

Awarded to the player who receives the highest number of **Best Opponent Points.**

- **Runner up Best Opponent**

Awarded to the player who receives the second highest number of **Best Opponent Points.**

- **Wooden Spoon**

Awarded to the player with the lowest total **Tournament Points.**

*Flights and accommodation paid for to the value of $1,500 AUD. Any cost incurred above this will need to be covered by the recipient of the Golden Ticket.

This is not a cash prize. It will only be paid towards flights & accommodation for the Golden Ticket holder.

Awards – Gaming cont.

<u>Tournament</u>

- **Coolest Army - Players Choice**
- Awarded to the player who receives the most 'Coolest Army' player votes.

- **Runner up Coolest Army – Players Choice**
- Awarded to the player who receives the second most 'Coolest Army' player votes.

- **Best Painted – Judges Choice**
- **Runner up Best Painted – Judges Choice**

New Army Books, FAQs, House Rules, etc.

New Army Books

New Battletomes released up to 1 week prior (May 8th) to list submission deadline (May 15th) will be playable with the provisions below.

Battletomes that have not been released on 'general release' and are only available as part of a special box by list submission deadline will not be legal and old book will apply.

FAQs

- Official FAQs are available at the following address:

https://www.warhammer-community.com/faqs/

- Any recently released army book which has not yet had an FAQ released for it will be reviewed by the TO's prior to the event and we reserve the right to House Rule any potentially contentious rules within the book. Any such House Rules will be published prior to list submission deadline on May 15th.

House Rules

- Measurements to and from any Terrain features are to be made to any part of the model. E.g. The Gloomtide Shipwreck should not be measured to the small central piece connecting it to the table. This is to stop anything being abused in an unintended way with large models physically not being able to make contact with the 'base' due to the overhang of the ship sides or the terrain piece being placed in a way that creates a smaller than 3" gap between objectives/ other terrain.

FAQs

- All FAQs released by list submission deadline will be in effect.
- FAQs relating to this tournament pack will be added below as and when they are asked:
- DOK – Any actions resulting from triggering activation of any Blood Rites effects are permissible per the options stated in the rule and ignore any other restrictions – e.g. Shadow Queen may move more than once in a movement phase should it already have moved and then a Blood Rite is triggered in the same movement phase. It may not move twice if using a Blood Rite MOVE first.

Scoring

- The overall event will be determined by W/D/L, i.e. all 5-0's will place above 4-1's regardless of Differentials, assuming no significant differences occur due to List, Paint and Sports points, as these will still be added to total scores.

- A Win will be awarded 20 points, a Draw 10 points and a Loss 0 points. Therefore someone with a 4-1-0 record would place above a 5-0-0 if there is more than a 10-point difference in combined, List, Paint and Sports scores between the two participants in favour of the 4-1-0 player.

Tiebreakers

- Differential
- Victory Points
- Strength of Schedule will be the 3rd tiebreaker if required.

Round Pairings

- Round pairings will be random for the first round, grudges are allowed if agreed by both players and notified to the TO ahead of pairings announcements.
- After round 1, pairings will be based on W/D/L, followed by the tiebreakers above. This ensures players are always playing against an opponent of equal standing during rounds 2-5.

Models, Painting and Basing

- Models are expected to be fairly WYSIWYG. Conversions and suitable alternative models are allowed however, so if you have a cool conversion or unusual model, please contact the TO for approval. Armies are to be fully painted to at least a three-colour minimum across every model (undercoat and spot colour is not sufficient).
- Paint scores will be scored against the painting rubric below, with scores capped at 20 out of a maximum 35 points available. Anyone being given less than the 20 cap for painting points will be notified at the time of assessing their army.
- **Unpainted models are not allowed. You will be asked to remove unpainted models from the table.**
- All models must be on round/ oval bases for gaming purposes.
- **Painting Rubric**

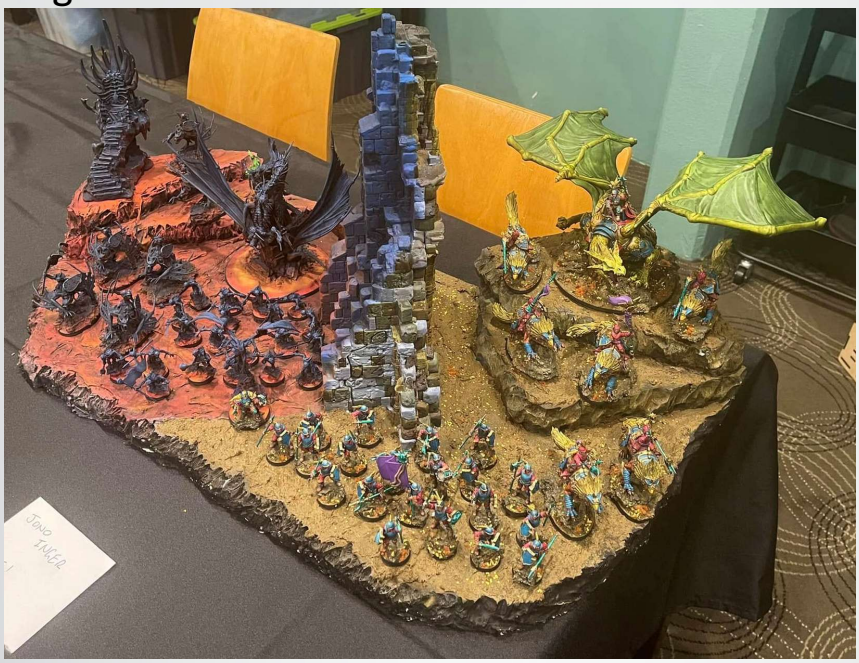
Criteria	Points
The army is entirely painted to a three colour minimum standard.	6
Basic details of models are painted (i.e. gems, arrow tips, etc)	5
All models have consistent basing material/paint applied to all bases	3
When looking at the army it is visually cohesive	4
Painting Technique	
Basic shading, highlighting, drybrushing	2
Tabletop Standard Painting Subtotal	**20**
Advanced Painting Technique	
Army displays advanced painting techniques (detailed layering, highlighting, blending, Non Metallic Metal, Object Source Lighting, etc.)	1-3
Freehand	
Models display use of basic freehand or decals OR	2
Multiple models display strong use of freehand or freehand painted to a high level	3
Modelling	
Some models have been converted (kit bashing, green stuff sculpting etc.) OR	2
The army displays extensive conversions	4
Basing	
Models have detailed basing	3
Models are presented on a display board which matches the appearance of the army	2
Total Available (Capped at 20)	**35**

3D printing and Alternate models

- 3D printed models are 100% allowed!
- There are no restrictions to the amount of 3D printed models your army contains, it can be entirely 3D printed - this is to encourage creativity in the hobby and we have seen some awesome entirely 3D printed armies in the past and don't want to discourage this.
- All 3D prints must receive pre-approval from the TO however and follow the 3 rules of Effort, Quality and Fit as below:
- Rule of Quality – Is the quality of the sculpt and print of high level (i.e. printed on a HD resin printer vs FDM (filament) printer) so that it is of equal or higher quality than traditional plastic multipart kits? If answer is yes, approval likely given, if not, approval likely not given.
- Rule of Effort - Has an equal or greater amount of effort gone into assembly/ printing and painting of the model(s) to any other non-3D printed model we would see attending the event? If answer is yes, approval likely given, if not, approval likely not given.
- Rule of Fit – Does/Do the model(s) fit the aesthetic of the army as a whole, i.e. is the 3D print a suitable alternate that does not look out of place with the rest of the army, or in the case of numerous models/ entirely 3D printed armies, do all models follow the same aesthetic and look suitably recognisable as the official models they represent (models are of correct scale, units are identifiable from one another)? If answer is yes, approval likely given, if not, approval likely not given.
- An example of an acceptable 3D printed army is included on the following page.

3D printing and Alternate models cont.

- An example of a fully 3D printed, alternate army that is more than acceptable (actively encouraged – we love to see this level of creativity!) at Sydney Slaughter is shown below:



* Credit to Jono Inger.

- The army above represents a Flesh Eater Courts army mid delusion! All models in the army meet the 3 rules of Effort, Quality and Fit.
- Quality - The sculpts and prints are of high quality with great detail.
- Effort - Significant effort has been taken in the preparation and painting of all the models (Even the Nightmare side, while in a greyscale style, this has been done with skill and is not just black sprayed with a grey spray can, and OSL has been used with the base colour).
- Fit – Lastly all the models clearly fit the theme and are easily identifiable. The different units of Morheg Knights for example are all obvious as to what they are when looking at the opponent's list and models.
- There is minor room for improvement with the above models due to simplistic painting of the 'Nightmare' side of the army, however the models, when presented together, more than meet the required standards, with the Brettonian side clearly demonstrating good painting.

Gamesmanship

Due to the change in tournament software this year to Milarki, which currently does not have functionality to do round by round softscores, combined with Slaughter's reputation for generally being a sportsmanly event, we have decided to remove the round by round Gamesmanship points this year to ensure the smooth running of each round.

Instead, any players experiencing an issue with any of their opponents in breach of any of the Gamesmanship points below, should report such issues to a TO with valid justification. Their opponent's overall score will be negatively adjusted down by 1 point per item below to a maximum of 5 per game. Therefore it is possible to be penalized a maximum of 25 points across the tournament. However anyone receiving a penalty of 2 points or more in a game will be notified of such by a TO at the conclusion of the round. Additionally anyone penalizing opponents more than 1 point in a round will also be reviewed by TOs.

Gamesmanship Criteria
Opponent was on time and prepared for the game - They had dice, tape measure etc.
Opponent explained the key mechanics of their army to you before the game commenced.
Opponent was clear with their actions, intent and dice rolling - Explaining what they were rolling for before rolling, declaring intent for models and rolling in a visible place, allowing their opponent to confirm the rolls.
Opponent was tight with their measurements – Pre- measuring distances and agreeing with their opponent before moving models.
Opponent maintained a friendly demeanour throughout the game – Gracious in victory or defeat.

Conduct/ Leading by Example

Conduct

- We expect all players to demonstrate sporting conduct throughout the event. This extends to good personal conduct. Players should act appropriately and do nothing to make any other person feel less than perfectly safe and welcome.
- Any player who feels unsporting conduct is taking place should speak to the TO. If you feel the issue may affect the outcome of a game in progress, you must alert the TO during the game.
- Unsporting conduct may result in deduction of tournament points, and serious or repeated offences will result in automatic game losses or disqualification.
- During deployment, both players should take 5-10 mins to explain the core mechanics of their army to their opponent and give their opponent the opportunity to ask any questions, such as effective ranges etc.
- It is not expected that every single rule should need to be explained to opponents upfront as this would be onerous, however core mechanics such as battle traits and enhancements should be explained and any direct question should be answered.
- We have decided to trial reducing round times this year by removing the additional 15 minutes we have historically included in event timings to see if it impacts the number of games finishing on time.

Leading by Example

- Players will be expected to know the majority of the Core Rules and the rules of their army.
- Regular, high-level tournament players (those finishing within the Top 50 of the final 2024 Australian Rankings season) will be expected to get rules right and while mistakes can happen, should a TO be made aware that a significant misplay of a Core Rule or army mechanic occurred during a game, it will be expected that the player who misplayed will forfeit the game. We hope that most players would do this of their own accord, but given the nature of the 1st place prize this year, TO's will make a ruling on behalf of the players involved. So it is in your best interest to play with honesty and integrity as a forfeit will take you out of the running!

Timing Out / Slow Play

- A game of Age of Sigmar is intended to be 5 turns and all TO involvement in decision making will assume 5 turns would be played if our involvement is needed.
- Any game that has not finished after “dice down” is called at the end of each round, will be reviewed by the TO with discussion with both players to ‘resolve’ the most likely outcome of the game as if 5 full battlerounds had been played. The TO’s decision on this outcome is final; any player arguing with the TO over any such decision will be penalised -10 TPs. **Players should make every effort to finish their games within the allotted time to avoid this outcome.**
- While allowances should be made for newer players in the sport of the game, deliberate slow playing to affect the result of a game will be heavily frowned upon.
- Any player being notified to the TO as potentially slow playing for advantage will be given a 5TP penalty and a warning from the TO. If they are notified a second time, they will receive a further 10TP penalty and final warning. A third notification will result in disqualification.
- That being said, players will be expected to prompt their opponents to speed up if they are concerned they are being slow played. Players should only report their opponent for slow playing to the TO at the end of the game if speed did not improve after several prompts.
- Chess clocks will be in use on the top 3 tables for Games 4 and 5 only. This is to ensure the games determining the podium are not impacted by any potential slow play issues.

Chess Clocks

- Chess clocks will be in use on the top 3 tables for Games 4 and 5 only. This is to ensure the games determining the podium are not impacted by any potential slow play issues.
- Summary of how to use chess clocks is provided below *credit to Sam Morgan whose event pack the below is taken.

HOW TO USE CHESS CLOCKS

- The following rules will be in use regarding chess clocks. The responsibility is on both players to ensure time is used correctly.
- The Active player is the player who is currently taking their turn and has the clock running on their time. The Inactive Player is the player who is not currently taking their turn.

TIME PAUSING

- Time on a chess clock may only be paused by a member of the tournament team and to resolve an important issue regarding the game.

TIME USAGE - SETUP

- The chess clock is activated once the roll for first deployment or deployment zones is made. The player who wins the roll begins the clock on their time. Only the active player can deploy their units.
- After armies are deployed, the Player who deployed first becomes the active Player and can decide who goes first or second.
- Any interruption caused by an ability can be carried out, and the Player, whose ability is triggered, becomes the active Player. Time then resumes with the player who is taking their turn (see next)

Chess Clocks continued

TIME USAGE - DURING GAME

- Time will always be used by the active player with the following exceptions.
- Switching time is the responsibility of both players
- An inactive player becomes active in the following cases:
  - The Inactive player asks active player to look up a rule
  - The Inactive player must roll save(s)/damage/ward(s)/attacks or make a dice roll during the Active player's time.
  - The Inactive player must remove/replace/move models
  - The Inactive player is unbinding prayers/spells
  - The Active player cannot continue to play until the Inactive player takes an action
  - A special rule that requires any action during the active player's turn (blood tithe charges, Lumineth shooting phase movement etc.)

TIME EXPIRATION

- Should one player run out of time, they are not allowed to take any action in the game, and they immediately become the inactive player.
- They cannot interact with the game except by performing the following actions:
- To assign wounds and remove models
- Any action that must be performed for the game to continue (e.g.: Armour)
- During these exceptions the active player may pause their time only during these actions.
- Should both players run out of time; they will become inactive players with the mentioned exceptions above.

Full Scoring Rubric

Painting and Army List Points	**Total 20 TPs**
Army list submitted late	-5TP
Army Painting Score per detailed list	Up to 20 TPs
Gaming Points	**Total 125 TPs**
Available points per game	20 TPs
Gamesmanship Points per game	5TP
Sports Points	**Total 15 SPs**
Best Opponent Vote	3SP (each)
Second Best Opponent Vote	2SP (each)
Third Best Opponent Vote	1SP (each)
Total	**160 TPs**

We are using a traditional W/D/L combined with the BCP differential scoring system to recognise and reward stronger Major Wins and to not overly penalise the losers of close games.

A Win is worth 20 TPs;

A Draw is worth 10 TPs; and

A Loss is worth 0 TPs.

Tables and Terrain

Tables

- All tables will be fully provided with mats and terrain, so players do not need to bring terrain.
- All mats will either be the correct gaming size (60” x 44”) or will be pretaped to correct gaming size – see examples on the next page

Terrain

- Every single table will be fully furnished with at least 8 pieces of terrain. We will do our best to ensure each table has appropriate terrain per the terrain maps (4 large and 4 small).
- Terrain warscrolls will not be used unless they are purchased as part of your army (i.e. terrain pieces gained from Allegiance abilities).
- Anything marked as Obscuring, Obstacle, Unstable etc. per the terrain maps should be adhered to.
- As many Terrain pieces do not have a base, measuring and movement regarding Terrain is to played ‘as is’. That means, models with small enough bases can walk between the gaps of doorways etc. unless that piece is impassable.

Example Tables and Terrain

Sponsors

Mortally Wounded would like to thank all of our event sponsors, without whom we would quite simply not be able to put on the event that you have all paid for.

We are delighted to accounce our Major Sponsor for 2026 is Inn Games!

Cam and the team at Inn Games have provided an absolutely massive level of support to help elevate the event this year.
Community events like Sydney Slaughter simply do not happen without businesses willing to support players, hobbyists, and organisers, and the support from Inn Games has honestly been incredible.

Padstow
RSL CLUB

Disclaimers

- This event is organised independently by Mortally Wounded (Chris and James) and is not affiliated with or administered by Games Workshop in any way. Any rights you may have are solely as against Mortally Wounded and Games Workshop has no liability for any actions or omissions of the event organisers in connection with the event. In the event of any issues, please contact chris@mortallywoundedpodcast.com
- The Warhammer World Championship event is organised by Games Workshop Ltd and is not affiliated with Mortally Wounded in any way. Any rights you may have regarding the Warhammer World Championship are solely as against Games Workshop Ltd and Mortally Wounded has no liability for any actions or omissions of the event organisers in connection with that event. The Golden Ticket prize is provided “as is” in cooperation with Games Workshop and Mortally Wounded are not responsible for the validity of the Golden Ticket entry to the Warhammer World Championship event and no reimbursement or compensation will be made by Mortally Wounded for any issues arising with or from the use of the Golden Ticket or any changes made to the Warhammer World Championship event.
- Please note that filming/photography will be taking place at this event for promotional and archival purposes. By attending the event, you agree that your likeness may be used for these purposes. The photographs and recordings made are likely to appear on our website, social media pages and/ or the Games Workshop website. If you would prefer not to be photographed or filmed, please let the event organiser or photographer know in advance of the event.
- For further information or if you have any questions relating to data protection please contact chris@mortallywoundedpodcast.com