



Foolcon 2025 – Player’s Pack

Details:

This **Warhammer: Age of Sigmar** Singles Tournament is a 64-player, 2000pt event, scheduled to run on April 5th and 6th at The Oaks Hotel, 25 Annand Street, Toowoomba City, 4350.

This Grand Tournament will be held over 5 games (3-Saturday, 2-Sunday) with prize support for the Top 3, Best Painted, Best Sports and includes Random Door Prizes. Loot Bags have been organised by **Polymath Tabletop** for each attending player.

The Tournament Organiser for this event is: **Matthew Dale**

The Event Organiser for Foolcon is: **Henry Wagner**

A dark rectangular box with a thin white border containing the word 'MATHHAMMER' in a white, serif, all-caps font.

Tickets:

Tickets for this event are \$80ea and will be available through the **Polymath Tabletop** website - <https://polymathtabletop.com.au/events/>. If you miss out, please contact the Tournament Organiser to be placed on the Waiting List.

Signup:

This event is live on Stats & Ladders. Please [register here](#) once you have purchased a ticket. All pairings and scoring will be done through this website.

Accommodation:

Rooms are available at the venue. Please use discount code 'ourevent' to receive an approximate 17% discount (exact amount may differ based on market price). The closest carpark is across the street at 40 Annand St. Paid parking is required up until 11:30am Saturday and is free thereon until the end of the event on Sunday.





Schedule of Play:

Saturday 5th April, 2025

8:00am – 8:30am – Event Registration

8:45am – 11:30am – Game 1 (Feral Foray)

11:30am – 12:30pm – Lunch

12:30pm – 3:15pm – Game 2 (The Better Part of Valour)

3:30pm – 6:15pm – Game 3 (Shifting Objectives)

Sunday 6th April, 2025

8:00am – 8:30am – Attendee Review & Matchmaking

8:45am – 11:30am – Game 3 (Limited Resources)

11:30am – 12:30pm – Lunch

12:30pm – 3:15pm – Game 5 (Close to the Chest)

3:15pm – 4:00pm – Clean up

4:00pm – 4:30pm – Awards and Presentations



Grudge Matches:

Grudge matches (fixed Game 1 pairings) are permitted. Please contact the Tournament Organiser to organise your Grudge match.

Round Timers:

A Round Timer of 2hrs, 45mins is allocated to each game. The use of a Chess Clock is encouraged to assist in keeping to this time. Once this Round Timer expires, the Tournament Organiser will call for **Dice Down**. No more dice rolls are permitted past this time. Players must calculate their total score as at the end of the current or previous battle round (up to the players agreement). The Tournament Organiser may be called to make this decision for the players, if an agreement cannot be made.

Pairings:

Competitive Pairings will be enabled for this event, meaning that after Game 1, 1st on the Ladder will play 2nd, 3rd will play 4th, etc. This ensures that the players will be best matched according to their performance during games against similar scoring opponents.



List Submission:

A legal 2000pt army list must be uploaded to the Stats & Ladders registration site (See Pg1) before **Sunday, March 23rd 11:59pm**. A list must include all references to Faction, Battle Formation, Regiments, Auxiliaries, Units, Heroic Traits, Artefacts, Spell/Prayer/Manifestation Lore and Faction Terrain taken during list submission. Any details missing from the list after this date may not be considered during play.

Lists should be uploaded in an easy-to-read format (AOS app preferred). Please take all care and attention to ensure your list does not contain unnecessary formatting.

Lists should adhere to the most current *Battle Profiles and Rules Updates* document. If an updated *Battle Profiles and Rules Updates* document is released post-list submission, and before the event, then all Rules updates will be in effect (including FAQ's) and all Battle Profile updates will be ignored. This ensures that any rules reference at the event will reflect the most current rules, and the list will remain points legal as at the list submission date.

Failure to submit your list before the deadline will result in a point penalty, which will be applied against your total score. This penalty will make you illegible to podium at the event.

Scoring:

Primary Scoring will be **Win/Draw/Loss**. This scoring method ensures that competitive pairings remain fair within your WDL bracket. Primary Scoring will reflect 20pts for a Major Win, 10pts for a Draw and 0pts for a Major Loss on the Ladder.

Secondary Scoring will be **Differential 37+**. This method of scoring will rank a players performance based on the 20-0 Battle Point system using a 4pt Victory Point (VP) differential. This will ensure that players are accurately placed within their WDL bracket according to their overall game scores.

VP Differential	Battle Points (Winner-Loser)
0	10-10
1-4	11-9
5-8	12-8
9-12	13-7
13-16	14-6
17-20	15-5
21-24	16-4
25-28	17-3
29-32	18-2
33-36	19-1
37+	20-0



Painting:

All models on the tabletop must be painted and based to play. Any unpainted models may be removed and banned by the Tournament Organiser. Models must have at least two colours applied to be legal. Models must be in a state that is recognizable by your opponent (that is to say don't run a model with 50 layers of black paint and call it a 'Sorcerer Lord').

All players are eligible to enter the 'Best Painted' award and should **setup their armies during lunch-break on Sunday**. Please remember to bring a nametag to setup next to your army for people to recognise you. Players can vote for their favourite army on Stats & Ladders anytime after the 1st round of the event.

Sportsmanship:

The hotly contested 'Best Sports' award will be open to all players for voting at the conclusion on the event. All players will be able to vote for their single favourite opponent they played against during the event to win the award.

Polymath Tabletop is committed to providing high-quality premiere events, that are welcoming to all players. Any player displaying any aggressive conduct, harassment (either in person or outside the event), any forms of discrimination or offensive speech (sexism, racism, ableism, etc), or drunk and disorderly conduct, will be asked to leave, with no refund given. If the behaviour is serious enough, players will be prevented from attending future events, as well as future events for that game system possibly discontinued.

Terrain:

Terrain will be available on each table and should be setup according to the recommended terrain layout before each battleplan. Both players should work together to setup the table terrain and objective markers (also supplied) before rolling off for Attacker/Defender. Please discuss with your opponent before the game start how terrain will be treated (Impassible, Line of Sight).

