

LVO 2025 II

Spearhead Tournament

(Initial pack - subject to change)

Tournament Rules

- The Best Coast Pairings app and website will be used for the tournament. Each player must have the app or website available.
- Age of Sigmar 4.0 rules and the Sand and Bone battlepack will be in use.
- Players must pick one Spearhead army to play as and cannot change it throughout the event.
- Players are encouraged to bring tokens to denote buffs/debuffs/effects and scenery rules.
- Rules cut-off is **9pm PDT, 2025-09-25**. A book released as part of an army box, but not available as a stand-alone purchase, is not considered match-play legal, and so will not be in use.
- Factions must be entered into BCP by **9pm PDT, 2025-09-27**.
- Models must be painted to a tabletop standard. All units must have consistent basing. Models not meeting this minimum standard may be removed from the table.
- Proxies are allowed but must be an appropriate representation of the official model. If in doubt, contact the TO before the event.
- All models must be on correctly sized bases.
- Dice must be standard. D6 should be 1-6 cubes, with symbols only allowed in place of a 6. Symbols on any other face are not allowed.

THE PLAYER'S CODE

- Always be polite and respectful.
- Always tell the truth and never cheat.
- Arrive on time with all of the things you need to play the game.
- Make a respectful, non-touching, gesture to your opponent before and after the game, such as offering a salute or air-fist bump.
- Avoid using language your opponent might find offensive.
- Offer your opponent a chance to examine your army roster before the battle starts.
- Answer any questions your opponent has about your army and the rules that apply to your army.
- Measure moves and distances carefully and accurately.
- Give your opponent the chance to examine your dice rolls before picking up the dice.
- Remind your opponent about rules they may have forgotten to use or that they have used incorrectly, especially when doing so is to your opponent's advantage rather than your own.
- Never deliberately waste time during a game.
- Avoid distracting an opponent when they are trying to concentrate, and be careful to respect their personal space.
- Never complain about your bad luck or your opponent's good luck.
- Never collude with an opponent to fix the outcome of a game.
- Don't be a dick.

ROUND FORMAT AND PLAYER PLACINGS

This tournament will be 3 rounds. Players will be ranked by Wins, followed by Opponent Win Percentage, followed by battle points.

PAIRINGS

Pairings will be random in the first round. The second will be random within win bracket. The top round will be top-bottom pairings.

ROUND TIMING

Each round is 2 hours and 30 minutes.

If a game has not reached a conclusion by the end of the round, the players must come to an agreement (math-hammer) on who would win and which auxiliary objectives would be scored if the game had concluded 4 full battle rounds. If agreement can not be made by the time a TO arrives to collect scores, the TO will make a decision on the winner, and the TO's decision will be final.

PLAYER CONCEDES

If a player concedes, they receive a loss and their opponent receives a victory. Their opponent also scores all possible remaining battle tactics and denies all remaining battle tactics (which matters for the battle points tie-break).

PLAYER TABLED

If a player is tabled, the game does not immediately end. The remainder of the game should be played out, or the players should come to an agreement (math-hammer) on who would win and which auxiliary objectives would be scored if the game had concluded 4 full battle rounds.

LATE ARRIVALS AND BYES

- If more than one player arrives late for the first round, the late arrivals will be paired against each other.
- If there is an odd late arrival in the first round, they will receive zero points.
- If a player arrives more than 15 minutes late for a round other than the first, they score zero for that round (and the opponent scores equal to the highest score for the round).
- If there is an odd number of players, one player may receive a Bye. The Bye is chosen at random and receives a score equal to the highest score for the round.

TERRAIN

Each battleplan will use the terrain provided with the Sand and Bone gaming pack. Please use the following definition of 'behind' from the Age of Sigmar Advanced Rules, Terrain 1.1:

When a unit is targeted by an attack, if it is impossible to draw a straight line from the closest point on the attacking model's base to the closest point on the base of a model in the target unit that is in range without that line passing over that terrain feature, the target unit is considered to be behind a terrain feature for the attack made by that attacking model. Ignore parts of the terrain feature within the attacking unit's combat range for the purposes of determining if the target is behind that terrain feature.

Appendix: CHESS CLOCK RULES

The purpose of the clock

- Full games of Age of Sigmar are expected to finish within the 3-hour round time limit.
- The purpose of a chess clock is to ensure a full game can be played and encourage speedy resolution of in-game actions. The chess clock is meant to ensure a roughly equal distribution of time between two players. Chess clocks should not be thought of as an easy way to auto-win a game or a way to time your opponent out.
- If one player requests a chess clock be used at a table, both players must use and abide by these chess clock rules.
- If you do not have a chess clock, approach a TO to request a chess clock for your table.

How to use a chess clock

- Below you will find guidelines on how to use a chess clock. In Age of Sigmar, each player takes actions in the other player's turn; therefore, these guidelines should not be thought of as a perfect measure of each player's time used during a game but rather a way to ensure a roughly equal distribution of time between players.

Pre-game

- The clock should be started as soon as the roll to decide attacker and defender is made (i.e. before deployment).
- The clock time runs off of the defender's time as they place terrain on the board (but after choice of terrain types have been determined [see TERRAIN section above]), time is passed to the attacker as they pick sides and makes their first deployment. Once all of the models from the attacker's first deployment are placed on the table time is passed to the defender and their first deployment is made. Time is then passed back to the attacker. This procedure is alternated until all units are deployed.
 - If a player is setting up a large unit, the opponent can choose to switch the clock and start setting up their own unit. For example, Player A starts setting up 20 Clanrats and starts their clock. After 10 rats are placed, it is obvious where the remaining 10 will go, so player B switches the clock to their time and sets up their own unit. Player A finishes setting up the rats on player B's time (unless B finishes setup before the 10 are down). Players should be encouraged to take actions simultaneously if possible.
- Who takes the first turn is determined by the player who finished deploying first and the clock runs on their time while the decision is being made.

During the game

- By default, the clock runs off the time of the player who is taking their turn.
- During a player's turn, time is passed to the player not taking their turn when the following scenarios occur.
 1. If the player not taking their turn uses an ability during the other player's turn, time is passed to that player while this ability is being resolved and then once resolved time is passed back to the player currently taking their turn.
 2. When a player makes a save/ward roll of any kind, time is passed to the player making the save/ward roll.
 3. If the player not taking their turn inquires about the rules of the army of the player who is taking their turn, time is passed to the player not taking their turn until the rules are explained.
- However if possible, and if both players agree, either player may take actions whilst another player is also taking an action. For example a player may start rolling their next attack at the same time as their opponent is removing casualties from the previous attack.

- A player may always choose to forgo rolling to determine the results of a combat, starting with the player whose turn it is. If they choose to save their time this way, their opponent may decide the results of the combat. This can range from leaving the enemy unit unharmed, up to doing the maximum amount of damage the attacking unit is capable of. This must be decided before any rolls are made in the combat.
- Any major rule dispute results in a paused time scenario. The time is to remain paused until a formal judge is called to the table and resolves the dispute.
- If a player's time runs out, they may finish resolving the ability they are currently resolving. For the rest of the game, they may not use any optional abilities or FIGHT abilities. Passive abilities will continue to apply their effects, and mandatory abilities other than FIGHT abilities must still be used.