

Game Scale

5 players on each team, each bringing a fully painted army of up to 2000 points.

Armies allowed

The newest battletome will always be used. In case no official FAQ has been released, we will either be relying on the Age of Sigmar Worlds Team Championship FAQ or in rare circumstances release our own in-house FAQ. In those rare circumstances, our in-house FAQ will be written along with several experienced players from the Danish AOS-circuit.

For each team, no faction or warscroll can be used more than once per team. This also applies to Regiments of Renown. For manifestation lores each lore may only be used twice per team.

There is a cap of 3 of each bt per team.

Rules cut-off

The date for rules cutoff is the same as list submission: **April 30.**

Army list format

The army list should be created with: [AoS List Bot](#)

Your army list must include:

- Player name.
- All units, their cost and any enhancements like mark of chaos etc.
- Who the general is.
- Battle Tactics
- Battle Formation.
- Regiments.
- All artifacts.
- Command trait(s).
- Spell Lore.
- Prayer Lore.
- Manifestation Lore.
- Drops.
- Faction Terrain.

Legends are of course not allowed.

Army list Submission

All army lists must be submitted as a full team, in the correct format by the end of **April 30** to BCP, if you for whatever reason cannot upload your lists, then send them to D6@grandtournament.dk.

Also remember (!!!) to sign up your team on

https://www.bestcoastpairings.com/organize/event/vdzoVVN5fIAI?active_tab=info

Pairing Process

To ease the pairing process, we will be providing each team with 5 cards, each of which will represent one of the armies on the teams roster.

The pairing process takes place using the following 5 steps:

Step A: Each team puts down a defender. When both are ready, reveal the defender

Step B: Each team pairs two attackers against their opponent's defender.

Step C: The defender then picks which of the opponent's attackers they will play against.

Step D: Repeat Step A through C again

Step E: The attackers that were not picked by the defender in Step D will play each other.

Step F: When everyone has been matched with an opponent. Each team rolls a dice. The team with the highest dice roll, determines which team picks the 1st and 4th table. Whoever picks 2nd also gets to pick 3rd.

Battleplans will be determined as below. You can find all battleplans for the rounds on page 7-8 of this player's pack.

Battleplan A	Battleplan B	Battleplan C
Defenders from step A	Defenders from step D	Unused attackers

Scoring

The event winner will be determined by the following means in order:

1. Total won rounds by the team. (A round is won by scoring more battlepoints than the opposing team)
2. Total earned battlepoints for the entire tournament. (It will be raw score, just type your bts and score into BCP).
3. Total individual games won by the team.

How we play

To minimize the disagreements between the players, as a baseline always follow the guidelines below. Always have a small talk with your opponent prior to a match if you feel the need. If you both agree to play the game differently, that is entirely up to the players at the table.

Rules FAQ:

We will be using the official GW FAQ as well as AOS FAQ. See links below:

<https://www.warhammer-community.com/faqs/#warhammer-age-of-sigmar>

<https://www.aosfaq.com/>

Terrain

We will be using the recommended terrain setup from GW's General's Handbook, to the extent that our terrain allows for it. While most, if not all terrain pieces, live up to the GW-suggested sizes, we are unable to provide fitting terrain-type for every battle plan. Therefore, we expect players to make the best of what is available. If an agreement cannot be made, we request you contact a judge.

After deciding which player will be deploying as the attacker, and which player will be deploying as the defender, the defender sets up the terrain pieces. The terrain pieces must still follow the Games Workshop's recommendations. As we are only able to provide 2 pieces of flat obscuring terrain (forests) for every table, in cases where 4 forests are recommended, the defender is thus allowed to decide which are obscuring and which spots will be occupied by other pieces of terrain. The deployment of those flat obscuring terrain pieces (forests) must mirror each other.

No terrain pieces may under any circumstances be removed from the table.

Dice rolls:

Only dice where the bottom is entirely touching either the playmat, a level dice tray, or surface objective markers are considered rolled. Dice should be rolled so that the opponent can always see what has been rolled. Always remove dice that were unsuccessful rather than the opposite and give your opponent time to inspect the rolls made.

Intention:

Keep an open line of communication with your opponent throughout the game. Make sure you clearly state your intention for any action and then ask your opponent if they agree with your intention. Stick to these verbal agreements.

Take Backs:

Making the fewest mistakes is an important aspect of Age of Sigmar. We do not play with takebacks.

Move:

As a general guideline, when you are moving a model, avoid shifting it around excessively before you finalize its new position. To avoid that, it is always a good idea to move the model to its maximum distance possible, and then only move it backwards before you finalize its new position. Always measure along the play mat and not with a measure tape in the air. We recommend using measuring sticks whenever possible.

Turn management:

We expect players to clearly communicate, when they have finished their actions during each phase. E.i. once the player, who is currently taking their turn, is done with their hero-, movement-, shooting-, charge- or combat phase (incl. end of turn), the player must clearly state so, in order to allow their opponent to make their reactions. Always allow your opponent to use his/her abilities, by clearly signaling you are done with your own actions. The best way to signal this is verbally and then clocking over to your opponent.

Chess clock & time management:

Each round will last 3 hours + 15 minutes for pairings. This will give each player 90 minutes of play. As such we recommend, but do not mandate the use of chess clocks. If only one of the players wishes to make use of a chess clock, this is allowed, but also the responsibility of that player to keep track of time for both players. Always help your opponent use the chess clock!

If a player runs out of time, only the following game actions are allowed:

- Rolling Saves (including wards)
- Removing models
- Any action that must be performed for the game to continue (scoring etc.)

During these exceptions the player who has time remaining should continue to swap the time back to the timed out opponent only during these actions.

In case a chess clock is broken, stop the game, take note of the time spent and call a judge, it's the judge's job to guide you to a solution.

We advise all players, especially those who do not make use of a chess clock, to keep a reasonable pace when playing, to avoid ending up in time trouble. Follow the times below as a rough guideline:

Deployment	10 minutes
Round 1	70 minutes
Round 2	50 minutes
Round 3	30 minutes
Round 4	20 minutes
Round 5	10 minutes

Should the round finish before the 5th battle round has concluded, and the players find themselves unable to come to an agreement regarding the result of the game, contact a TO, who will then make a decision based on the current state of the game.

The TO will make every attempt to be fair and reasonable based on the board state. We expect every player to respect the decision of the TO, even if you do not agree with the decision. The TO will always err on the side of caution.

If we repeatedly encounter players who do not finish on time, the judge is allowed to sanction the team by up to -20 points.

Behavior

It is important to us that every player, regardless of skill level or personal aspiration, has an enjoyable experience throughout the entire tournament. To ensure this please be kind and respectful to each other, even if a game gets heated. If there is a disagreement regarding a rule or game action that cannot be resolved at the table, please contact one of the TOs, who will then make a ruling.

In rare circumstances of poor and/or unsportsmanlike behavior, we retain the option to disqualify and ask a player to leave. In such cases, the ticket will not be refunded. The team is allowed to continue the tournament without them.

Make it a goal to make 5 new friends during the 5 rounds of Age of Sigmar.

Trophies & Prizes

Trophies will be awarded to

1st place

2nd place

3rd place

Coollest / best painted army

Golden Swan (See separate pdf for more information)

Painting Requirements

All armies must be fully painted and based. If you are unsure if your army is fully painted, it probably isn't. Should a team bring any miniatures that do not meet the requirements, they cannot qualify for any prizes and cannot be regarded as tournament winners. If you are uncertain, please take a picture of your full army and mail it to d6@grandtournament.dk

To be nominated for best painted army your army must have a matching theme, excluding RoRs.

Conversions and alternative models

We love and adore cool conversions and awesome alternatives; however, it must be possible to easily identify each model of your army, and you have to be 100% transparent regarding what each model represents - especially if you are using conversions and/or alternative models. All non-standard GW or non-GW miniatures must be approved ahead of the tournament. Please mail us at d6@grandtournament.dk

Proxies are not allowed. We define proxies as GW models that would otherwise represent a different Age of Sigmar warscroll. This also applies to alternative models that are similar to an existing Age of Sigmar Warscroll but used to represent another AOS warscroll. See example below.



This King of Onslaught is a good alternative to a Bloodthirster of Khorne, but not to a Be'lakor

Alternatives or conversions that do not have any resemblance to existing official GW models are welcome, but make sure to properly inform your opponent which model(s) in your army they represent. It must never be to your advantage to play with alternative models, they are there to be cool, not a better option in terms of play.

Schedule & Battleplans

Saturday, May 9th

9:00: Doors open

9:40: Captain Team Meeting

10:00: Pairings for round 1

10:15: Round 1

Battleplan A	Battleplan B	Battleplan C
Creeping Corruption	Paths of the Fey	Bountiful Equinox

13:15: Lunch

14:15: Pairings for round 2

14:30: Round 2

Battleplan A	Battleplan B	Battleplan C
Lifecycle	Roiling Rotts	Surge of Slaughter

17:30: Communal dinner + quiz

18:30: Winners of the Golden Swan will be announced.

19:00: Pairings for round 3

19:15: Round 3

Battleplan A	Battleplan B	Battleplan C
The Liferoots	Noxious Nexus	Cyclic Shifts

23:30: Venue closes

Sunday, May 10th

9:00: Doors open.

9:30: Pairings for round 4

9:45: Round 4

Battleplan A	Battleplan B	Battleplan C
Passing Seasons	Grasp of Thorns	Linked Ley Lines

12:45: Lunch

13:45: Pairings for round 5

14:00: Round 5

Battleplan A	Battleplan B	Battleplan C
Paths of the Fey	Lifecycle	Roiling Rotts

17:00: Clean up

17:30: Prizes,

18:00: Thank you, goodbye and see you next year!