

LVO 2025 II

Age of Sigmar Doubles

(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, GHB2025-26 will be in use.
- Two 1000 point lists using the rules and restrictions provided in the latest Pitched Battle Profiles document and Army Composition rules as well as the additional doubles rules outlined in the pack below.
- Any kind of ability you can choose, including battle tactic selections, before the game must be chosen before the event and recorded on your army roster clearly. These choices are made for the entire tournament, and cannot be changed during 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.
- Lists must be entered into BCP by the start of the event, and must be properly formatted with all units/points/enhancements/equipment/terrain/lores/etc noted.
- 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. Teams will be ranked by Wins, followed by Major Wins, followed by Opponent Win Percentage, followed by battle points. Prizes will be awarded for the top three placing teams.

PAIRINGS

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

ROUND TIMING

Each round is 3 hours.

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 5 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.

SCHEDULE

Sunday October 5th

09:00 - 12:00 Round 1 (Grasp of Thorns)

13:00 - 16:00 Round 2 (Creeping Corruption)

16:15 - 19:30 Round 3 (Linked Ley Lines)

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 5 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 80).
- If there is an odd number of players, one player may receive a Bye. The Bye is chosen at random and receives a 60 point victory.

TERRAIN

Each battleplan will use terrain maps from the General's Handbook. If a terrain map lists a terrain features as either "Area terrain" or an "Obstacle", we will force it to "Obstacle". Note that we will change *Unstable* to:

Models **cannot** move across, be set up on, or end any type of move on any part of this terrain feature that is more than 1" tall.

DOUBLES RULES

Mustering Your Forces

- Each player selects a force of 1000 points, as listed in Army Composition. Remember that a single unit may not be more than 500 points. Army list points do not carry over between players.
- Each army must be from a different faction. Armies of Renown are considered to be the same faction as their original faction. You may not include Regiments of Renown.
- Each player picks a manifestation lore. At the start of the battle, after determining who goes first but before any abilities are used, beginning with the attacker, each team picks 1 of their manifestation lores to use for that battle. The other lore may not be used.
- Each player chooses one battle tactic card instead of two. The two cards selected by the team will be used during the battle.

Gameplay Rules

- Each pair of allied forces are treated as a single army. They share a turn, are considered friendly to each other, and draw from the same pools of abilities.
- At the start of the battle, beginning with the attacker, each team picks 1 of their manifestation lores to use for that battle. The other lore may not be used.
- Each force will have two generals - one from each army.
- Command points are shared by the team. If the total points cost of both allied forces is 1950 or lower, your team gains 1 extra command point at the start of the first battle round. If the total number of auxiliary units in your teams' army is lower than the total in your opponents', your team gains 1 extra command point at the start of each battle round.
- Objective control is determined by the sum of the control score of both teammates' units contesting the objective.
- Each player decides what the units in their army will do during the combined turn, and must agree with their teammate in what order any actions are carried out in each phase. For example, the players will need to agree which unit will attack next in the combat phase. If they cannot decide, each rolls a dice, and whoever rolls the highest makes the choice.
- Your teammate's units are treated as friendly for the purposes of all rules and abilities. Likewise, both your opponents' units are considered enemies. Keep in mind that any faction keyword requirements still apply. Anything that is Once Per X (Army) is usable Once Per X by your team, and so on.

Event Errata

- In 'The Shield of Ulchiss', 'The Spear of Asphoren', and 'The Sword of Gwynnar' abilities, replace "friendly unit" with "friendly **FIRST PHALANX** unit".
- In the 'A Midsummer Mania' prayer, replace "friendly unit" with "friendly **EQUINOX FEAST** unit".

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 40 Clanrats and starts their clock. After 10 rats are placed, it is obvious where the remaining 30 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 30 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.