

Tab 1

AC Champions Cup 2025 - Warhammer Age of Sigmar

**PLAYER
PACKET**



EVENT SUMMARY

You **must** have a ticket to participate in games. This also grants entry into the gaming hall during the entire event.

Wave your team flag this year at our largest east-coast event held at the Harrah's Atlantic City Resort and Casino! The resort features an impressive pool, multiple bars, restaurants and a short drive to the famous Atlantic City Beach. Stay on-site at the resort using the highly discounted FLG room block available this year!

Harrah's Atlantic City Resort and Casino located on 777 Harrah's Blvd, Atlantic City, NJ 08401

Tickets for this event can be purchased [HERE](#)

Find everything you need to know including discounted room block, schedule, etc:



ORGANIZERS CONTACT

FLG Event Admin: Jake Jacobson | **FLG Event Logistics:** Mike "The Road Warrior"

Stay up to Date: [Frontline Gaming Community Facebook Group](#)

Tournament Organizer Names	Contact Information
Jordon Weatherwax, Head Judge	jordonsrweatherwax@gmail.com

EVENT SCHEDULE

Event Room: Wildwood Ballroom 1st Floor

Schedule Day 1 - Saturday

Rounds	Start Time	End Time
Registration/ Captain Meeting	8:00am	8:45am
Round 1	8:45am	12:45pm
Lunch	12:45pm	1:45pm
Round 2	1:45pm	5:45pm

Schedule Day 2 - Sunday

Rounds	Start Time	End Time
Round 3	8:30am	12:30pm
Lunch	12:30pm	1:30pm
Round 4	1:30pm	5:30pm
Awards	6:00pm	

FORMAT & FAQ'S

TEAM & ARMY COMPOSITION

- Each team will consist of 5 players
- Each team will consist of five armies, each not exceeding 2000 points.
- You may not include more than one Army of the same Allegiance. Armies of Renown do not count as being from the same Allegiance **ONLY IF** all 5 armies are from the same Grand Alliance.

- Warscrolls and Manifestation Lores are mutually exclusive to be chosen between team mates. This means if one player wants to use Morbid Conjurations for example, no other player on the team may choose that in their list.
- Each team should have someone designated as the Team Captain. The Team Captain may be someone that is not playing.
 - The Team Captain, whether it is a non-playing or playing individual, are responsible for the following:
 - Official spokesperson for the team
 - The conduct of the team
 - Making sure the proper scores/results are submitted
 - Coordinating pairings

LIST SUBMISSIONS AND RULES

- Rules cut off will be June 2nd.
 - The Scourge of Ghyran Warcom article rules will be used that come out before the 2nd and if the GHB is also out.
 - **IF** the 2025/2026 General handbook is **OUT** and is on **SALE** before June 2nd we will be using it.
- Lists are due on June 9th.
 - Players that are late submitting their list will receive a **Yellow card** and a **5 point** reduction in their first game.
 - If you are having trouble submitting your list please contact the Head judge (Jordon).

MISSIONS AND TERRAIN

	Battleplan A	Battleplan B	Battleplan C
Round 1	Jaws of Gallet	Battle for the Pass	Shifting Objectives*
Round 2	Border War*	The Vice	Starstrike
Round 3	Scorched Earth*	Focal Points	Limited Resources
Round 4	Better Part of Valor*	Feral Foray	Close to the Chest

* Use this Battleplan's terrain map for all 3 scenarios in the round

Terrain will be set at the beginning of the round by the TO's. Each round, all 5 tables will have the same terrain layout. You may adjust it as needed for the scenarios, but each round will use the layout from the Battleplan Cards, so shouldn't require more than a couple of inches to be accurate.

The terrain maps used are as follows:

Round 1: Shifting Objectives

Round 2: Border War

Round 3: Scorched Earth

Round 4: Better Part of Valor

If the new General Handbook (GHB) comes out before the rules cut off for this event the Missions will change to reflect the new GHB. Please give this packet a few days to update.

Event Rules

- Any player may request to view a rule, warscroll, or ability about their opponent's army at any time during the game. If the information cannot be provided by the player, a judge must be consulted.
- Concerns with scoring and/or illegal play must be resolved with the judge team prior to the start of the next tournament round. Concerns with scoring must be resolved prior to awards. Changes after the fact impact other players and therefore cannot be applied.
- Tools of War: Each competitor is expected to bring their army, dice, tape measure, and all relevant rules publications. If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.
- If a player has no remaining models in play before the 5th battle round has ended, the game continues until the 5th battle round ends. This means the player with the models in play will play out their turns of the game until the end of the 5th battle round. Players can not score Battle Tactics that they physically could not complete.
- In all cases where a player can "pick or roll" for an item/spell/prayer/trait/etc. the player must choose their selection rather than rolling for it. This choice must be clearly marked on the player's submitted army list.
- All models should be "What You See is What You Get (WYSIWYG)". Conversion and third party miniatures are allowed but must clearly represent the warscroll that they are in place of. If you are unsure if your model(s) meet these requirements please email the Head Judge before list submission.
- Appropriately sized round/oval bases are required for this event using the most recent Games Workshop Basing Guide.

Chess clock Policy

- There is an expectation that players will complete their game within the allotted 3 hours and 30 minutes. There are many factors in the game, and some armies are more time-intensive than others—we don't want to punish that—but we do want every player to have an enjoyable experience and the opportunity to finish a 5-turn game.
- Chess clocks will be enforced at a player's request. When a player's time ends, they can only use non-FIGHT mandatory abilities (saves, wards, priority, etc).
- Once a player has timed out, they can continue to score Primary Objectives, but may not choose further battle tactics, should there be further turns.

- Any player thought to be abusing a chess clock, or intentionally playing slowly to their advantage will automatically forfeit their game.
- At 15 minutes, players should not start a new round, only rolling dice to determine key factors like priorities and important casts/charges to help players reach a reasonable conclusion of how the game would end after 5 rounds.

Pairings:

- The first 30 minutes of each round will be used for the pairing process of that round. The pairing process is listed below.
- Teams will be paired by Win/Loss Record with the first tiebreaker being Battle Score (capped). After teams have matched against each other, Captains will follow these steps simultaneously.

Step 1 - Battleplan A Pairings (Matches 1 and 2)

- For the first Battleplan, both teams select one army and place it face down on the table. When both teams have selected their armies, they are then revealed simultaneously. These armies are called the "Defenders."
- Each team then selects two armies ("Attackers") as prospective opponents for the initial revealed army of the opposing team, and places them face down on the table. When all four armies have been placed, they are then revealed simultaneously. Each team selects one of the two armies presented by their opponent to play against the army that they placed initially.
- The remaining, unselected army from each team is returned to its team's hand.

Step 2 - Battleplan B Pairings (Matches 3 & 4)

- For the second Battleplan, the same process as laid out for the first Battleplan is repeated.

Step 3 - Battleplan C Pairings (Match 5)

- For the last Battleplan, the last unselected army from each team is paired.

Scoring

- Each game will be scored on a 20-0 gradient as shown below. Each team's raw score will be the sum of all five player's scores. Team scores will be capped at 80, with the minimum score for a loss is 20 points.

Outcome	Player A Score	Player B Score
Draw (tied points, no scenario tiebreaker)	10	10
Minor Victory or 1-4 Margin	11	9

5-8 point Margin of Victory	12	8
9-12 point Margin of Victory	13	7
13-16 point Margin of Victory	14	6
17-20 point Margin of Victory	15	5
21-24 point Margin of Victory	16	4
25-28 point Margin of Victory	17	3
29-32 point Margin of Victory	18	2
33-36 point Margin of Victory	19	1
37+ point Margin of Victory	20	0

AWARDS

Best Generals:

The first place team with the most battle points will win the **5 GOLDEN TICKETS!!!!**

Best Painted:

The team that has the best painted armies at the event.

Best Sportsmanship:

The team that was the most enjoyable to play against. Each team will vote for the team they enjoyed playing the most.

Best Overall:

The team with the highest battle point, paint and sportsmanship score that is not the team that won best general.

More to be announced!