

Old Town Throwdown Teams 2025
An Age of Sigmar 5-Player Teams Event
December 06/07 2025

Welcome to the rules pack for the Old Town Throwdown Teams Tournament, to be held at the Joint Forces Training Base, Los Alamitos, California on December 6th/7th, 2025. This pack covers the event rules and all other information that you will need to ensure that you have a great time. We look forward to welcoming you to our event and we can't wait to see you there!

This pack is subject to change.

Physical copies of this pack will not be provided at the event. Please print and bring your own if you would like one for reference.

VENUE AND LOCATION

The event will be held at Joint Forces Training Base, Los Alamitos. Full details of the venue and accommodation can be found on the [event website](#).



SCHEDULE

- **November 1st 2025 - Last day to drop from event and receive full refund**
- **November 14th 2025 - Last day to sign up. Team rosters due (11:59pm)**
- **November 27th 2025 - Rules cut off**
- **November 30th 2025 (9pm PST) - List Due**
- **November 30th 2025 (9pm PST) - Video submission date**

- **Saturday December 6th 2025 Day 1**
 - 08:00 Registration
 - 08:30 Round 1 (3 hours 30 minutes)
 - 12:00 Lunch
 - 13:00 Round 2 (3 hours 30 minutes)
 - 16:30 Round 3 (3 hours 30 minutes)

- **Sunday December 7th 2024 Day 2**
 - 09:00 Round 4 (3 hours 30 minutes)
 - 12:30 Lunch
 - 13:30 Round 5 (3 hours 30 minutes)
 - 17:00 Award Ceremony

The Age of Sigmar Team Event is a 2,000 point matched play event for teams of five players over five rounds.

TEAM COMPOSITION

- Each team must be made up of five players, with each player fielding an army of 2,000 points using the rules and restrictions provided in the latest Army Composition rules and Pitched Battle Profiles.
- Any kind of ability you can choose before the game must be chosen before the event and recorded on each player's army roster clearly. These choices are made for the entire tournament, and cannot be changed during the event.
- Each team member must choose a different faction for their team. Armies of Renown are considered to be the same faction as their base faction. Ironjawz and Krueboyz count as separate factions (and their manifestation lores are separate lores).
- Teams cannot share warscrolls across team members. If team member A uses Pusgoyle Blightlords, none of their teammates may use them. Warscrolls from a Regiment or Army of Renown count as a base warscroll.
- Team members cannot duplicate Manifestation Lores. Only one Morbid Conjunction per team; one Primal Energy, and so on.
- Tactics cards can be used a maximum of two times across the team.
- 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

TOURNAMENT RULES

- The Best Coast Pairings Website will be used for the tournament. Each player must have the website or app available.
- Players are encouraged to bring tokens to denote buffs/debuffs/effects and scenery rules.
- Lists must be entered into BCP by November 30th and must be properly formatted with all points/equipment/lores/terrain/regiments/etc noted. Lists arriving after the 30th will incur a points penalty.
- Models must be painted to a tabletop standard. All models (other than manifestations) 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.
- Chess clocks will be allowed. See Chess Clock rules appendix.
- Dice must be standard cubes, with symbols only allowed in place of a 6. Symbols on any other face are not allowed.
- Each player must adhere to the Player's Code.
- Each player must not be a dick.

PRIZES

The following awards/prizes will be available at this event:

- Best Themed Team
- Best Team Callout Video
- Best Team

Best Themed Team

Teams will be judged based on the concept, originality, cohesion and execution of their theme. Themes must be in good taste and non-offensive.

[Examples of previous year's Theme.](#)

Best Callout Video

Each team has the option to create a team video prior to the event. This video can highlight their chosen theme, or the players in the team, or can offer a challenge to the other teams in the event. Send your raw video to the TO team. By entering a video, you allow Old Town Throwdown to host the video on their website and YouTube channel.

Teams can choose to enter either Best Theme or Best Callout, or both, or neither. Nothing is compulsory.

Best Team

The team that achieves the most tournament points!

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.

CHARITY

The Old Town Throwdown Organization is a registered charity and all proceeds from the event will be distributed to our selected good causes.

ROUND SCORING

At the end of a round, the total VP of each team will be summed, and the team with more VP will be the winner of the round. Rankings will be based on round wins, then total differential (the difference between their total VP score minus their opponents VP score for each round), then number of individual games players won.

PAIRING SYSTEM

In a Team format, each 5-player team will play a little “mini-game” to determine which players are paired up together. The pairing process is done by the Team Captain. The Team Captain can bring one additional player from their team, or a designated Coach (must be the same person the entire tournament) to execute the pairings.

The pairing will work as follows:

Both Captains place one card/faction from their hand facedown on the table. This will be their first “Protector”. Then, both Captains reveal their first Protector to the other team simultaneously.

Both Captains then select two cards/factions from their hand and place them face down on the table. These cards will represent their two “Invaders”. The Invaders are then all revealed and handed to the opposing Captain. Both Captains secretly pick one of the Invaders to match against their Protector and put the other card facedown on the table to return to the respective Captains’ hand after both matchups are revealed simultaneously.

Now repeat this process again.

Note that the two Invaders that are left after matching up both Protectors will immediately be matched up as the 5th pairing.

ROUND TIMING

Each round is 3:30 hours, including time for round pairings.

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, a TO should be informed, and the TO’s decision will be final.

PLAYER CONCEDES

If a player concedes, they receive a major loss and their opponent receives a major victory. The opponent also scores all possible remaining battle tactics, and also denies all remaining battle tactics.

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 tactics or objectives would be scored if the game had concluded 5 full battle rounds.

TERRAIN

Each battleplan will use terrain maps from the General's Handbook. If a terrain map lists a terrain feature as either "Area terrain" or an "Obstacle", the Defender chooses which of those will apply.

Note we will change *Unstable* to:

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

MISSIONS

Round 1: Surge of Slaughter

Round 2: Lifecycle

Round 3: Cyclic Shifts

Round 4: Passing Seasons

Round 5: Grasp of Thorns

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.