

# DaBoyz Rochester GT 2025

## AoS Doubles

### Event Description

This will be a 1 day, 3 game event on **Friday, November 14th**. Our format will mirror the battlepack for GHB with some variations to accommodate the doubles format. If you have feedback please let us know at [daboyzrocgt@gmail.com](mailto:daboyzrocgt@gmail.com).

### Schedule & Missions

#### November 2nd

Rules Cutoff

#### November 10th

List Submission Deadline

#### Friday, November 14th

Check-In: 8AM - 8:45AM

Announcements: 8:45AM - 9:00AM

Round 1: 9:00AM - 12:00PM

Lunch: 12:00PM - 1:00PM

Round 2: 1:00PM - 4:00PM

Round 3: 4:30PM - 7:30PM

### Missions

Round 1: ????

Round 2: ????

Round 3: ????

### Terrain Rules

Terrain will be provided by the TO for each table in accordance with the recommended amount of terrain for pitched battles. Players are to follow the respective terrain layout for each mission in the GHB.

### House Rules and FAQs

**Games will last 5 turns or until time runs out.** Due to the adjustments in scoring for AoS 4.0, it is very important that you finish your game. We are making adjustments to the way that we handle timing so you can finish your rounds within the time limit that has been allotted. If your game runs to

time, a TO will give you a 10 minute warning. If you pass the 10 minute mark, the TO will use discretion depending on the round to forcibly extrapolate the result of the game.

## Doubles Rules & List Building

Pitched Battle tournament using the latest warscrolls, erratas, values and restrictions for units supported by GHB as of **Nov 2nd**. 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, 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.

## 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.
- Armies of Renown do not grant their keyword to their teammate's units.

## 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".

Army lists are due by 11:59 PM Nov 10th and can be submitted through either the BCP app or to [daboyzrocg@gmail.com](mailto:daboyzrocg@gmail.com). Late lists will receive a minor penalty (5 pts) to their overall score. If you register after Nov 10th your list is due the day you register and you will receive the late list penalty. Longer delays of submission will receive increasing penalties.

## Scoring

Scoring is broken down into three major categories: Gameplay, Army Presentation and Sportsmanship. There will be multiple award categories. A player will only receive one major award.

**Best General:** Highest total wins followed by opponent win percentage

**Best Hobby:** Judge choice for favorite army.

**Best Opponent:** Highest sportsmanship score among player votes and positive participation.

We may add Best in Faction and/or other awards. Our aim is to find multiple ways to recognize different kinds of highly successful players whether they be astute generals, great artists, truly fun players, or the rare master of all three areas.

## Game Scoring

Games will be scored for placings wins first, followed by opponent win percentage. Pairings will be random in bracket rounds 1-4, with round 5 having swiss (top-down) pairings. If there is an odd number of players, the player in last place will receive a bye.

## Sportsmanship Scoring

Sportsmanship will be scored in the first four rounds. We expect the average player to score 12+ points. At the end of the 4th round, players will be expected to answer a questionnaire that includes two sportsmanship questions.

For the first question, the answer can be the same for all of your opponents. The purpose of this question is to gauge the quality of the gameplay experience. If all opponents were enjoyable to play against then you should answer "Yes" for all four of them.

**Question:** For each opponent, would you want to AOS with them again?

**Question Options:** Yes (3pts), Somewhat (2pts), Indifferent (1pt), No (0pt)

For the second question, the answer must be different for each opponent. The purpose of this question is to compare the quality of the gameplay experience across all four rounds. We realize this is a difficult question to answer, especially when all of your opponents are fun. Do your best.

**Question:** Rank your opponents in terms of most enjoyable to play with.

**Question Options:** 1st (3pts), 2nd (2pts), 3rd (1pt), 4th (0pts)

**If my opponent is not present in one of the rounds, what will happen?** If you do not receive a score for a round (*Examples: opponent dropped, bye.. etc*) your sportsmanship score will depend on the live opponents that reviewed you.

**What are the formulas used to determine the score?** The formulas used to determine sportsmanship look like this:

**X:** Total Opponent Reviews

**Y:** Total Rounds Reviewed

**Z:** Total Points Received

**Formula:**  $(Y/X)*Z$

**Example 1:** 3 Opponents providing perfect scores  $(4/3)*18 = 24$

**Example 2:** 4 Opponents providing mixed scores  $(4/4)*21 = 21$

**Example 3:** 3 Opponents providing mixed scores  $(4/3)*12 = 16$

If you have an issue with an opponent of any kind that you think goes against the spirit of the game, PLEASE BRING IT TO OUR ATTENTION ASAP. Be discreet if you have to, but don't expect us to make judgment calls if you bring something to our attention after the game. We cannot retroactively come to an unbiased decision on a situation that has passed and had no attention brought to it.

## Hobby Scoring

Hobby will be scored by judges using a rubric. We anticipate most armies will likely receive a score in the 15-20 range with scores capped at a maximum of 40. The highest scoring armies will be set aside and a winner will be chosen by the judges. There is a copy of the rubric at the bottom of this packet.

All miniatures submitted as part of your army list (including Endless Spells, Invocations, etc) must be presented to the judges during paint judging.

Hobby judges will be available between rounds for paint judging. Players will be expected to present their armies to a hobby judge for hobby points. If there is an aspect of the hobby you did not participate in, we kindly ask that you let our judges know so they can wave the points for that hobby category during the judging process. Partial hobby points can be awarded.

## Players Choice

We expect the top 10% of scores to reach the showcase. These will be on display at the end of Round 4. Please bring a small placard (i.e. index card) indicating your name and theme. At the end of the 4th round, players will be expected to answer a questionnaire that includes a players choice question.

# Hobby Related Rules

## Painting Standards

*All models that are on the table must be painted to a “battle ready” minimum.* If you have unpainted models you may be asked to remove them. Colored spray prime, a few spot colors and washes or Contrast paints can meet these minimum standards fairly quickly.

## Basing Standards

All models must be on the correct sized base according to Pitched Battle Profiles.

## Conversions/Proxies

Conversions are encouraged, but should be clear to a new opponent and must be based properly. If in doubt send us some pictures to review. Player brought terrain must be the actual GW model or have an identical footprint and similar shape for LoS.

**Models from Non-GW ranges or Proxies are allowed (2)**, but should be clear to a new opponent and must be based properly. If in doubt send us some pictures to review. You can not use the same proxied model to represent multiple different unit types in the same army. (*Example: If you are proxying Sequitors with swords as actually having maces you can't have some Sequitor units with swords who are armed as swords.*)

## Stay Connected

If you have questions about the event please email us at [daboyzrocgt@gmail.com](mailto:daboyzrocgt@gmail.com) (please include Da Boyz GT in your email title.).

## Alcohol/Food Policy

There is a bar and kitchen on site for food and drinks, we welcome you to enjoy the food there. We expect participants to drink responsibly.

## Hobby Rubric

Document is used for a reference to determine hobby scores that feed Best Painted and Grande Champion. Partial points are possible.

### Theme

The Army has a clear theme across all models. +3

The Army tells a visual story beyond the original theme of the army or “war”. +2

### Modeling + Conversions Work (Swaps, Sculpting, Adjustments to Stance)

Models are well constructed (components aren't missing, moldlines aren't noticeable and gaps are filled). +2

Some units have well executed conversion work. +3

Majority of units have some well executed conversion work. +3

### Standard Painting Skills

Army is painted to a *Battle Ready*\* Standard or better. +2

Army is painted to a *Table Top*\*\* Standard or better. +3

Key models are painted to a *Table Top Plus*\*\*\* Standard or better. +1

Army is painted to a *Table Top Plus*\*\*\* Standard or better. +3

### Advanced Painting Skills (OSL, NMM, TMM, Decals, Weathering, Freehand... Etc)

Key models have well executed advanced techniques applied. +2

Majority of models in the army have well executed advanced techniques applied. More than one type of advanced technique is used throughout the army. +3

### Basing

All Models are properly based (Example: Texture + Paint). +2

All centerpiece models have additional basing details beyond texture (Grass Tufts, Skulls, Stones). +3

All bases have additional basing details beyond texture (Grass Tufts, Skulls, Stones). +2

### Display Board

Display board has texture and/or is fully painted. Entire army fits on board and the board matches the theme. +3

Display board has multiple levels, terrain features, lighting and/or other details that improve it beyond texture. +3

Total (40 Max)

*\*Battle Ready: Models have their main areas colored and a simple finish on their bases.*

*\*\*Table Top: Battle Ready\*, but in addition other techniques such as washes and dry brushing are applied to give additional flair*

*\*\*\*Table Top Plus: Table Top\*\*, but in addition painting is clean and layer paints are used to create contrast/highlight key aspects of the miniature*