



CRITICAL HIT GAMING LOUNGE - 1540 HIGHWAY 2, OSHAWA ONTARIO L1E 2R6

EMAIL- CRITICALHITGAMINGLOUNGE@OUTLOOK.COM

LEAGUE STRUCTURE

12 round league x 4 week intervals

Prizing for top 3 players + raffle prizes

Table fees are waived for all league matches

Lists are interchangeable and must be submitted before the following months pairing goes up for the change to be valid.

(if you're changing your list it must be done by the last day of each month)

Pairings will go up on the first of every month

LEAGUE MATCHES MUST BE PLAYED IN STORE (IF POSSIBLE) AND SHOULD TAKE PLACE DURING EACH PAIRING WINDOW AT YOUR CONVENIENCE.

BCP LINK

[HTTPS://WWW.BESTCOASTPAIRINGS.COM/EVENT/Q69W00S8ZPAD](https://www.bestcoastpairings.com/event/Q69W00S8ZPAD)

TICKET LINK

[HTTPS://CRITICALHITGAMINGLOUNGE.COM/PRODUCTS/AOS-LEAGUE-SEASON-2](https://criticalhitgaminglounge.com/products/aos-league-season-2)

OTHER DETAILS

Players participating in the league will gain access to 50% off all critical hit gaming lounge aos tournament entries

Use code **AOS50** at checkout for aos tournaments

This code is **NOT** shareable and only usable by league members

In addition all players will receive 10% off select beverages in store

League tickets are non refundable

PAINT CONTEST

DETAILS COMING SOON

LEAGUE SCHEDULE

Round 1 – May 1st - Scorched Earth

Round 2 - June 1st - Focal Point

Round 3 - July 1st - noxious nexus

Round 4 - August 1st - roiling roots

Round 5 - September 1st - grasp of thorns

Round 6 - October 1st - surge of slaughter

Round 7 - November 1st - bountiful equinox

Round 8 - December 1st - passing seasons

Round 9 - January 1st - cyclic shifts

Round 10 - February 1st - lifecycle

Round 11 - March 1st - creeping corruption

Round 12 - April 1st - paths of the fey

FOCAL POINTS

TWIST: At the start of each battle round, after determining which player is the **underdog** and before players use any **Start of Battle Round** abilities, the **underdog** can change the central objective to be a home objective or flank objective until the start of the next battle round.



Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least 1 objective.
- Score 1 victory point if you control more than 1 objective.
- Score 1 victory point if you control more objectives than your opponent.
- Score 3 victory points if you control 2 or more Home objectives and/or 2 or more Flank objectives.
- Score 4 victory points if you completed the battle tactic you chose to attempt this turn.



FOCAL POINTS

This map layout can also be used for Border War, Shifting Objectives, The Jaws of Gallet, Battle for the Pass and The Vice.

AREA TERRAIN

Examples: Hills, Stormvault

Terrain Abilities: Cover

OBSTACLES

Examples: Ruins, debris, statues, barricades

Terrain Abilities: Cover, Unstable

OBSCURING TERRAIN

Examples: Wyldwood, fortress wall

Terrain Abilities: Cover, Obscuring, Unstable

PLACES OF POWER

Examples: Realmgate, Cleansing Aqualith, Nexus Syphon

Terrain Abilities: Cover, Place of Power, Unstable

Area Terrain or Obstacle		Obscuring Terrain		Place of Power	
Small	Medium	Small	Medium	Small	Medium



FOOD & DRINK

Critical Hit has a great food and drink menu. Local craft beers and specialty cocktails are available. No outside food or drink permitted. you can be penalized or ejected if you do not comply with this.

3D PRINTING

Fully 3D printed armies will not be accepted at our Tournament. Models that have additional or extra bits that are 3D printed can be accepted. 70% or more of your model should be the original GW model. Single model proxies may be approved on a single one off basis. This is a privilege and will need to be pre-approved by the T.O and/or store before the day of the tournament.

TERRAIN

Bringing your own terrain is encouraged , but we can provide terrain for matches, if you bring your own please make sure you've checked the weeks map layout to ensure you bring the correct terrain

JUDGE RULINGS

All TO judge rulings are final. While they might differ from your interpretation of a GW rule or newest FAQ, the TO judge has the final say period. A snap ruling will be one that is on the spot, used to save time. The judge will rule on the spot with the answer that is most fitting and is binding for that specific instance. Please note when asking a judge for a ruling, please ensure all books and faqs are ready. As well during a ruling, please be respectful of the judge and other players.

Any outburst or rude behaviour while the judge is making a ruling or question may result in a possible point reduction, being asked to leave for the rest of that game, or even the event itself. Dice are expected to be clear and legible. Dice trays are welcome for use. Please clarify with your opponent prior to the game what you each consider 'cocked' dice.

CLOSING STATEMENT

We will be hosting many leagues and tournaments in the future and we hope to see you all there to enjoy yourself. If you have any issues with how the tournament or league was run or have any suggestions or ideas on what you would like to see in the future please contact Critical Hit and we will get back to you as soon as we can post event. We truly believe we have a great gaming community and want to see it grow

DOMENIC ALOE (STORE OWNER)

KEITH HEARD (MANAGER)

CRITICAL HIT EMAIL

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