DENVER
COLORADO

Age of Sigmar Champs

ROCKY MOUNTAIN OPEN 2023
PLAYER PACKET



ROCKY MOUNTAIN OPEN 2023

FRONTLINE GAMING
CHAMPIONS OF TABLETOP

ADAMS COUNTY FAIR

EVENT SUMMARY

You must have an event ticket to participate in this event.

The inaugural Frontline Gaming Rocky Mountain Open is one you do not want to miss out on! The event is held just outside Denver in the Riverdale Regional Park Adams County Fairgrounds Exhibit Hall (9755 Henderson Rd Bldg. 1, Brighton, CO 80601), surrounded by the beautiful Colorado scenery. While this will be a competitive event, all are invited to join and spend a weekend rolling dice with awesome people!

Welcome to The Age of Sigmar Championship at the Rocky Mountain Open 2023!

We're bringing you two days of glorious Age of Sigmar gaming to show off your skills in battle as well as with the brush! Bring your favorite army and battle for glory at the foot of the beautiful Rocky Mountains with fellow gamers and make new friends and memories to last a lifetime!

Sponsored by Olympus Games and Comics

Purchase your event ticket, here!

Looking for something fun to do Saturday night? Check out the Rocky Mountain Open Social Hour at Windfall Brewery. You can get your free ticket here.

ORGANIZER CONTACT

Event Manager: Kicker Kalozdi

Facebook Page

Tournament Organizer Name	Contact Information
Kyle McCormick	wargames307@gmail.com

EVENT SCHEDULE

Event Room: TBA

Saturday March 11th

Registration Start Time: 8:00 am

Rounds	Start Time	End Time
Check-in and Welcome Briefing	8:00 am	8:45 am
Round 1	9:00 am	11:45 am
Lunch/Paint Judging	11:45 am	12:45pm
Round 2	1:00 pm	3:45 pm
Round 3	4:15 pm	7:00 pm

Sunday March 12th

Rounds	Start Time	End Time
Round 4	9:30 am	12:15 pm
Lunch	12:15 pm	1:15 pm
Round 5	1:30 pm	4:15 pm
Awards Ceremony	4:15 pm	4:45 pm



Basic Rules and Army Composition

- Each army will be composed of up to 2000pts using the General Handbook: Pitched Battles 2022-23 Season 2, or points values listed in Battletomes or official GW balance updates following that release, following army composition for 2000 point matches in the Pitched Battles section. Warhammer Legends may NOT be used. Forge World rules and models are allowed. If a model does not have an official points value then it may not be used. Alternative models are allowable as long as they adhere to the basing requirements and model size is similar to the original. Please ask the TO prior to the event if there are any concerns.

- White Dwarf Tome-Celestial allegiance abilities and warscroll updates may be used. Any player using these updates must have a copy of the relevant rules.
- Faction specific Grand Strategies and Battle Tactics may be used, including White Dwarf Tome-Celestial (Matched Play) updates. Any player using faction specific Grand Strategies and Battle Tactics must have a copy of the relevant rules.
- All official rules will be allowed as long as the associated Battletome or rules update is released on or before **February 25, 2023**.
- All models in your army must be based according to the basing size in the Warhammer Age of Sigmar: Core Rules & Base Sizes document. Any model not listed on the document must use the base size that the model is currently packaged with.
- **List submissions are due to the TO no later than Sunday February 26th to wargames307@gmail.com**
- All enhancements and Grand Strategies along with any other rules or abilities that are determined during list construction must be chosen and designated on your list when you submit your list for the tournament. These will not change throughout the course of the tournament.
- Best Coast Pairings will be utilized for scoring and pairings. Players will be signed in at check-in prior to round 1.
- If units and models have choices of what they can be armed with, this must be clearly indicated on your army list and distinctively modeled. This also applies to choice of Standards for Standard Bearers, instruments for Musicians, and special equipment for your unit's leaders.
- The most recent version of a Warscroll is expected to be used.
- The Warhammer: Age of Sigmar rules, errata and all relevant Games Workshop Errata and FAQs will be used, unless an event FAQ specifically overrides.
- All models in your army **MUST** be WYSIWYG, or appropriately distinct, painted with at least three colors, and have some kind of basing (flock, textured paint, etc.)
- Any models that you would summon must be fully painted to reasonably match your army and must be displayed with your army for paint judging. This includes terrain pieces as appropriate.
- If illegal units, rules violations, or unpainted models are found in your list or army, at a minimum, you will be asked to remove the offending models from all subsequent play. Award eligibility may be forfeited.
- Dice Etiquette: All dice must be rolled onto the table or into a dice tray (not into your hand or in a plastic organizer). Make sure your opponent has the opportunity to see them before you begin removing or re-rolling. No dice rolling apps may be used.
- Players may request the use of chess clocks at the beginning of a round as long as the player requesting provides the clock. TOs may determine that a tournament provided chess clock be used at top tables in later rounds at their discretion.
- ITC chess clock rules will be used (Pg 12).
- Round Limit: When 30 minutes remaining is called, whatever Battle Round your game is on will be the last round. Do not start another Battle Round. When time is called all players need to put down their dice. The game is over. Whatever the result is at that time is the result for the game.

Terrain

- Terrain is being provided by Front Line Gaming and it will be set on each table for each game. Tables should consist of 4 area terrain, 2 garrisonable features, 2 impassible features or forests. Some tables may vary in terrain density but all tables in the event should be comparable to each other.

- Mystical terrain features will be used. After the attacker has chosen their territory, the defender will roll 6 dice and place the features. The features will go on garrisonable and area terrain. Features will NOT go on impassible features or forests.

Scoring

Scoring will be submitted in BCP and pairings will be generated by BCP. W/L, Battle Tactics, Grand Strategies, Battle Points.

Battleplans

Battleplans found in the General Handbook: Pitched Battles 2022-23 Season 2 for this event. All battleplans will be taking place in the realm of Beasts, Ghur. The missions selected are:

Round 1: In The Presence of Idols

Round 2: The Nidus Paths

Round 3: Only The Worthy

Round 4: Ours For The Taking

Round 5: Twists And Turns

Terrain

Terrain is being provided by Front Line Gaming and it will be set on each table for each game. Tables should consist of 4 area terrain, 2 garrisonable features, 2 impassible features or forests. Some tables may vary in terrain density but all tables in the event should be comparable to each other.

Mystical terrain features will be used. After the attacker has chosen their territory, the defender will roll 6 dice and place the features. The features will go on garrisonable and area terrain. Features will NOT go on impassible features or forests.

Event Specific FAQ's/Errata

URL: https://www.warhammer-community.com/faqs/#warhammer-age-of-sigmar