



Age of Sigmar Tournament

Samoset Resort, 220 Warrenton St, Rockport, ME 04856

March 16th

SCHEDULE

- **March 2nd 2024 - Rules cutoff**
- **March 9th 2024 (9pm EST) - Sign up deadline**
- **March 9th 2024 (10pm EST) - Lists due**
- **Saturday March 16th 2024**
 - 9:00 am Doors Open and Check-In (30 minutes)
 - 9:30 am Round 1 (3 hours) - Geomantic Pulse
 - 12:30 pm Lunch (1 hour)
 - 1:30 pm Round 2 (3 hours) - Fountains of Frost
 - 4:30 pm Break (15 minutes)
 - 4:45 pm Round 3 (3 hours) - No Reward Without Risk
- **Saturday March 17th 2024**
 - 9:00 am Doors Open (15 minutes)
 - 9:15 am Round 4 (3 hours) - Limited Resources
 - 12:15 pm Lunch (1 hour 15 minutes)
 - 1:30 pm Round 5 (3 hours) - Every Step Is Forward
 - 4:30 pm Awards (30 minutes)

Tournament Rules

- Best Coast Pairings will be used for the tournament. Each player must have the Best Coast Pairings website available.
 - The Best Coast Pairings app is no longer supported, and the website is recommended instead.
 - https://www.bestcoastpairings.com/event/KCT90RNKY5?active_tab=overview
- Age of Sigmar 3.0 rules will be in use.
- 2000 point list using the rules and restrictions provided in the Pitched Battle section from the General's Handbook 2023-2024.
- Any kind of ability you can choose before the game must be chosen before the event and recorded on your army roster clearly. These choices are made for the entire tournament, and cannot be changed during the event.
- Each Player must adhere to the *Player's Code*.
- Chess clocks will be available. See Chess Clock rules.
- **Lists must be entered into BCP by 10pm Saturday, March 9th**, and must list all points/grand strategies/enhancements/etc. It is assumed faction terrain is included in any army it is available in, even if you choose not to place it.
 - If you are playing a faction that can choose between multiple faction terrain pieces (like Ogor Mawtribes), you must note which faction terrain piece you would like to use on your roster.
- Models must be painted to a tabletop standard and be on correctly sized bases.
- Dice must be standard 1-6 cubes, with symbols only allowed in place of a 6. Symbols on any other face are not allowed.
- First round is at 9:30am. Doors open at 9:00am.

PRIZES

Trophies and prizes will be awarded under the following categories. Each player is only eligible for one generalship prize.

- Best General: Player with most points - see scoring section.
- Best Painted:  [Paint Rubric.pdf](#)
- 2nd Place: Player with 2nd most points.
- Best Order
- Best Chaos
- Best Death
- Best Destruction
- Wooden Spoon

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.
- 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.

ROUND SCORING

This tournament uses the Optimal Tournament Template and Directions (OTTD) scoring system. Each round is scored based on the outcome of the battleplan (as defined by the battleplan), plus bonus points for scoring and denying battle tactics and the grand strategy.

- Major Victory: 500 points
- Minor Victory: 350 points
- Draw: 200 points
- Minor Loss: 100 points
- Major Loss: 0 points
- For each round you score a BT: 3 points
- For each round your opponent doesn't score a BT: 1 point
- Complete your Grand Strategy: 5 points
- If your opponent doesn't complete their GS: 3 points

The maximum points available are $500 + (3 \times 5) + (1 \times 5) + (5 + 3) = 528$.

PAIRINGS

Pairings will be random in the first round. The second through fourth rounds will be random within win bracket. The final round will be swiss (top-down) pairings.

ROUND TIMING

Each round is 3 hours. There will be a break for lunch after rounds 1 and 4, and a 15 minute break between rounds 2 and 3.

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 by the time a TO arrives to collect scores the TO will make a decision on the winner, 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 their grand strategy if possible, and also denies all remaining battle tactics and grand strategy.

For example, if player A concedes after the top of turn 2 (having taking turn 2), their opponent would score 4 rounds of battle tactics [rounds 2,3,4,5], plus 3 rounds of denies [rounds 3,4,5], plus the grand strategies, plus any points they had already achieved for battle tactics up until that point.

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

LATE ARRIVALS AND BYES

- If more than one player arrives late for the first round, the late arrivals will be paired against each other.
- If there is an odd late arrival in the first round, they will receive zero points.
- If a player arrives more than 15 minutes late for a round other than the first, they score zero for that round (and the opponent scores 528).
- If there is an odd number of players, one player will receive a Bye. In the first round of the tournament the Bye is chosen at random. In all rounds the Bye receives 528 points.

TERRAIN

Each battle plan will have 7-8 pieces of terrain.

- 2 will be DEFENSIBLE TERRAIN (CR 17.1.2); For Defensible Terrain/Garrison: (CR 17.2), change the rule to the following - *One unit of up to 15 models can be garrisoned regardless of the terrain's size. Models with a Wounds characteristic of 10 or more cannot garrison terrain features. Units and models garrisoning a terrain feature are in that terrain feature's garrison. Defensible terrain pieces that are smashed to rubble become impassible terrain.*
- At least 2 others will be WYLDWOOD TERRAIN (CR 17.1.4). *"Visibility between 2 models is blocked if a straight line 1mm wide drawn between the closest points of the 2 models passes across more than 3" of a wyldwood terrain feature. Visibility to or from models with a Wounds characteristic of 10 or more is not blocked by wyldwood terrain features."*
Note for wyldwoods - trees can be removed/moved by players. They are a representation only. Wyldwood terrain does not need to be physical woods - any terrain piece could be given this rule.
- An added category IMPASSABLE TERRAIN: 2 other pieces must be labeled as impassable terrain features. An impassable terrain feature is impossible to move a unit over, unless that unit can fly or has an ability that lets you ignore terrain. Models, endless spells, and invocations can never be set up on or finish any type of move on an impassable terrain feature.
- Remaining pieces of terrain are treated as cover. Some pieces of cover may have small pillars/rocks/walls. These should be treated as impassable where it makes sense to do so.

Players should begin by determining which terrain pieces are defensible, which are wyldwoods and so on.

Each battleplan (later in the pack) has a terrain map for the round.

After rolling for priority, the defender will place the terrain pieces on the table, matching the map as closely as possible. The defender can choose which terrain piece (and so terrain feature) goes where. GHB rules must still be followed - terrain is placed 3" from table edge, 6" from other terrain and 3" from objectives. Defensible terrain must be 6" from an objective.

Once placed, the defender rolls a number of mysterious terrain dice equal to the number of terrain pieces in use and then places those dice on a terrain feature. If the terrain dice contain any triples or higher (i.e. after the roll, three or more of the dice contain the same feature), keep two of the dice and re-roll the others (i.e. try to prevent triples or higher). Continue to re-roll dice in this manner until there are no more than two of any one feature. The defender can choose which dice to place where.

Once set up, the attacker can then choose which deployment zone to play on.

FAQ - TO Rules Interpretations

Please recheck these rulings the day of the event as these are a work in progress and may change pending official GW rulings.

The event will use the FAQ rulings outlined in aosfaq.com.

Round 1 Geomantic Pulse

The Pulse

At the start of the second battle round, after determining which player will take the first turn, the player taking the second turn picks either objective A or objective B to be the **pulse** for that battle round. At the start of each subsequent battle round, the objective adjacent to the pulse that has not yet been the pulse becomes the pulse. Only 1 objective can be the pulse per battle round. Objectives cannot be moved in this battle.

Victory Points

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

- Score 1 victory point if you control at least one objective.
- Score 2 victory points if you control the pulse.
- Score 1 victory point for each objective adjacent to the pulse that you control.
- Score 2 victory points if you completed the battle tactic you picked that turn.

Grand Strategy

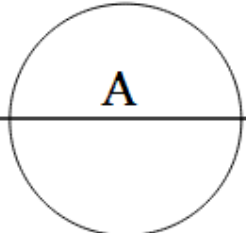
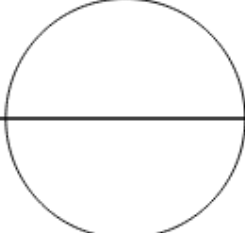
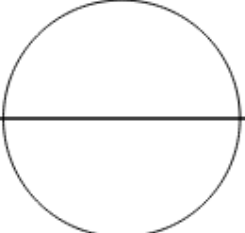
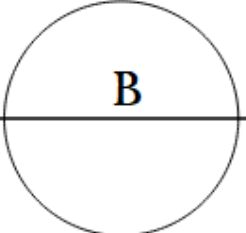
Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

Glorious Victory

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.

Round 2 Fountains of Frost

Geysers of Primal Magic

ANDTORIAN LOCUS units count as 10 models for the purposes of contesting objectives.

At the start of each battleshock phase, roll a dice for each objective that is contested by 3 or more units. On a 4+, each unit contesting that objective suffers D3 mortal wounds (roll separately for each unit).

Victory Points

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

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

Grand Strategy

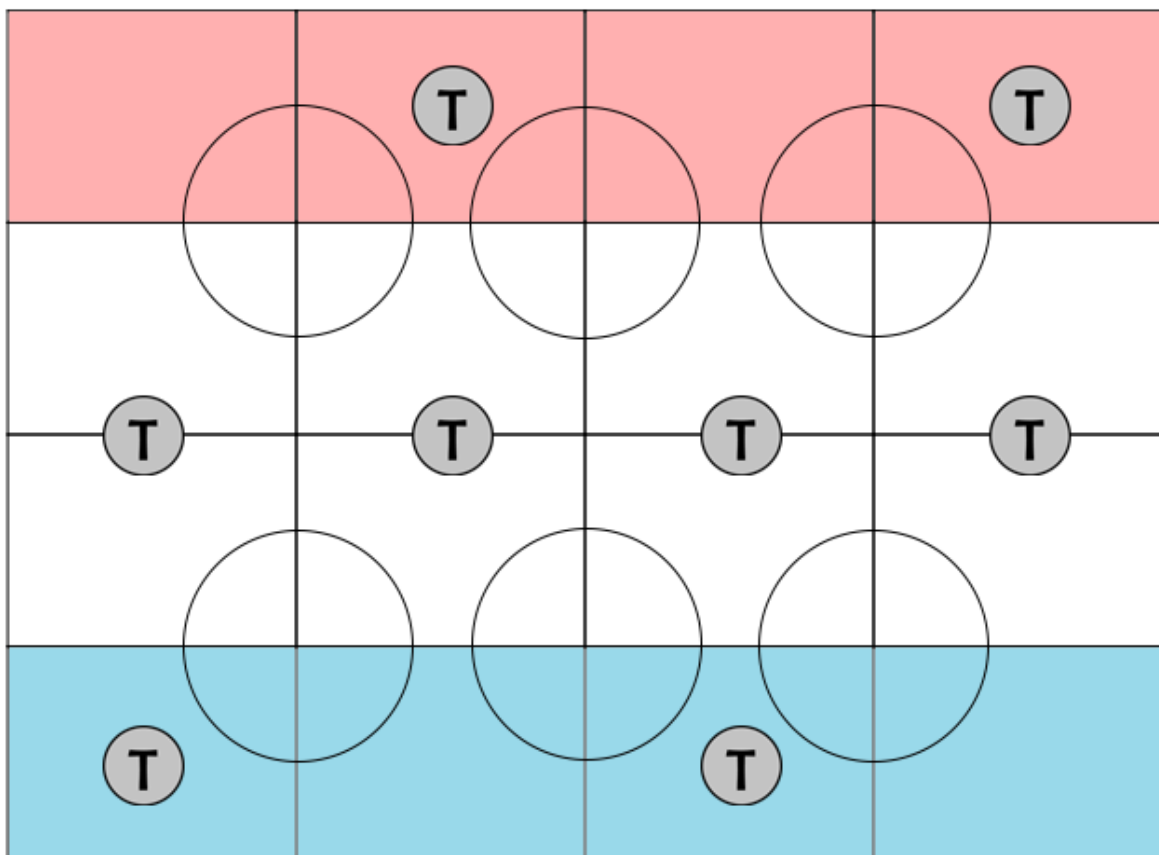
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If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



Round 3 No Reward Without Risk

Feedback Overload

When a **WIZARD HERO** is slain, before removing that model from play, roll a dice. On a 4+, the **WIZARD** explodes as their magical energies are released uncontrollably. Each unit within a number of inches equal to the Wounds characteristic of that **WIZARD** suffers D3 mortal wounds (roll separately for each unit).

Victory Points

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

- Score 1 victory point if you control at least one objective.
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- Score 2 victory points if you completed the battle tactic you picked that turn.

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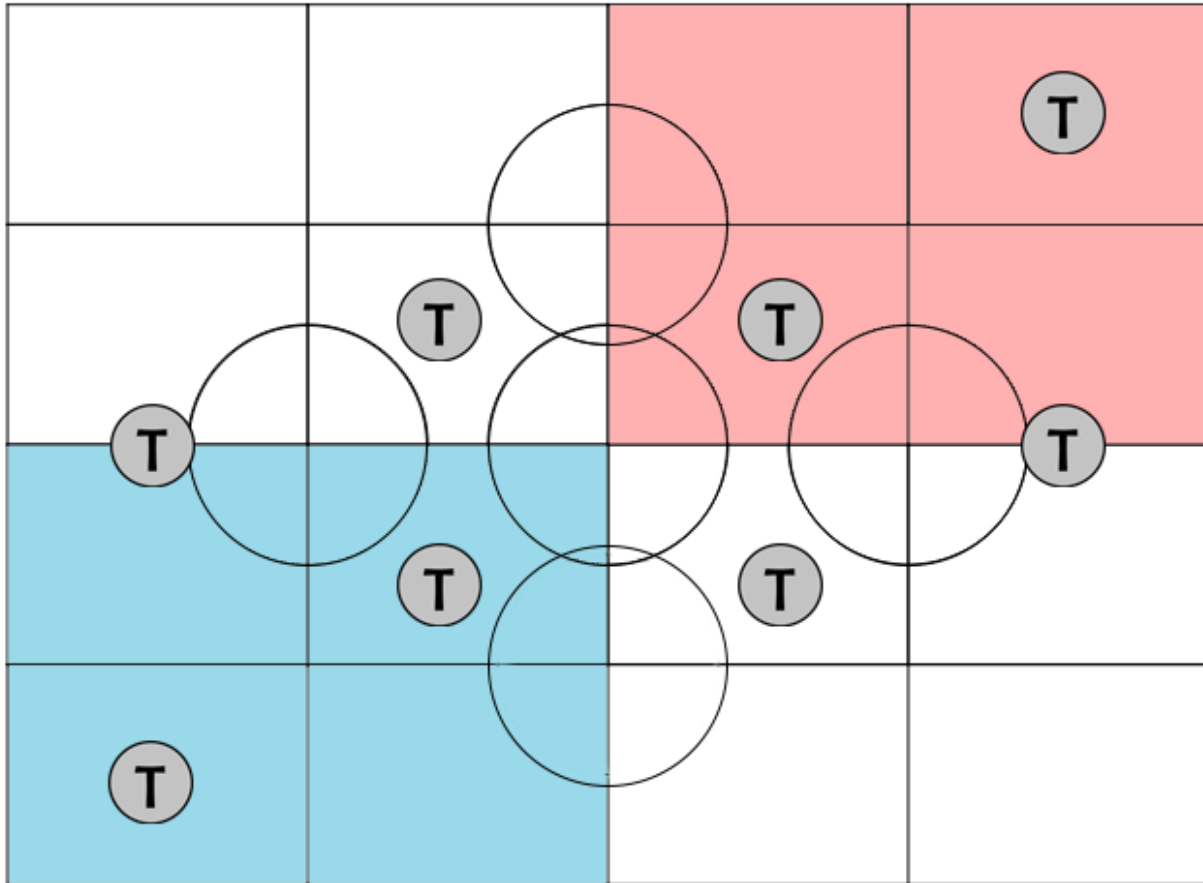
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Round 4 Limited Resources

Siphon Meltwater

After scoring victory points, if the player whose turn it is controls an objective that they controlled at the end of their previous turn, they have siphoned all the meltwater from that objective. For the rest of the battle, that player cannot control that objective. Note that you can still contest objectives that you have siphoned all the meltwater from, just not control them.

Victory Points

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

- Score 1 victory point if you control at least one objective.
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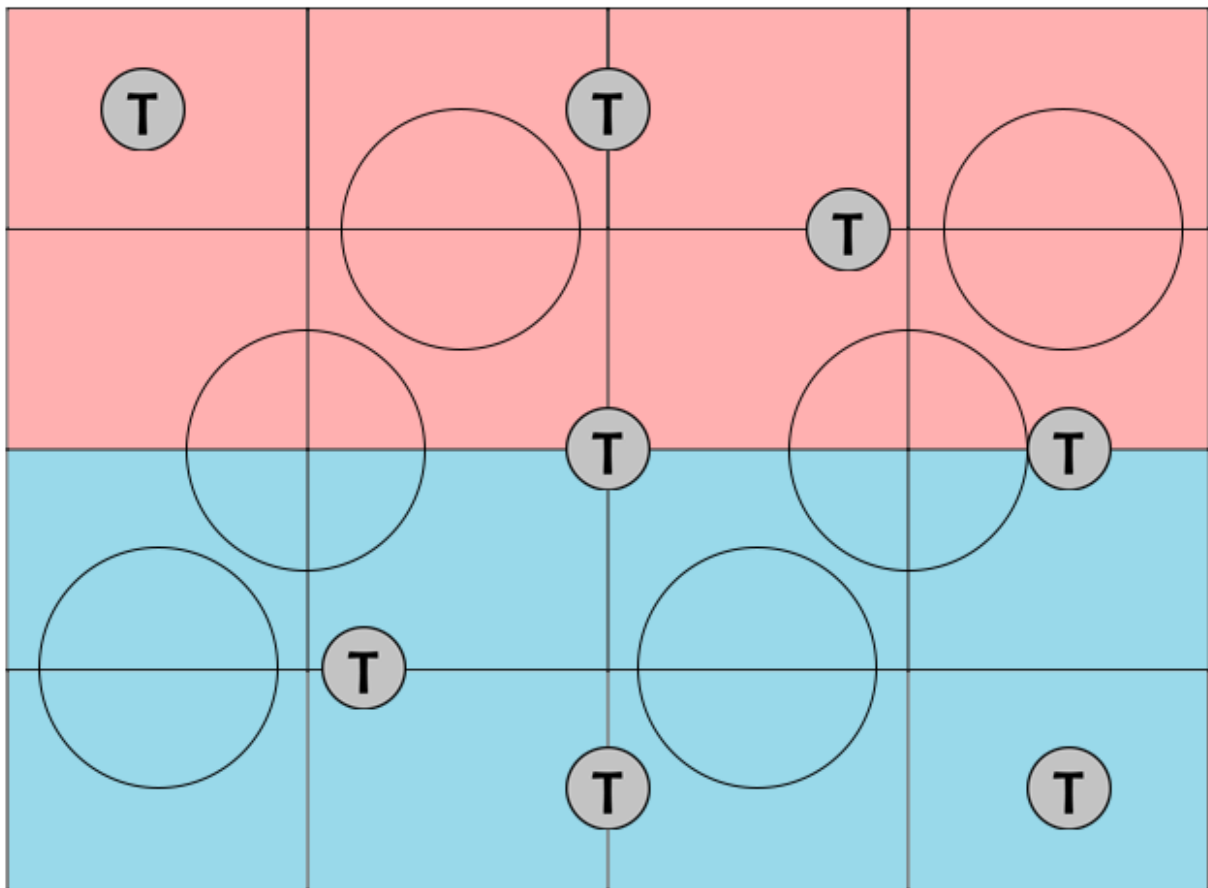
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If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



Round 5 Every Step is Forward

Give No Ground

If a unit makes a charge move, until the end of that turn, add 1 to the number of models that each model in that unit counts as for the purposes of contesting objectives. If a unit retreats, until the end of that turn, models in that unit cannot contest objectives.

Victory Points

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

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

Grand Strategy

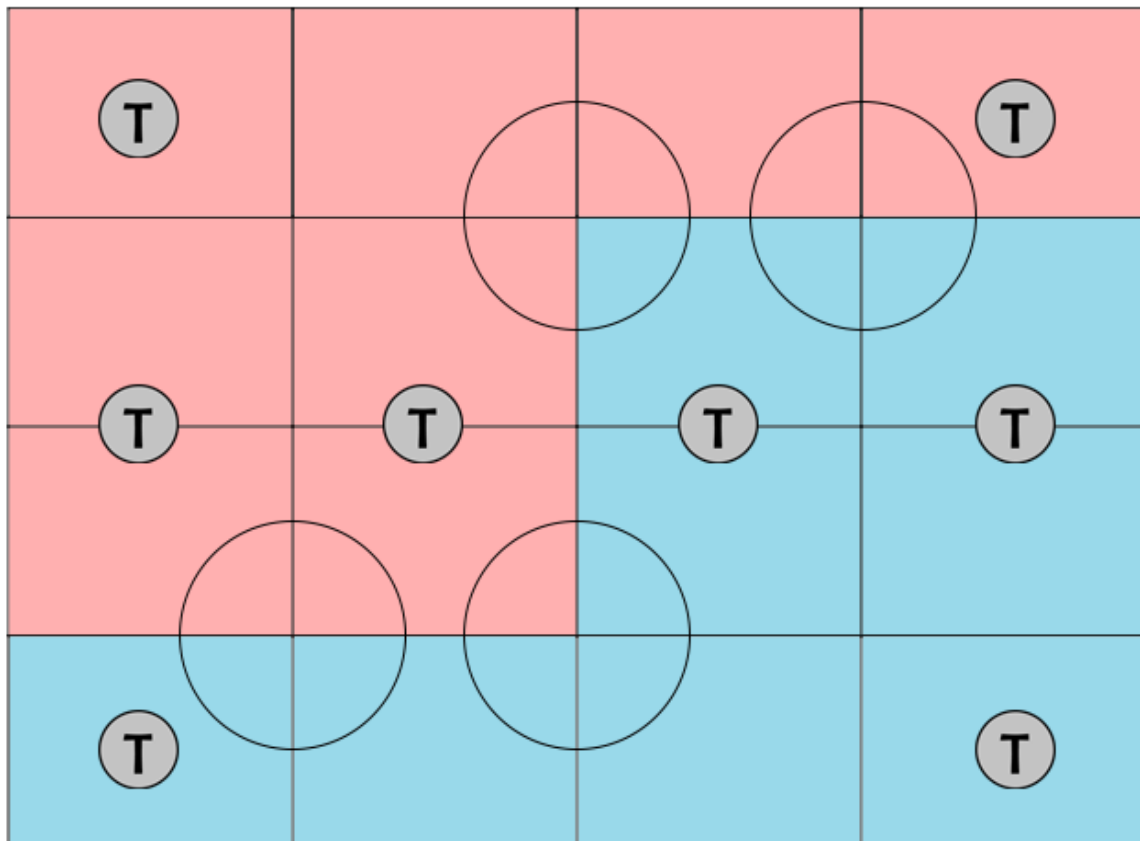
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Appendix: CHESS CLOCK RULES

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 and wish to use one, 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). Time is passed to the attacker as they pick sides and make 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:
- If the player not taking their turn wishes to use an ability/or reaction command 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.

- When the player not taking their turn activates a unit to attack during the combat phase, time is passed to that player, then passed back to the player currently taking their turn.
- When a player makes a save/ward roll of any kind, time is passed to the player making the save/ward roll.
- When a player makes a battleshock roll, time is passed to the player making the battleshock roll.
- If a player who is not taking their turn has rules questions about their opponent's army, time is passed to that player until all rules questions are answered.
- 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.
- 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 only perform mandatory game actions. For example, they must still choose a battle tactic, move endless spells, make weapon attacks, take battleshock, etc. They cannot perform optional game actions, such as casting spells, picking units to move, piling in, etc. A player whose time has run out will still score points as normal.