

Black Tower Wargaming

2025 aos RTT Series

TOURNAMENT PACK

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INTRODUCTION

This document provides all the information you need regarding the format of our tournaments.

This pack covers the information on the format, timings and location.

WHAT IS IT

A Warhammer Age Of Sigmar tournament consisting of 3 rounds. Attendees will bring a 2000 point army and play all rounds made up from the General's Handbook and our own tweaks.

WHERE IS IT

Black Tower Wargaming

Unit 8

Chiswick Court

Chiswick Grove

Blackpool

FY3 9TW

WHAT YOU NEED TO BRING

- Your 2000 point army
- Dice, tape measure, and eight objective markers
- A chess clock or chess clock app
- A copy of the latest Generals Handbook
- Any relevant battletomes, supplements, and FAQs for your army
- A set of scoring sheets, notebook or Tabletop Battles App.
- This Gaming pack

EVENT TIMINGS

We will be digitally registering attendees and doing the first round draw before the event. When you arrive please proceed directly to your table. You are welcome to start your game as soon as you and your opponent are ready. There will be a short announcement which formally marks the start of a round. The round timer will then start and be available for everyone to see.

Day Breakdown:

Registration: 8.45 - 9.15

Game 1: 9.15 - 12.00

Lunch: 12.00 - 12.45

Game 2: 12.45 - 3.30

Break: 3.30 - 3.45

Game 3: 3.45 - 6.30

Awards: 6.30 - 6.45

A NOTE ON TIMINGS AND CHESS CLOCKS

The use of a chess clock is encouraged in order to allow both players an equal proportion of the allocated time. We advise that players use the first 10-20 minutes to set up the terrain and discuss their armies and divide the remaining time equally.

Time begins with the first pre-game action of each player.

Do not start a new round when both players have fewer than 5 minutes remaining.

Each player is responsible for their own time.

Only a judge may pause the clock.

If a player's time expires they may finish the current action (such as a move) but may not start any new actions (such as an attack).

A player whose time has expired may only score objectives in progress or that they still hold in future rounds, roll saves, and take any additional actions required to facilitate their opponent's turn.

Players have the right to not use a chessclock. If both players are in agreement then the clock can not be used. If one player wishes to use a chessclock then it must be used. During a game in which a chessclock is not used and the round finishes when the game is not complete, the score must be submitted as it was at the end of the last fully completed battleround.

"Talking out" is not permitted.

ARMY SELECTION

This will be a 2,000 points tournament. Your list must be taken from a 'legal' publication. Any subsequently released or updated publications are only legal if they had an official FAQ/Errata document published a week before the event.

Any Battletome that has not had an FAQ/Errata by this date will not be legal.

Please have your list submitted no later than 3 days before the event (Wednesday at midnight).

PAINTING REQUIREMENT AND MODEL CHOICE

There is no painting requirement for this event. Although it is aesthetically pleasing to see battlefields of painted miniatures, we would like all players to be able to participate no matter if their miniatures are painted or not. Everyone should be allowed to enjoy their hobby their way.

While we encourage WYSIWYG, we understand that this is not always practical in a fast moving meta, and we want to encourage players to use the most optimised lists they can to compete, even if the models are not 100% accurate. With this in mind, we allow players to use models that may not be equipped with the correct weapon or upgrades, as long as it is not confusing to the opponent.

Conversions must be checked in advance.

3rd party models and 3d printed models may be used as long as they are on the correct base size and are of similar dimensions as the model they represent.

TERRAIN

The terrain for your games will be on each table

MISSIONS

Missions will be drawn randomly before each round.

PAIRINGS

Players will be drawn randomly for the first round, with a 'Swiss system' being used to determine pairings for rounds 2 to 5 - winners are pitted against winners with similar gaming scores, and losers are pitted against losers with similar gaming scores. The Pairings are final and will not be modified unless there are exceptional circumstances (for example a player drops after the round has already been drawn)

If your opponent has not arrived when the round starts, please wait at your table for 15 minutes. If your opponent has still not arrived after 15 minutes, please report to the judges desk where you will be manually repaired against another player who is as close as possible to you in tournament points.

In the case of there being an odd number of players in the event, the lowest ranked player without an opponent will be given a bye. The bye player will be awarded a win of 15 for the first round. In the second and third rounds, the bye player will be awarded a win with a score equal to the average of their previous combined scores.

If at any point you need to drop out of the tournament, please let a judge know or email us.

SCORING

Players will be ranked and paired based upon the following metrics:

Game Results (ie. number of wins)

Victory Points Differential*

Total Victory Points

Strength of Schedule

Lower metrics will be used to differentiate players tied on higher metrics.

Difference in VPs	Winner's score	Loser's score
0-1	10	10
2-3	11	9
4-5	12	8
6-7	13	7
8-9	14	6
10-11	15	5
12-13	16	4
14-15	17	3
16-17	18	2
18-19	19	1
20+	20	0

Example 1: Charlie has 5 major victories, and a Victory Point Differential of 80. Dan has 4 major victories and a differential of 82. Charlie ranks higher.

Example 2: Both Charlie and Dan have 4 major victories. Charlie's differential is 80, and Dan's is 82. Dan ranks higher.

Example 3: Charlie and Dan are tied on Game Results and Victory Point Differential. Charlie scored 123 victory points over the 5 games, while Dan has scored 120. Charlie ranks higher.

*Victory Points Differential

The Victory Points Differential (Diff) is a measure of the margin of victory or loss between players. It encourages players to play hard for larger margins of victory or lower margins of loss, and discourages players from negotiating results for mutual benefit.

The Diff will be used as the first tiebreaker, after the number of wins.

The following formula will be used to calculate the Diff from the final Victory Point (VP) score from your games.

Example 1: Charlie finishes the game with 18 points while Dan finishes with 16 points. Charlie's Diff will be 11, whilst Dan's will be 9.

Example 2: Charlie finishes the game with 30 points whilst Dan finishes the game with 15 points. Charlie's Diff will be 17, whilst Dan's will be 3.

VICTORY POINTS, WINS, AND DRAWS

As BCP currently tracks Wins, Draws and Losses by dividing the difference in player's VPs by 2 to create the **Diff**, a 1 VP difference between the players will be recorded by the software as a 10-10 draw, **NOT** a 10-10 win.

In this situation, **add 1 to the total VP of the winner, to create an 11-9 victory.**

Example: Charlie finishes the game with 18 points while Dan finishes with 17 points. The software would record the Diff as 10-10, so Charlie's score is entered as 19, to result in a Diff of 11-9.

RESULTS SUBMISSION

After your game, you can report your Game Result, including the Victory Points for each player on the Best Coast Pairings app. You can also report to the TO directly if you have an issue with reporting on the BCP app.

Both players are responsible for ensuring that the submitted results for their game are accurate. Once the pairings for the following round or the final tournament results have been generated results will not be changed for any reason other than foul play.

DROPPING OUT OR CONCEDING

If a player does not want to play a game or cannot play a game then they are entitled to drop from the event. That player will receive 0pts for the remaining games. That players opponent will be repaired into a new player if possible. If this isn't possible then they will receive a bye game and receive points as stated in the pairings section.

If a player concedes during a game then they will receive 0-20 losing score and their opponent will receive a 20-0 winning score.

REFUNDS

We will accept requests to refund up until one week prior to the event. After this date we will not be issuing refunds.

Refunds will be the sum of the ticket amount minus £5 to cover transaction and administration fees.

GENERAL ENQUIRIES AND FEEDBACK

If you have any questions, please get in touch through the event Facebook page or by email

Blacktowerwargaming@gmail.com