Age of Sigmar Champs



Frontline Gaming's Atlantic City Open in the beautiful Atlantic City Harrah's Resort and Casino is an epic weekend packed with the best in tabletop!!!

The ACO is FLG's Main Event on the East Coast. The gorgeous hall, luxurious casino resort, and the famous Atlantic City beachside boardwalk makes this a weekend you will never forget! Stay on-site at the resort's hotel, in Frontline Gaming's highly discounted room block by clicking through THIS LINK.

This event will take place on Saturday, June 15th and Sunday, June 16th 2024 at Harrah's Resort and Casino in Atlantic City, NJ. We will be playing a five game tournament, with three games on Saturday and two games on Sunday. Awards and potential prizes will be given out to attendees who perform well in their games, as well as display excellent hobby acumen, and presenting great sportsmanship.

Friday Event

Your ticket purchase towards the Age of Sigmar Championships, also includes a pass for an optional 1-day event on June 14th. This tournament packet covers the Age of Sigmar Championships event only. Please reach out to Andrew Simmons (andrew.simmons.12@outlook.com) for more information. The event is capped at 40 players, and is offered on a first-come, first-serve basis to ticket holders of the Championships event.

A huge thanks to Games Workshop for their support of this event!

Welcome to the Age of Sigmar Champs!

Purchase your event ticket, here.

Book your room though this discounted room block, here.

Get your Atlantic City Open Event Ticket Insurance here.

ORGANIZER CONTACT

Event Manager: Kicker Kalozdi

Frontline Gaming Community Group Page

Tournament Organizer Names	Contact Information
Martin Orlando	redgeist@yahoo.com
Andrew Simmons	andrew.simmons.12@outlook.com

EVENT SUMMARY

Event Room: Wildwood Ballroom

Friday Event:

Please reach out to Andrew Simmons (andrew.simmons.12@outlook.com) for more information. The event is capped at 40 players, and is offered on a first-come, first-serve basis to ticket holders of the Championships event.

Saturday June 15th:

Registration Opens at 8AM

Rounds	Start Time	End Time
1	9:00am	Noon
Lunch/Paint Judging	Noon	1:00pm
2	1:00pm	4:00pm
3	4:15pm	7:15pm

Sunday June 16th :

Rounds	Start Time	End Time
4	9:30am	12:30pm
Lunch, Paint Judging, Finalist Voting	12:30pm	2:00pm
5	2:00pm	5:00pm
Closing Ceremonies and Awards	Around 5:45pm	

FORMAT + FAQ

Behavior expectations for all ITC events are conducted by the ITC Code of Conduct.

Basic Rules & Tournament Submissions:

● Each player's army will be a Battlehost force, a 2000 point list, using the rules and restrictions provided in the Pitched Battle section from the 2024 General's Handbook. Lists must be in BCP by 6/10/2024. Failure to meet the date will result in a yellow card, see Code of Conduct.

● 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.

● Any models in the Legends category will not be allowed at this event.

● Models must be on round bases, please use the base size suggestions provided by GW in the CORE RULES & BASE SIZES. Base sizes can give you an undue advantage in gameplay, so please use the suggested bases.

● Each player must be able to provide a copy of their army list to each opponent prior to the beginning of each tournament round, this may include it being available within BCP.

● Your army must be fully painted and based to a 3-color standard. Models that do not

reach this level may be asked to be removed from the table and treated as a casualty.

● All models must be WYSIWYG, Hammers are hammers, Swords are swords etc. Most kinds of proxy models will not be allowed, but reasonable ‘counts as’ models or conversions may be. (Please email the TO pictures of the model and what it is supposed to be.)

● Other useful items would include dice, a tape measure, pen or pencil, and any counters you need for remembering stuff. Also glue and tools for repairs would be nice. The T.O. may not have the glue you need to save your minis!

● The army painting rubric will return from last year, see subsequent page. Attendees are welcome to bring their armies in on Friday for judging ahead of time. If you were not judged on the Friday, attendees MUST place their army out WITH NAME CLEARLY DISPLAYED after round 1. You will receive a note listing, “you have been judged” as confirmation. If you did not receive a note and were not judged on Friday, please see tournament staff after Round 3. We will be doing pickup judging during lunch on day 2, along with finalist picks for Player’s Choice consideration. If you were not judged by the start of Round 5 because we could not find your army, or it was missing a name, you will be given a score on the spot by the Tournament Organizer.

In addition, if you wish, you may choose for your army to not be judged- please inform the Tournament Staff if you choose this option. Choosing not to be scored will result in

receiving a 14 of possible 25 points.

● A note on Chess Clocks. Please see the head organizer (Martin Orlando) on how Chess Clocks will be implemented on the day of the event. The policy may be influenced by a

variety of factors, and may differ from the ITC Code of Conduct.

Overall Appearance:	
Army has a singular paint scheme throughout the entire force	3
The army has unique factors to further define the army's theme	2
Basing Appearance:	
All models are fully based with at least sand, flock, texture paint, etc	2
All Heroes, Monsters and other single model units have additional basing details (such as rocks, skulls, tufts of grass)	3
Bases army-wide (over 50% of models??) incorporate additional basing details where possible	2
Modeling:	
Army has all gaps filled and all mold lines removed	2
2 or more single models or small units have some level of conversion (Head swap, weapon swap, adjustments to base model, etc)	3
Army-wide conversions that add to the army's theme	3
Painting Technique:	
Basecoats applied evenly, thinly and accurately army wide ("Two thin coats")	2
Entire army has been washed and/or dry brushed	3
All Heroes, Monsters and other single model units has advanced techniques applied (such as edge highlighting, blending)	1
Entire army has advanced techniques applied	3
Display Board:	
Display board has basing materials, sand, flock, texture paint, etc, or the surface has been textured by other means. Also, the entire army must fit on the board.	2
Display board has its own terrain features, has multiple levels, lighting, or anything extra.	1
Display board matches your armies overall theme.	3
Extra Details:	
All Heroes, Monsters and other single model units have free hand, object source lighting, non-metallic metals, and/or weathering	2
All models have free hand, object source lighting, non-metallic metals, and/or weathering where possible	3

Tournament Scenarios:

8 possible scenarios, the 5 we will play will be on a whiteboard at the judge table before round 1 in sequential order

Geomantic Pulse

Nexus Collapse

Every Step is Forward

Limited Resources

Fountains of Frost

Icefields

Frigid Zephyr

No Reward Without Risk

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Awards:

(There may be more than one Golden Ticket handed out based upon attendance.)

Best Overall/Hobby Exemplar (combined game and hobby scores)

Best General (highest tournament points on games alone)

2nd Best General

3rd Best General

Smokin’ Boots (Last Place)

Middle Management (exact Middle of placings, rounding up)

Best Army/Painted/Appearance

Best Army Runner Up

Best Army 3rd Placel

Best Army, Player's Choice

Best Sportsman a.k.a. "Favorite Opponent"

There will be QR codes made available for players to vote on Best Painted Player's Choice and Favorite Opponent.

The following Tournament Points will be used for our custom scorecard in BCP, as well as to determine Best Overall.

Major Victory: 25 Tournament Points

Minor Victory: 20 Tournament Points

Draw: 15 Tournament Points

Minor Loss: 10 Tournament Points

Major Loss/Concession/Did not play: 5 Tournament Points

Battle Tactics: 1 Tournament Point per completed Battle Tactic

Grand Strategy: 2 Tournament Points if the player completed their Grand Strategy

Hobby Scores (counted only for Best Overall awards)

Paint: up to 50 Tournament Points (the paint rubric score up to a soft cap of 25, multiplied by 2, rounding up)

**Top 10% of paint scores will receive a “Best Army Nomination”, and receive an additional 5 Tournament Points, with Judges awarding 1st, 2nd, and 3rd accordingly.

Favorite Opponent

After the final round, please see the T.O. and submit your two favorite opponent votes. Your first favorite, will receive 10 Tournament Points, with your second favorite receiving 5 Tournament Points. The highest total points from sports votes will Receive the Favorite Opponent award, with tiebreakers being Tournament Points from their games.