

AGE OF SIGMAR
Slobberknocker Tournament Ruleset

This is the expanded version that also includes the thought process wrapped into each decision.
For a condensed barebones version, click the [Tournament Rules Document](#).

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Foreword

A lot of people were pretty distraught at the end of 8th edition. While far from perfect, the ruleset was stable, solid, and generally considered a fun game by those who played it. While not as externally balanced as some other games, each army had it's own very real flavor and personality, and the games tended to be full of memorable moments. If you wanted the feel of fantasy armies pitting their strengths and weaknesses against each other, you chose Warhammer.

Why is this document needed?

When Mannfred ruined everything and the Old World got blowed up, so did every convention in fantasy wargaming we were used to. GW drastically gutted the system and replaced it with something new. The rules to the new game were much slimmer, and in an effort to make the game more easily picked up and played, traditional concepts such as point costs, ranks, magic lores, and unit facing went out the window.

What was left was a fun game that was a great way to use the models you owned without worrying so much about points efficiency, but had no concept of internal or external balance other than who could cram the most mini's in their deployment zone.

Enter this tournament packet.

It aims to address the biggest concerns from Age of Sigmar while keeping the game fundamentally unchanged. While AoS is fine as is for casual play (sortve), it had no place in a tournament environment without a few modifications. The most glaring issues preventing tournament play were..

- Force Limitations
- Special Characters
- Summoning
- Shooting
- Nuts and Bolts
- Victory Conditions

I will go over the minor changes needed to each of these for a fun and challenging tournament design. Them most recent changes are in bold. These rules can apply to regular games not in a tournament setting, but might come across as a little restrictive. **The most recent changes are in blue.**



Force Limitations

One of the main problems in making a tournament ruleset for Age of Sigmar is that the game comes with no rev limiter. Your deployment zone is the limitation of your army size. Yikes! The Slobberknocker GT will use the following restrictions.

1. All armies will consist of 100 points, chosen from any number of factions from only one Grand Alliance. See the list of factions within each alliance [here](#). We use the SCGT points system, found [here](#) (online tool) and [here](#). (Full pdf)
2. Formation Battle scrolls will be allowed, up to one per army. You must outline the formation on your army list, along with it's special rules.
3. Units will have a general cap of 3 war scrolls, or entries, worth of models, using the SCGT comp system.
4. No more than 50% of an army may have the "Hero" keyword.
5. Summoned units come from a summoning pool, which is equal to 40 SCGT points. This summoning pool must be chosen as part of army list construction.
6. Special terrain costs 10 points per war scroll. It may be included as part of your army, or part of your summoning pool.

That's it. I find this plays in about 2.5 hours per game with people who know the system. The wound cap allows for 30 goblins in a unit, or 15 chaos warriors, or 9 ogres. As of now, the Monster keyword is not limited. Monsters are good, but massed infantry synergy is way up in Age of Sigmar. 30 skeletons can kill a Dragon as often as not.



Special Characters.

A lot of the criticism that comes from Age of Sigmar was with the initial set of "Silly Rules" on the special characters. Some players didn't like having to play charades. Some players accused GW of being insensitive to people with social anxiety disorders. No matter how you slice it, the

special characters came with some crazy rules and ways of activating them. Because of this, they typically cost many more points than regular heroes.

- Special Characters are allowed at the Slobberknocker GT. This includes any “named” character. Nagash is a special case. He costs 55 points, more than the 50% of heroes limitation, but is allowed for play. He will of course, be your only hero keyword unit. If you have a question, send me an email to SlobberknockerGT@gmail.com
- If a Special Character has a “Charades” style rule, it is assumed you get the benefit of that rule without having to play around. Unless you want to, then by all means, play around. I’d love to see someone waving a chalice around shouting “For the lady!”



Summoning.

So my demon prince summons a demon prince that summons a demon prince that ...

1. Summoned units cannot act until the start of your next turn.
2. You may summon only one unit per turn, though multiple wizards may attempt to do so. Summoned Terrain counts as a unit for this purpose.
3. Summoned units cannot summon other units.
4. Summoned units come from a summoning pool, which is equal to 40 SCGT points.
5. When a summoned unit is destroyed, it is removed from the game, not placed back in your summoning pool.
6. You may not summon a unit with the "Hero" keyword.
7. Summoned units give up victory points like any other unit.

Sure, a Wizard can summon a unit every turn, but it won't do anything on it's first turn, giving the other guy a whole turn to wail on it for free points. Summoning is very powerful, and making players submit their summonable creatures in a list ahead of time (something akin to a Magic: The Gathering sideboard) adds a strategic wrinkle that is needed to help shake it out a little.



Shooting

So I can shoot into combat during my shooting phase and still fight in the melee phase?
Shooting units got a big bump in Age of Sigmar. Some people don't like it, but I think the melee units are so strong it's fine. These are mostly clarifications.

1. During its shooting phase, a unit engaged in close combat may only shoot at a unit it is in close combat with.
2. A unit engaged in close combat may not use its ranged weapon profile during its close combat activation.
3. Spells and prayers that deal wound damage are considered shooting attacks, and subject to rule #1.



Victory Conditions

Another issue with competitive Age of Sigmar is that the game gives only 1 real win condition, table your opponent. In order to stop the game from devolving into huge masses of combat in the middle, objectives should be added, as well as other ways to gain victory points. The following apply to all tournament scenarios.

1. Each game will have a number of Primary Objectives and Secondary Objectives.
2. Claiming an objective means that you have more models within 4 inches of the objective.
3. Units may not score for more than one objective.
4. In the case of a tie, neither player can score the objective.
5. If all of a player's units are destroyed, the game does not immediately end. The surviving player plays out any remaining phases until all 6 turns have been used. Any victory points or tournament points earned by both players are tallied up to determine the final score.

Other victory points.

1. Killing the enemy general is worth 10 bonus victory points.
2. Completely destroying an enemy unit is worth victory points equal to their SCGT cost. If a unit has less than half of its starting models remaining, it is worth half as many points as it would have been if completely destroyed.



Nuts and Bolts and other minor changes.

Quality of life changes, clarifications, and a bit of housekeeping on the base ruleset.

1. Wizards may cast spells into any combat or on any unit as long as the spell has no prohibitions against doing so. (Noting the rules for spells that cause wounds in damage.)
2. All measuring should be done from the base of the model.
3. All games last 6 turns.
4. Units that are part of your army list but are not set up at the beginning of the game are considered "In Reserve". At the end of the game, units still "In Reserve" are considered fully destroyed and award points to your opponent. Note that your summoning pool does not count as reserves.
5. A roll of 1 is always considered a failure.
6. Units may not contain more than one standard bearer, champion, or musician. If a war scroll contains multiple banner options, you may only bring one of those options.
7. Spells of the same name do not stack.
8. If at any point in the game a player has no units on the board, or all of their remaining units are in reserves or inaccessible, they are considered to have lost all of their units.
9. Unique command abilities may be used once per game. Inspiring Presence may be used every turn. If a Command Ability is "not successful", then it is not considered used. For

example: No Nurgle units roll a 7 on the charge. (Great Unclean One), or a Chaos Lord rolls less than a '4' when bringing in reinforcements.

10. An army general may take a "Look out Sir!" roll to avoid ranged attacks or spells that deal damage while within 3 inches of a friendly unit. On a 5+, that unit becomes the new target of the attack. If the unit contains 10 or more models, they become the new target of the ranged attack or spell on a +4 instead. Roll for each attack separately.
11. Special Terrain purchased in army construction is placed immediately after a player learns which deployment zone they are using.
12. Any ability that brings units into play that are not part of your army list are considered summoning abilities, and must pull from your summoning pool.
13. Any ability that allows two units to join together, or allows units to be added to other units adds the SCGT points of those units together. Summoned units can only ever merge with other summoned units.
14. Each Grand Alliance will have a specific set of guidelines, [here](#).