



Justice Series: Age of Sigmar

Welcome to the rules pack for the Justice Series. This pack covers the event rules and all other information that you will need to ensure that you have a great time. We look forward to welcoming you to our event and we can't wait to see you there!

Ticket Details

[Tickets can be purchased from our website – click this link!](#)

Event Rules

Core Rules

All core rules for Age of Sigmar are used. Matched Play rules are used. The Battlepack rules from the most recent General's Handbook will be in play.

The latest FAQ will always apply, regardless of how far in advance of a tournament that FAQ was released. We will use our discretion if this unduly affects a player (e.g. completely invalidating a pre-submitted list) .

Battleplans

We will play 3 battleplans from the most recent General's Handbook. The battleplans will be announced at the beginning of each round.

July 2025 event as the first this edition we will use the following

Round 1 Bountiful Equinox

Round 2 Lifecycle

Round 3 Roiling Roots

Army Construction

Armies should be constructed as per Matched Play rules from the latest General's

Handbook.

Compendium units may not be used.

Any new releases that are officially released at least 7 days before the event will be allowed at this event.

Tables & Terrain

All our tables feature premium neoprene gaming mats and a great mix of high-quality official and custom terrain. Tables will include two open area woods (like the original Wyldwoods) **Obscuring**, two Ruins **Obstacle**, 4 Small foot print pieces (a rock, Realmgate) That will generally be **Places of Power** or **Obstacles**. This tournament will not use **Impassable** or **Area**.

Signups and List Submission

We will be using Best Coast Pairings for our event signup information will be available nearer the time. All lists must be submitted by **11:59pm** on the Wednesday before the event. If you require any assistance with list submission, please contact us (see contact details at end of document).

Scoring, Ranking & Pairings

Scoring

At the end of the game you will report your Total VP and Battle Tactics Completed (1-6)

Ranking

Players are ranked according to who has the most wins. Tied players will be ranked first by Victory Points, followed by Victory Points Uncapped, finally Strength of Schedule. This is summarised in the table below:

1. Wins
2. Major Wins
3. Victory Points
4. Strength of Schedule
5. Battle Tactics
6. Random

Painting and Modelling Scores

The minimum required standard for models used at this event is:

Full assembled, undercoated miniatures. All armed correctly, no proxies.

To win any awards the following requirements must be met

- Fully assembled
- Three distinct colours applied
- Coloured and textured base

No prizes will be awarded to anyone who does not meet these standards

If you are unsure as to whether your models meet the above criteria, then please contact us in advance of the event we are happy to help.

Schedule & Round Timings

10.30am: Store Opens, Registration.

11.00am - 13.30pm: First Round

13.30 - 14.00: Lunch Break

14.00 - 16.30: Second Round

16.30 - 19.00: Final Round

19.15: Winner announcement and prize giving!

Conduct

We expect all players to demonstrate sporting conduct throughout the event. In terms of games, this means knowing and abiding by the rules of the game, ensuring both players are aware of the state of the game and ensuring your opponent maintains the same standards. Stalling, rolling dice unfairly, consistently misplaying or misrepresenting rules and other forms of unsporting conduct will be acted upon by the TO.

This extends to good personal conduct. Players should act appropriately and do nothing to make any other person feel less than perfectly safe and welcome.

Any player who feels unsporting conduct is taking place should speak to the TO. If you feel the issue may affect the outcome of a game in progress, you must alert the TO during the game.

Unsporting conduct may result in deduction of tournament points, and serious or repeated offenses may result in automatic game losses or disqualification.

End of Round Procedures

The round timer will be on display along with regular timing updates from the TO. Players should endeavor to play an equal number of turns in the allotted time where possible. When time on the round is called, you will have five minutes to submit your result to the TO. If you have not played an even number of turns when time is called, please call a TO who will assist you in making a decision, and make a decision themselves if necessary. A game of Age of Sigmar is intended to be 5 turns and all TO involvement in decision making will assume 5 turns would be played if our involvement is needed. Repeated failure to submit a result in time may incur a penalty.

Tournament Organiser Responsibilities

This event will be officiated by the JustPlay tournament organisers (TOs) for the weekend. It is the tournament organiser's job to ensure that everything runs smoothly and that all players have a great event experience. The tournament organiser's word is always final in all matters whether they relate to rules, conduct, or otherwise. If you have any problems, questions, or there is anything that you feel that you need help with or not sure about, please speak to your tournament organiser – we're here to help!

Judging

The TO's will be actively judging the event so please feel free to call us for any help you may need in your games from re-setting up terrain to complex rules questions.

Awards

All participants will receive a £5 Justplay gift voucher

Gaming

The top ranked players at the event of the event will receive the following

awards: 1st Place: Custom Justice JustPlay Trophy

Painting & Hobby

Best in Show (Judges Pick): Framed Certificate

Contact Details

If you want to get in touch with us regarding anything in this pack, questions about the event, queries about the venue, or even simply help with hotels or any other local knowledge then please do get in touch! You can contact us in the following ways:

Email: hello@justplaygames.uk

Phone: 07594790319
Twitter: @justplaygamesuk

Facebook: [Justplay Age of Sigmar Group](#)

Appendix

The following is from the recent GW official Tacoma Open FAQ (Unofficial, official)

Core Book

Q: Can faction terrain or manifestations be picked as the target for Power Through?

A: Yes, if it has a Movement Characteristic greater than '-'.

Q: If an ability (e.g. 'Seed of Rebirth') would allow a unit that would be destroyed to negate all

remaining damage points then Heal to prevent that unit from being destroyed, and another ability (e.g. 'Quenching the Flames' prevents that unit from healing, would that unit still be destroyed?

A: Yes.

Q: Can units garrisoned on a terrain feature move?

A: No.

General's Handbook 2025-2026

Q: If I have met the conditions to complete a battle tactic can I choose not complete that tactic at

the end of my turn?

A. No. If the conditions are fulfilled and you have not already scored a battle tactic from that

card this turn, you must score that battle tactic.

Q: If a unit uses All-out Attack in the shooting phase and the combat phase, do I subtract 2 from

save rolls for that unit?

A: No. Persisting effects (see 28.1) count as the effects of passive abilities for their duration, so

units cannot be affected by the same persisting effect more than once.

Q: While every model in a friendly non-Monster unit is within 1" of an Obscuring terrain feature,

are they visible to friendly units?

A: Yes. They are just not visible to enemy units outside of their combat range.

Q: Are friendly or enemy manifestations removed from the battlefield when using 'The Spirit

Paths Open' ability?

A: No.

Q: If a hero is garrisoning a faction terrain feature, can it still be picked as the target of abilities

other than attacks?

A: Yes.

Q: Can you pick manifestations or faction terrain features as the target of covering fire?

A: No.

Q: For the Scouting Force battle tactic, do you determine whether a unit is a Scout or not before

or after deployment phase abilities?

A: Before.

In the 'Rapid Sprouting' effect of 'Activate Place of Power', replace 'visible terrain feature' with

'visible non-Faction Terrain terrain feature'.

Remove the following sentence: 'While a faction terrain feature is garrisoned, it is a unit (see

1.5.1).'

Change the Strike: Fey Strikes battle tactic rule to: 'You complete this battle tactic at the end of

your turn if all the following are true:

- At least 2 friendly units moved as part of a Retreat ability this turn. Those units are lure units.
- At least 2 other friendly units charged this turn and at least 1 of those units ended the

charge move in combat with an enemy unit from which any lure units retreated.'

Add the following bullet point to the top of the Intercept and Recover battle tactics card: "If an

ability would remove a unit that was carrying treasure from the battlefield, and does not set up

that unit again within the same ability (e.g. 'Dark Apotheosis' or 'Red Ruin') before removing that

unit from the battlefield your opponent must give the treasure it was carrying to another one of

their units within 3" of that unit. If this is not possible, that unit counts as having been destroyed

for the purpose of this battle tactics card."

Scourge of Ghyran

Q: Can I use Scourge of Ghyran enhancements, lores and battle formations in an Army of Renown?

A: No.

~~Q: When using the 'Mightiest Destroyers' ability, can I pick a second target if there is a Megaboss on Maw Krusha on the battlefield?~~

~~A: No. The ability specifies the unit name, so only a Megaboss unit is eligible.~~

Q: Can the target of 'Sorcerers of War' attempt to cast a spell in the combat phase if that wizard

already attempted to cast in the hero phase of the same turn?

A: Yes.

Q: If I successfully cast 'Gnaw Through Reality' on a Scourge of Ghyran Grey Seer on Screaming Bell, could I then use 'Tunnels Through Reality' to remove that unit and set it up wholly within 6" of another friendly Gnawhole?

A: No.

Q: Can more than one Scourge of Ghyran Auric Runeson on Magmadroth pick the same Auric

Runefather on Magmadroth as the target of their 'Fire, Blood and Vengeance'?

A: Yes.

Q: When using 'Shadowstep', if my chanting roll was 8+, could I pick the priest themselves as

the first target, move them, then pick another eligible unit that is now within range as the second

target?

A: Yes.

In the effects of LRL's 'Beacons of Protection' and 'Beam of Hysh', replace 'been cast' with 'been

successfully cast'.

In the effect of Ogor's 'Fixated on Feeding', replace 'If it does so, the target has charged.' with 'If

it ended that move in combat, the target has charged.'

Add the following to the effect of Skaven Broodterror's 'Lend a Claw': 'This ability affects Companion weapons'.

Add the following to the effect of Gloomspite Gitz Fanatics' 'Whirling Destruction': 'If this unit

ended that move in combat, it has charged.'

In the Pontifex Zenestra's 'Hallowed Ground' effect of 'Sigmar's Will', replace 'unit that is wholly

within 12" of this unit' with 'unit while it is wholly within 12" of this unit. In the 'Fervent Prayers'

effect of 'Sigmar's Will', replace 'Each time a friendly Cities of Sigmar Human model that is wholly within 12" of this unit is slain by a combat attack' with 'Each time a friendly Cities of Sigmar Human model is slain by a combat attack while it is wholly within 12" of this unit'.

Change the timing of 'Eternal Light' to 'Passive', and the effect to: 'If a friendly Lumineth Realm-lords Wizard successfully casts a Summon spell, instead of resolving the effect of that

Summon spell, you can set up a replacement unit for this unit more than 9" from all enemy units

and wholly within 12" of the unit that used that Summon ability. This ability is still in effect even

if this unit is not on the battlefield.'

In the effect of Skaven's 'Will of the Horned Rat', replace 'inflict 1 mortal damage' with 'allocate 1

mortal damage (ward rolls cannot be made for these damage points).

Sylvaneth

Change the effect of the 'Overgrown Wilderness' ability to:

'Enemy units can be targeted by shooting attacks made by friendly Sylvaneth units even if every model in that enemy unit is within 1" of this terrain feature. In addition, the Range characteristic of friendly Sylvaneth units is not halved while every model in that friendly unit is

within 1" of this terrain feature.'