

Rose City Ruckus AoS Doubles Tournament

November 29th-30th

2401 Dougall Ave, Windsor, ON N8X 1T3

Ticket Price/Deadline: \$100, November 15th 2025

List Submission: November 15th 2025

Rules Cutoff: November 8th 2025

Ticket Purchase:

<https://tabletoprenaissance.ca/products/warhammer-age-of-sigmar-doubles-grand-tournament>

Event Details

This will be a 10 team, 5 round Grand Tournament using missions from the General's Handbook. There will be 3 rounds on Saturday and 2 rounds on Sunday.

Tickets for the event are \$100 per team and can be purchased on the Tabletop Renaissance website, and must be purchased by 11:59 pm on the date listed above.

We will have 10 tickets available, with the possibility of adding more depending on player interest and how many tables of terrain we are able to set up. If you have a mat and WTC terrain you would be willing to lend us please contact us and let us know!

The BCP link will be available on the TTR website ticket purchase.

List Details

Army lists will be 2000 points per team, each player making a legal 1,000 points list. Lists are due in BCP the date listed above.

Any 3D printed models, reasonable proxies, and conversions will be allowed but must be approved. Any models requiring approval must be submitted by the Sunday before the event. Submissions for approval can be sent to Tabletop.renaissance.ca@gmail.com with a full list of the model and complete photos.

No Legends unit will be allowed.

Failure to submit a legal list by this date may result in a 5 point penalty per game.

Your army must be battle-ready to ensure not to lose an additional 5 points per game.

List Building

Each player within a team will have their own separate 1,000 point army following the rules from the Matched Play Pitched Battle chart. These armies must be selected following the usual Matched Play rules for picking your army. These two armies then combine in your games to create a TEAM army. Here are a few key points and FAQs regarding team armies. If more FAQs arise relating to Doubles play, we will add them to the list.

- When playing your games, a 'player' is a 'team'. For example if one player's models gain control of an objective, the team gains control of it, and anything that is once per player is once per team.
- Your team generates a Command Point at the start of each of your hero phases as normal, not one per player.
- Any extra command points generated by abilities can be shared by the team.

- Each player's 1,000 point army is entirely their own and must be fully contained within their own army roster.
- Before the game, the team will select their Battle Tactics Card for the round.
- An individual player's army must be different than their teammates, and can even be from a different Grand Alliance.
- Any Unique units can only be included once in a team.
- Any Faction terrain can only be brought once.
- Each player selects a General from their individual 1,000 point army and may give them a Command Trait and Artefact of Power as normal. Note that as per the Core Rules, you cannot duplicate the same Artefact of Power, but Command Traits are otherwise unaffected.
- When building your army, use all the most up to date Warhammer Age of Sigmar rules found in the Pitched Battle Publications list found in the Generals Handbook. Battletome updates found in White Dwarf can also be used.

Team Format (Rules)

- Each team will get command points at the start of each battle round, not each player. So work together on how they are used.
- When making priority rolls, both players on a team roll and add their D6 values together to determine which team gets priority.
- For Deployment and Rounds each player on the team will complete an action before switching to the other team.

Example 1 – Both players place a unit, then the other team places their two units.

Example 2 – In combat each player on the team will declare a combat and once they are both resolved the other team will declare their two combat actions.

- Friendly units include your teammate's army, unless the action/spell/effect specifies that they must be from your army.
- Any action that is once per player is once per team unless noted below.
- If one player's models gain control of an objective, the team gains control of it.
- If both players have the same manifestation lore, only one (1) of any endless spell can be on the table at any time. For example, you cannot cast two Purple Suns on the table in the same turn.

Rules Details

Any rules/FAQs/Dataslates/points changes published up to the Sunday two weeks before the tournament will be used. The most recent rules can be found here:

<https://www.warhammer-community.com/warhammer-age-of-sigmar-downloads/>

No rules published after November 8th will be used.

Chess clocks will be allowed but are not mandatory. If your opponent wants to use a chess clock you must use it.

Prizes

1st place - TBD based on participation

DnD party - Highest ranked team which both sides only consist of heros

Centurion - Highest ranked team which consists of exactly 100 models.

Additional prizes will be awarded during the event.

There will be a prize for Best Painted army, **if you are interested in competing for best painted please let us know at check in.** Judging will be done during lunch on Day 1, all players are encouraged to vote!

Day 1

Check-in: 9:00-9:30

Round 1: 9:30-12:30

Lunch: 12:30-1:15

Round 2: 1:15-4:15

Break: 4:15-4:30

Round 3: 4:30-7:30

Day 2

Check-in: 9:00-9:30

Round 1: 9:30-12:30

Lunch: 12:30-1:15

Round 2: 1:15-4:15

Awards: 4:15-6:00

	Missions
Round 1	Bountiful Equinox
Round 2	Cyclic Shifts
Round 3	Surge of Slaughter
Round 4	Roiling Roots
Round 5	Passing Seasons

Any questions/concerns/comments can be addressed to Jake via either Discord, Facebook Messenger or email to tabletop.renaissance.ca@gmail.com