



**LONDON
GRAND
TOURNAMENT**

2018 AOS GT GAMING PACK

CONTENTS

The Event	3
Background	4
Introduction	5
General Info	6
What you need	7
Quests	8
Gameplay / Terrain Maps	9 – 12
Rules of the Realm	13 – 15
Scoring	16

THE EVENT

ROAD TO AZYRHEIM

The LGT AOS GT: Road to Azyrheim is a competitive Age of Sigmar tournament based on the core rules provided in the Generals Handbook 2017 and current GW FAQ's and Errata's.

The LGT AOS GT is a showcase of the best that Age of Sigmar gaming can offer. There will be outstanding terrain, high quality awards and a slick, well-run Tournament. The Warhammer Community team were in attendance last year providing extensive coverage and discussions are on-going to set up a repeat of this partnership. We will also be streaming the top table live on our own Twitch channel, as well as other highlights.

But we don't just want to run a massive GT. We've designed in some cool characteristics to give the tournament a unique feel and cater for the full range of gamers from ultra-competitive to more narrative. This is achieved through theming the event around a 'Second Age of Chaos', which sees gamers battle through the 8 Mortal Realms and the Realm of Chaos in our Tournament: Road to Azyrheim. Each row of tables will be themed around one of these 9 realms, which will all have appropriate scenery and slightly modified rules to represent this.

BACKGROUND

THE SECOND AGE OF CHAOS

Sigmar's campaign against chaos across the Mortal Realms had been going well. After fierce fighting, Archaon's armies are on the back foot in many realms and a number of Free Cities have been established as bastions around which the forces of Order can rally.

After plotting with his Gaunt Summoners at the All Points, Archaon delivered his counter-punch. He led his own army to Mount Kronus in Aqshy to destroy Vandus Hammerhand and the Hammers of Sigmar Stormhost. However, this was just a feint. He also sent Lord Othman, one of his most trusted Varanguard, to the Gate to Azyr. Lord Othman took a small force of Arcanites to secure the realm gate. The Varanguard General sent the Tzeentch Daemon, the Changeling, through the gate to the other side to sow deception and prevent Sigmar from closing it, as he had done in the first Age of Chaos. Sigmar sensed the danger and dispatched forces to the realm gate, but it was too late. Lord Othman had brought with him a Gaunt Summoner, who's name could be loosely translated from the Dark Tongue as 'The Unexpected'. The Unexpected cast a spell over the Gate to Azyr, which prevented Sigmar from closing it. Sigmar desperately sent what forces he could to the Realm of Aqshy to try and wrest control of the gate back from Lord Othman. But a Dark Feast, numbering countless Blood Reavers, had swept through the volcanic landscape to reinforce the Arcanite force and the piecemeal Stormcast were dispatched in short order.

With Sigmar unable to withdraw to Azyr, he was forced to take the fight to Archaon as the chaotic hordes spilled out from the Realm of Chaos to besiege Free Cities everywhere. The fight for the Mortal Realms had begun.

INTRODUCTION

WELCOME TO THE LONDON GRAND TOURNAMENT AGE OF SIGMAR GT 2018

This document provides all the information you need to play in the London Age of Sigmar Grand Tournament 2018. It should be printed and brought with you to the event if you intend to play. The document contains details of the Gaming Schedule, Army Selection, Terrain rules, Quests and Scoring. If you have any questions at all please do not hesitate to get in touch.

ENQUIRIES

Tom Loyn: loyn@me.com

FOLLOW THE BUILD UP AND ACTION ON THE DAY ON TWITTER

@LondonAOSGT

For more information on the venue, local pubs, the full programme of events and details of all our fabulous prizes and special guest appearances, please see our Convention Programme which can be found at www.LGTpresents.co.uk/programme

We look forward to seeing you in May for a weekend of wargaming madness.

Thomas Loyn - Tournament Organiser

GENERAL INFO

WHAT IS IT

The LGT AOS GT 2018 is a 5 round, 2000 point, Age of Sigmar singles event; using the rules for Tournament Games in the Matched Play section from the Generals Handbook 2017. It will be fought over the 19th and 20th of May at the Olympic Stadium, London.

WHEN IS IT

The 19th and 20th May 2018 with organized social activities and pre-registration on the 18th May.

WHERE IS IT

The Olympic Stadium (entrance B), Queen Elizabeth Olympic Park, London E20 2ST

WHERE CAN I BUY TICKETS

Tickets are available from our webstore:

www.LGTpresents.co.uk/store

Remember, you must purchase a Convention Access Pass along with an event ticket to attend this event.

Please note that no physical tickets are issued in advance. You can collect your entry ticket to your events from the registration desk.

EVENT TIMINGS

Friday May 18th

- Registration 12:00 – 20:00
- Social 18:00 – 23:00

Saturday May 19th

- Registration 09:15 – 09:45
- Welcome Speech 09:45 – 10:00
- Round 1 10:00 – 12:45
- Break 12:45 – 13:45
- Round 2 13:45 – 16:30
- Round 3 16:45 – 19:45
- Social 18:00 – Late

Sunday May 20th

- Venue Opens 09:15 – 09:30
- Round 4 09:30 – 12:30
- Break 12:30 – 13:30
- Round 5 13:30 – 16:30
- Announcements & Prizes 17:00 – 17:30

WHAT YOU NEED

ARMY SELECTION

All armies for the London AoS GT 2018 will be selected according to the Matched Play rules from the Generals Handbook 2017. The game type for the Tournament is Battlehost (2000 points).

WHAT YOU NEED TO BRING

- Your painted and based army
- 3 copies of your Army List – 1 to submit for checking, 1 for you and 1 for your opponents
- This tournament pack
- Pen and Paper
- Dice and tape measure
- Objective markers X3
- Printed Warscrolls for all your units and/or any Battle Tomes you require

FAQ

All questions raised in advance of the event will be noted and recorded. These will be collated and issued digitally in advance of the event.

FAQ requests should be addressed to the TO at loyn@me.com

PAINTING REQUIREMENTS

All models are should be painted and based to a tabletop standard. Unpainted models will be removed from play.

QUESTS

The London AoS GT will use 5 randomly selected battle plans out of the Generals Handbook 2017.

Full details for victory conditions and crowning a champion can be found in the 'Working Out Who Has Won' section of this pack. Please see below for details on Quests, which will be the first tie breaker after Tournament Points when calculating standings

QUESTS

Upon arriving at the London AoS GT 2018, players will be issued 5 Quest cards. These quests are to be completed throughout the course of the Tournament, one in each game. Each player will decide which Quest they will attempt in each game, **each Quest may only be attempted once** throughout the Tournament.

After setting up armies, before deciding who goes first, both players will secretly choose their Quests. They will place the chosen Quest card face down in front of them and both players will reveal their chosen quests at the same time. Quests will then be open and known to their opponents for the duration of the game.

Please see below for the 5 Quests players will seek to complete at the London AoS GT 2018:

QUEST 1 GRUNTSAYER

To achieve this Quest you must completely destroy 3 of your opponent's **battleline** units.

QUEST 2 BREAKTHROUGH

To achieve this Quest you must have one of your **battleline** units *wholly within* your opponents deployment zone (not just their half).

QUEST 3 THE SLAUGHTER

To achieve this Quest you must end the game with more kill points than your opponent.

QUEST 4 KINGSLAYER

To achieve this Quest you must kill more of your opponent's **hero** warscrolls than they kill of your **hero** warscrolls (models that return on wounds are not considered killed eg Seraphon Incandescent Rectrices item).

QUEST 5 DEFEND THE CITADEL

To achieve this Quest you must have more units *wholly within* in your deployment zone, than your opponent has in your deployment zone when the game finishes.

GAMEPLAY

GAME HALL LAYOUT

The London AoS GT 2018 will be fought across the eight Mortal Realms revealed to Sigmar by the Dracothian, after the destruction of the world before time during the End Times. The bottom tables will battle desperately in the Realm of Chaos. Tables at the event will be arranged in banks of 4, tables of the same realm will be located together. The tables will be proportionally split depending on the number of attendees. For example, if 72 attend the event, the top 8 players (4 tables) would be battling in Azyr, the first realm; the next 8 players in Aqshy, the second, and so forth.

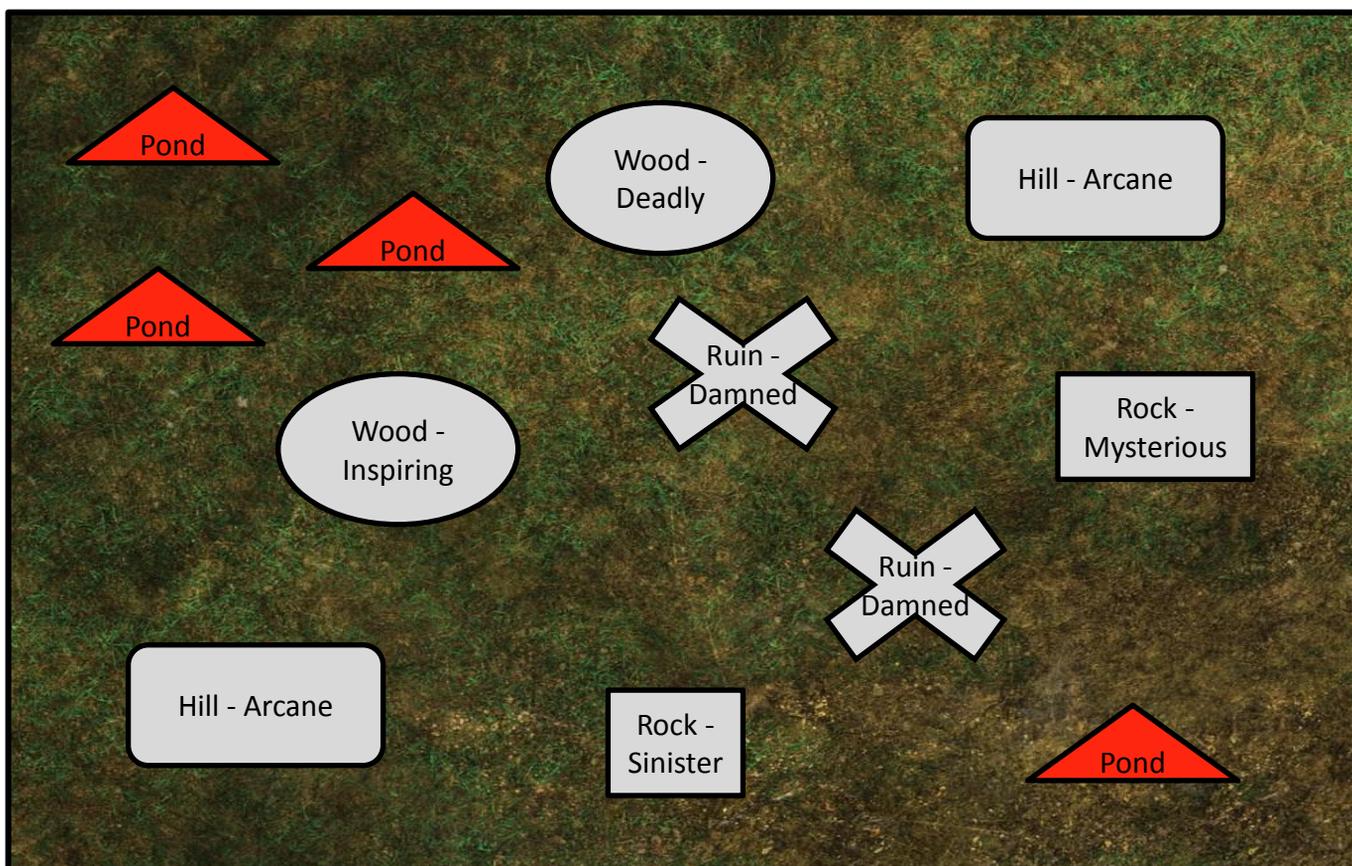
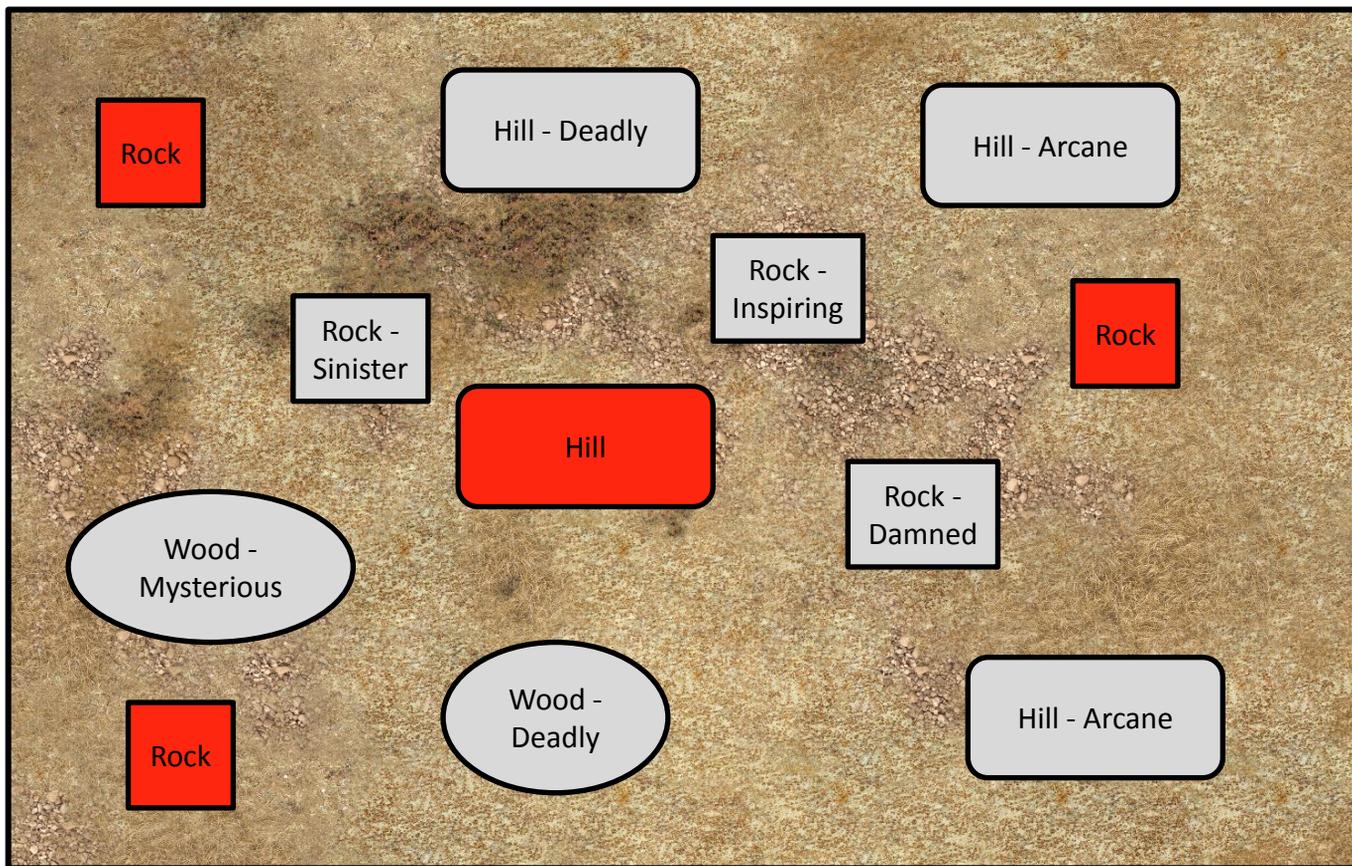
TERRAIN

There will be 12 pieces of terrain per table which will be visually themed to represent the realm you are fighting in. Four pre-set terrain maps will be used in all 9 realms. All terrain will be pre-designated but otherwise is played as per the Generals Handbook 2017.

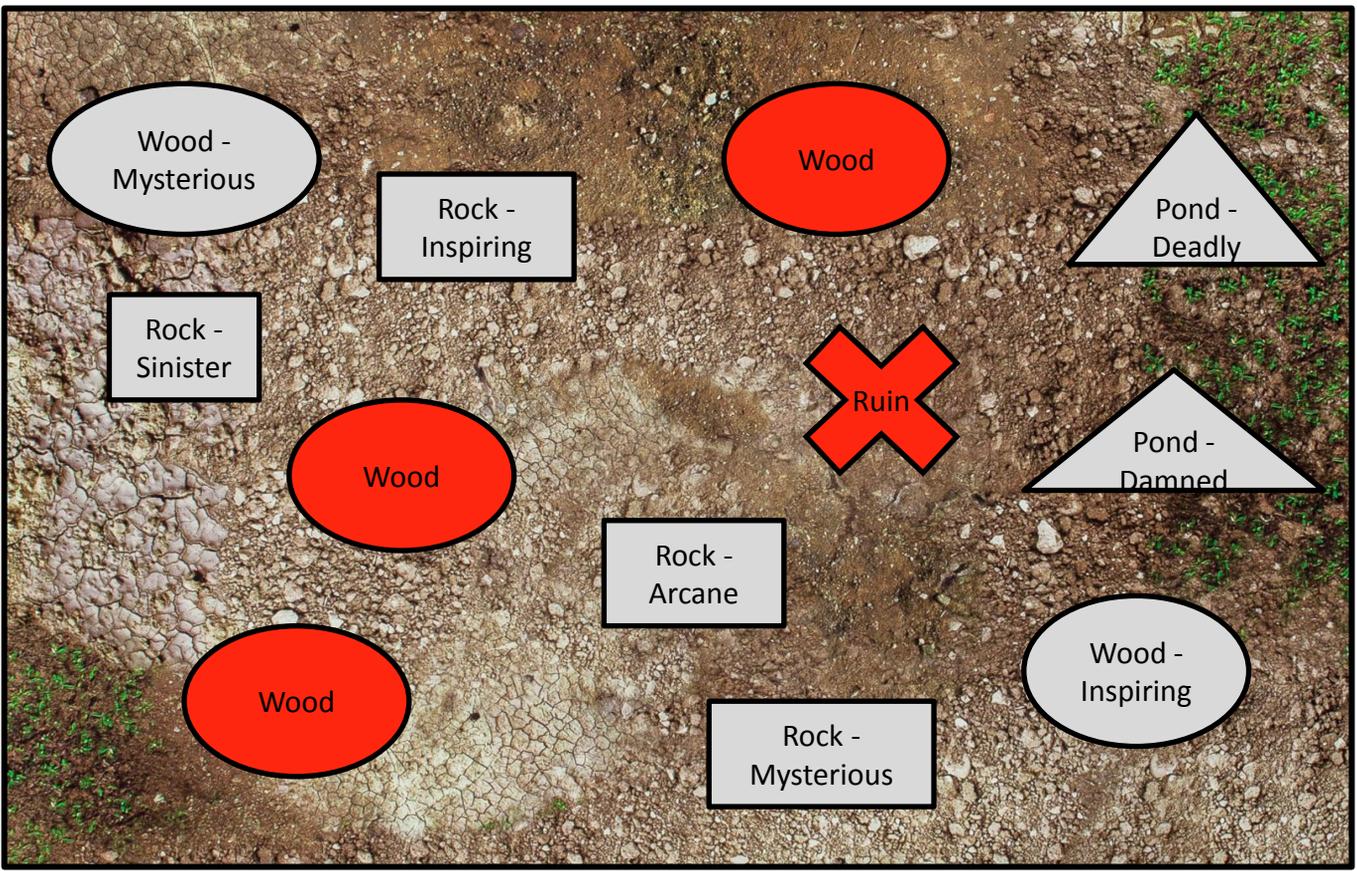
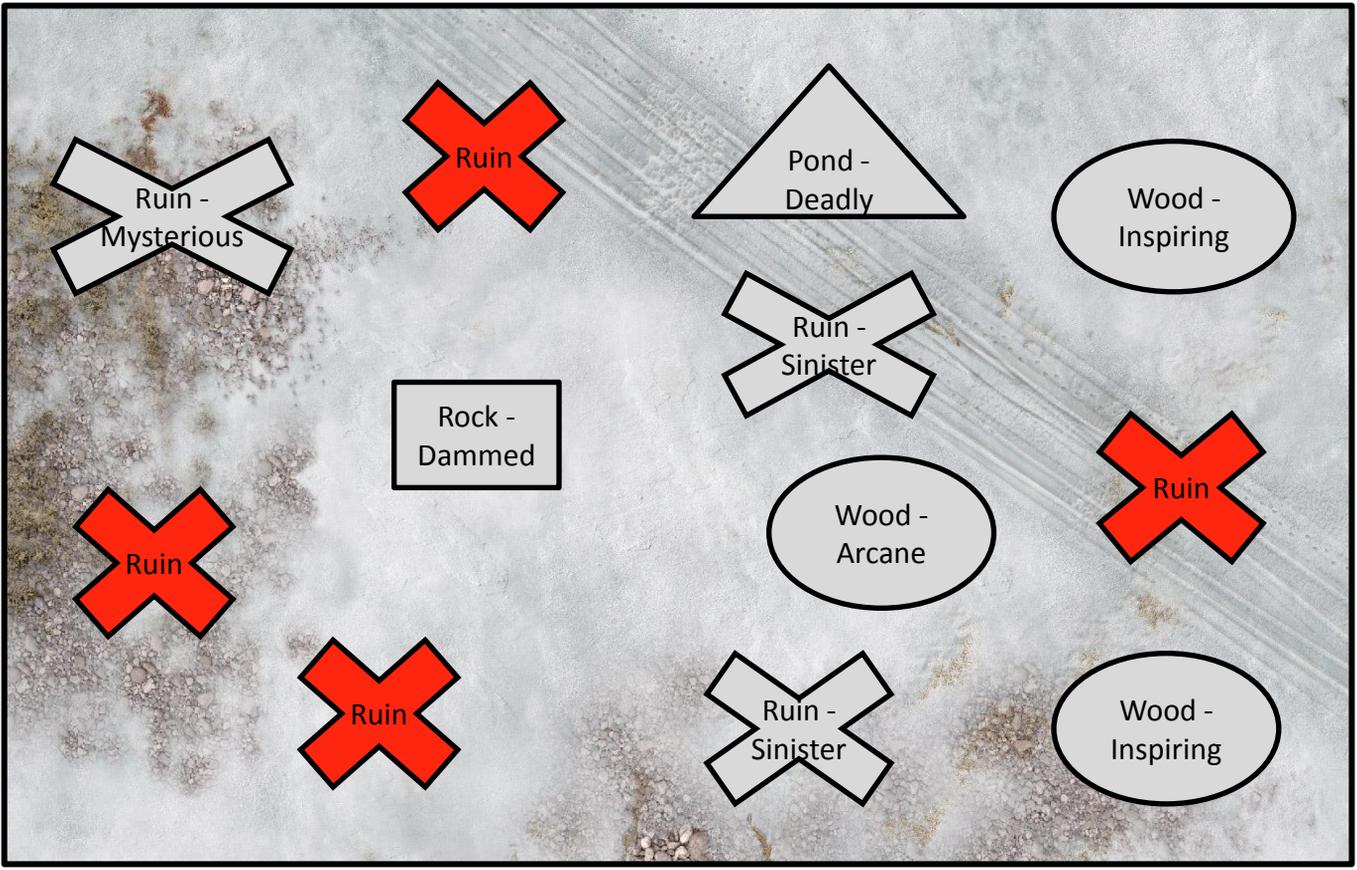
The 4 terrain maps can be found on the following pages and should be read in conjunction with the 'rules of the realm' on pages 13 to 15. Each terrain map describes the terrain feature, e.g. A hill, and the terrain designation, e.g. Inspiring. Each map also includes 4 terrain features coloured red. These are not designated on the maps but vary depending on the realm you are fighting in. For example, if you are fighting in Shyish these would be designated Sinister, as per the rules of the realm.

Please note that the shape and sizes of the icons used on the terrain maps is symbolic and is not indicative of the terrain being used at the event.

TERRAIN MAPS



TERRAIN MAPS



GAMEPLAY

SPORTSMANSHIP

All games should be played in a friendly manner, after all, the most important rule is to have fun! You will have the opportunity at the end of the final round to nominate your most sporting opponent and 2nd most sporting opponent. The 2nd choice will be used in case of a tie break situation when it comes to awarding the sports trophies. Should the worst happen and you have a grievance over another players behaviour, please raise this with a ref. The ultimate penalty for bad behaviour could be exclusion from the event with no refund.

Cheating will not be tolerated. If caught intentionally cheating, you will be immediately excluded from the event with no refund.

RULES DISPUTES

Players are encouraged to resolve disputes between themselves using all rules and FAQs available. If necessary roll a D6 as advised in the Generals Handbook 2017.

If either player feels there is no satisfactory resolution then please call a ref. The ref's decision is final.

TIME KEEPING

Players are requested to be at their tables on time for the start of each round. If a player is over 15 minutes late then they will count as missing the game and their opponent will score maximum points for the game and automatically complete a Quest of their choice. Please contact a ref if your opponent isn't at the table by the cut off time.

There will be announcements for 60 minutes and 30 minutes remaining. At the 15 minute mark, players should discuss whether another full battle round can be achieved. Every effort must be made to complete a full battle round, if finishing the game is impossible in the time provided.

RULES OF THE REALM

Players will find themselves fighting battles across multiple Realms at the London AoS GT. The Terrain maps will stay the same across the Realms, but there will be different rules in play, depending on which Realm you are battling in.

Please see below for the Rules of the Mortal Realms in use at the London AoS GT 2018. These rules are in addition to the rules in the Generals Handbook 2017 and override them where specified.

AZYZ & AQSHY - HEAVENS AND FIRE

The top tables will be fighting in these two realms and will have no additional rules effecting gameplay. Players battling in these realms will use the Terrain maps provided for setup, but otherwise will follow all rules from the Generals Handbook 2017.

SHYISH - DEATH

The Realm of Death is a place of decay and houses the gates to the Underworld. To represent this morbid environment, **4 pieces of terrain will be designated as 'Sinister'**. These will be clearly marked on the terrain map.

CHAMON - METAL

The Realm of Metal is a hard, unyielding landscape, prone to strange transmutations. To represent the impact of the ever-changing landscape, **4 pieces of terrain will be designated as 'Damned'**. These will be clearly marked on the terrain map.

HYSH - LIGHT

This Realm contains sparkling landscapes of reason and symmetry, awash with beauty and philosophy. To represent the effect of these surroundings, **4 pieces of terrain will be designated as 'Inspiring'**. These will be clearly marked on the terrain map.

RULES OF THE REALM

ULGU - SHADOWS

This is an enigmatic realm, divided into 13 secretive regions. There is an air of the unpredictable, which shrouds the landscape and creates illusions and hallucinations. To represent this environment of riddles, **4 pieces of terrain will be designated as 'Mystical'**. These will be clearly marked on the terrain map.

GHUR - BEASTS

The Realm of Beasts is one of wildness and savagery. Only the most hardy can survive this vicious landscape, where even the plant life might attack you. To represent this bestial, primitive land, **4 pieces of terrain will be designated as 'Deadly'**. These will be clearly marked on the terrain map.

GHYRN - LIFE

A plush, verdant Realm, where life blooms and cycles in a never ending wave. Whilst the corruption of Nurgle has been all but extinguished, his diseases still lurk in some corners of the land. To represent this environment, **4 pieces of terrain will be designated as 'Healing'**. These will be clearly marked on the terrain map. They will still have an additional Mysterious designation, rolled for as normal. **Any unit which begins its hero phase wholly within 3" of Healing terrain must roll a D6. On a roll of a 2-6 the unit heals one wound, on a roll of a 1 it suffers 1 mortal wound.**

RULES OF THE REALM

CHAOS

As these rules have the potential to have the most impact on your game they will only take affect if both players agree to them. We want to encourage fun and different games for players but if you would prefer a straight up fight then that's fine to.

A nightmarish landscape of blood, disease, pleasure and change. Trespassers are liable to mutilation, devouring or worse. To represent this inhospitable environment of terror and evil, 4 pieces of terrain will be designated as 'Chaotic'. These will be clearly marked on the terrain map. They will still have an additional Mysterious designation, rolled for as normal. Any unit which begins its hero phase wholly within 3" of Chaotic terrain must roll a D6 to see which chaos god has taken an interest in their puny lives, and apply one of the results below.

1. The eye is closed, no effect.

2. Slaanesh whispers in the warrior's ears, luring them with promises of pleasure and gifts. For the rest of that battle round, the controlling player must roll a dice each time the unit attempts to cast a spell, move, charge or attack; they may only perform the action on a roll of a 4 or more.

3. Nurgle blesses the unfortunate warriors with his filth. The unit suffers D3 mortal wounds. If the unit has the **Nurgle** Keyword, then it heals D3 wounds instead.

4. Tzeentch imbues the warriors with the power of change and sorcery. The unit may immediately attempt to cast either the Arcane Bolt or Mystic Shield spells on a target of their choice, use any member of the unit to draw range and line of sight. If the unit is already a wizard, this is in addition to other spells they may choose to cast later in the turn. The rule of one still applies and whichever spell is attempted may not be attempted again later in the hero phase.

5. Khorne fills the warriors with rage and bloodlust. The unit may run and charge for the remainder of the player turn. They received +1 to each.

6. CHAOS!!! ANARCHY!!! MAYHEM!!! Apply all 4 of results 2, 3, 4 & 5 to the unit.

SCORING

WORKING OUT WHO HAS WON

During the Tournament players will accrue up to 150 Tournament Points. There are also awards for other aspects such as Sports and painting, but these will have no bearing on crowning the Tournament Champion, which will be solely based on the 5 games.

A Win/Loss/Draw system will be used at the London AoS. Players will follow the victory conditions laid out in the Generals Handbook 2017 and be awarded 30 Tournament points for a win, 10 for a draw and 0 for a loss. There is no distinction between a Major or a Minor win at the LGT, but will result in the award of 30 tournament points.

When it comes to crowning a Champion, Tournament Points will be the deciding factor. The first tie breaker will be number of Quests completed, the second will be total killpoints, the third will be Sports votes.

AWARDS

GAMING

Tournament Champion, 2nd & 3rd

PAINTING

1st, 2nd & 3rd

SPORTSMANSHIP

1st, 2nd & 3rd

BEST IN ALLIANCE

Order, Chaos, Destruction & Death

THE SLAMBO AWARD

Most kill Points over the 5 rounds

THE STAUNCH DEFENDER

Least kill Points conceded over the 5 rounds

THE WOODEN SPOON



REMINDER

Remember, this is a Gaming Pack and provides only the information you need to play in the London AOS Grand Tournament 2018. For all details on prizes, venue and much much more: please refer to our event Programme

