



The Six Nations

7th & 8th July 2018

Hosted by



Who, What, Whereabouts, When and Whisky

Who

Scotland – Hosts

England – Defending Champions

Wales

Northern Ireland

Ireland

Sweden

Playing in teams of 8

What

5 rounds of 2000pt games of Age of Sigmar using Age of Sigmar 2, the latest version of the Generals Handbook, FAQ and Errata from Games Workshop

Whereabouts

Common Ground Games in Stirling, Scotland's premier gaming venue with custom gaming hall, shop, café and bar.

<http://www.commongroundgames.co.uk/>

Address:

40 Cowane Street

Stirling

FK8 1JR

[View on Google Maps](#)

Accommodation

The nearest hotel to the venue is the new Stirling City Centre Travelodge (Opens April 2018) which is less than 500 metres from the venue and approximately the same distance from both Stirling Railway and bus stations

<https://www.travelodge.co.uk/hotels/636/Stirling-City-Centre-hotel>

When

Saturday the 7th and Sunday the 8th of July 2018

Whisky

The Tullibardine: <http://www.tullibardine.com/>

The Nitty Gritty

For the 2018 6 Nations we want to keep the same competitive and friendly spirit the we all enjoyed in 2017.

This means the format of the event will be similar with each team having a maximum of 8 players (and a none-playing coach if wanted/required).

Army Selection and Errata

Armies are a maximum of 2000pts per player following all the army selection rules for a Battlehost as per the Age of Sigmar Core Book

Armies may only comprise of:

- Warscrolls with a Pitched Battle Profile and points from Generals Handbook 2018
- Warscrolls published on Games Workshop or ForgeWorld websites with points
- Warscrolls published within the Warhammer Age of Sigmar App with points from GHB 2018 or ForgeWorld website.
- Warscrolls from current Age of Sigmar Battletomes published up to 23:59 on Saturday June the 30th 2018 with points.

City Allegiances from AoS: Firestorm are permitted, as are characters from AoS: Malign Portents.

Endless spells with a points value may be used by any player in a team and must be included as part of submitted list. Spells with models must use the correct models.

Realm Artefacts may not be duplicated within a team.

Excluding Battleline units Warscrolls may not be duplicated across armies in a team but may be duplicated within a single players' army. For example, two players in a team using a Stormcast Eternal Army may include Judicators however a third player with a mixed order army cannot use them as they are only Battleline within a Stormcast Eternals army.

Where possible official Games Workshop figures should be used. If a player wishes to use an alternate model then they must seek approval from the Tournament Organiser by emailing no less than 3 pictures of the model to EMAIL ADDRESS. Models must be no smaller than the official GW model in all dimensions, must be on an appropriately sized base and must not be modelled for a gaming advantage. The decision on whether a model may be used is entirely at the Tournament Organisers discretion.

Each team must include at least one army from each Grand Alliance.

Army lists must be submitted to EMAIL ADDRESS by 23:59BST on Monday July the 2nd and will be published for teams to check on Wednesday the 4th of July.

All armies and models must be painted and based a minimum standard of "3 colours and based", should a model not meet this standard then it will be removed from play and may not be used for the duration of the event. Determination of this standard will be made the Tournament Organiser and are final.

Every effort should be made to use the Games workshop base size guidelines published with AoS 2, payers wishing to use alternate bases may only do if specifically approved by the TO

Malign Portents Prophecy Points will not be in effect.

Cost

Cost will be £38 per player and includes trophies, lunch on both days and a t-shirt for each player. None playing coaches will not be charged this fee.

Payment information will be supplied to Team Captains separately.

Scenarios and Pairings

All games will be played using the 6 new matched play scenarios from GHB2018, this may mean players play a scenario more than once (blame your Captains).

Teams are required to utilise suitable pairings cards or tokens.

At the start of each round the Team Captains will organise pairings through the following pairing sequence.

Step 1 “First Picks – Tables 1 and 2”

1. One captain will roll a dice to determine which one of the scenarios will be played on the first two tables.
2. Each captain will select one army (represented by a card, token etc.) to be placed face down on the table.
3. Once both captains have selected, the armies will be revealed.
4. Both team captains will now pick two armies to potentially play the offered army from the opposing team. These will be placed face down on the table, being exchanged with the opposite team captain when both captains are ready.
5. After exchanging the two offered armies the team captain will select one of the offered armies to play their original selection put forward in Step 1.2.
6. The unselected army is returned to the opposing team captain for use in further pairings. Both captains should have 6 cards/tokens remaining.

Step 2 “Ah I get it now! – Tables 3 and 4”

1. One captain will roll a dice to determine which one of the remaining scenarios will be played on Tables 3 and 4. Duplicate scenarios will be re-rolled.
2. Repeat Step 1.2.
3. Repeat Steps 1.3 and 1.4.
4. Both team captains will now pick two armies from their remaining cards/tokens to play the offered army from step 2.2. These will be placed face down on the table, being exchanged with the opposite team captain when both captains are ready.
5. After exchanging the two offered armies the team captain will select one of the offered armies to play their original selection put forward in step 2.2.
6. The unselected army is returned to the opposing team captain for use in further pairings. Both captains should have 4 cards/tokens remaining.

Step 3 “Who’s going under the bus? – Tables 5 and 6, 7 and 8”

1. One captain will roll a dice to determine which of the remaining scenarios will be played on tables 5 and 6. The other captain will then roll a dice to determine which of the remaining 3 scenarios will be played on table 7 and 8.
2. Repeat steps 1.2 – 1.5 from Step 1, you have your pairings for tables 5 and 6.
3. Captains will now have one card in their hand and one army from the other team captain on the table in front of them. These are pairings 7 and 8 – both captains will simultaneously reveal the remaining army to play the army on the table.

Simples!

Timings

Saturday

Arrival, Captains Brief – 09:00 - 09:30

Game 1- 09:30 – 12:30

Lunch - 12:30 – 13:00

Game 2 – 13:00 – 16:00

Break – 16:00 – 16:15

Game 3 -16:15 – 19:15

Sunday

Game 4 – 09:30 – 12:30

Lunch – 12:30 – 13:00

Game 5 13:00 – 16:00

Scoring

Individual Game Score

Achieving a Major Win/Loss, Minor Win/Loss or draw as per the scenario of each game will achieve the following:

Result	Score
Major Win	20
Minor Win	15
Draw	10
Minor Loss	5
Major Loss	0

Victory Points & Tie Breakers

In the event of a draw between teams at the end of the tournament then the net number of Victory Points scored by each team will be used as a tie breaker, followed by the total number of victory points.

Victory points are scored for Units Destroyed, Units that have been placed in reserve and not deployed by the end of the 5th battleround (or the last completed battleround).

Victory points are not scored for unused list points or uncast perpetual spells.

Team Round Score

Feedback from 2017 was that Captains and Teams preferred a round score cap.

Accordingly, this will be set to minimum score of 60pts and maximum score of 120pts per team per round.

FAQ & Errata

For the Six Nations we will be using the following FAQ/Errata. These are not intended to be all encompassing and simply represent one simple minded fools best effort to make sense of some madness.

- 1) If a unit or Battallion has a rule that forces it to deploy off the table or in reserve then the requirement from the Total Commitment battleplan for all units to be deployed will not apply to that unit or Battalio*n* i.e. the Celestant Primes “Retribution from on High” ability or the Flesh Eater Courts: Ghoul Patrol Battalions “On Patrol” ability.

Units that may choose to deploy in reserve must be deployed as per the battleplan.

- 2) Games will not use the rules for Realms from the Core Book.
- 3) If a Wizard in a Death army is given an Ability or Artefact that allows it to elect spells then it may choose from the Lore of Deathmages or Lore of Vampires.
- 4) Terrain warscrolls will not be in use.
- 5) Spells and abilities that allow units to generate additional attacks upon successful hit or wound do not continue to generate additional attacks ad infinitum – this means you Ripperdactyls...
- 6) Bretonnian armies auto win all games.