

Age of Sigmar Da Boyz Grand Tournament 2018 Rules

This will be a 2 day 5 game event on Saturday and Sunday November 10th-11th. This event sold out last year so get your registration in early to be sure to get a spot! We offer an early bird discount on registration fees until September 9th. Results of this event will be submitted for ITC rankings.

Please note we will be adjusting these rules over the course of the first few months after the release of second edition Age of Sigmar. Areas we are actively considering adjustments to will be marked in these rules in **red**. If you have feedback or suggestions please let us know.

Army Lists and General Rules

Army lists are due October 26th and should be submitted to the daboyzrocg@gmail.com Late lists will receive a penalty to their overall score. If you register after October 24th your list is due the day you register and you will receive the late list penalty. Longer delays on submission will increase the penalty.

Please be sure to title your email "AoS List" with your name this same mail box can get up to 200 army lists in one year.

Lists will be up to 2000 points using the Matched Play points values and restrictions found in Generals Handbook 2018 or the Warhammer Age of Sigmar App. You may also use the point values from Forgeworld, current Compendium or a Battletome released after the most recent Generals Handbook and before October 26th. You **must** use the most recently published version of any Warscroll you are fielding whether this is in print or online.

Your army list must indicate whom is your general, artifacts, prayers, allegiance abilities, extra spells, and any other choices. You may select a realm your army is from this must be indicated on your submitted army list. Realm based artefacts can be chosen in addition to allegiance ones.

Forgeworld units are allowed. You must either use the actual model from Forgeworld or have received our approval for your planned proxy before the event. In general we prefer you to use the actual model. For all Forgeworld units you must provide a copy of the rule for your warscroll to your opponent.

Realm of Battle related Realmscape features, Realm Commands and Realmsphere Magic rules will not be used in this event (changed 10/15/18) you may still pick a Realm when building your army to get access to artefacts from that realm.

We will use summoning as per 2nd edition but please note we have specific rules restricting proxies (see below in modeling and painting standards.) Allegiance Abilities from Blight War and Firestorm are not allowed for this event.

Many players use the Warhammer App with the "AZYR" list building upgrade, however you can find a free online army builder with points at <https://www.warhammer-community.com/> Click Access Warscroll Builder. Microsoft Word or similar programs are also acceptable. Irrespective of the tool you use to build your list you are responsible however for checking the accuracy of the list.

You will need access to at least the scenarios from GHB 2018 as we will likely be using them and will not provide the full rules as part of the players pack. You are also responsible for bringing copies of your army list to be shared with your opponents.

Players Packs, and FAQ's will be updated prior to the event. We anticipate releasing scenarios and realm rules at the start of each round.

SCORING

Games will be worth 0-20 *Battle Points* each and will have scenario driven primary and secondary objectives. While Generals Handbook missions will be used their scoring will be modified to allow for more granular scoring results than major/minor/draw. In addition to the primary win conditions there will be secondary objectives allowing a player losing on the primary to achieve additional points. Please play out your games to the finish as even a tabled opponent may not give up a 20-0.

We will not use the GW suggested secondary objective system given how close it was released to the date of the event. We will not use Triumphs in this tournament (added 10/15/18)

This event has a significant *Army Presentation* and *Sportsmanship* component to the *Overall* score. *Army Presentation* will be scored by judges using a scoring rubric. We anticipate most armies will likely receive a score in the 12-14 range with scores capped at a maximum of 25. Display bases and conversions will be included in this score as well as painting skill alone. *Sportsmanship* will be scored on a binary per game and

also favorite opponent vote basis. We expect the average player to achieve at least 10 points and the highest score in the room to be a max of 22 points.

There will be multiple award categories. A player will only receive one award except for Best Table which may be won along with another award.

Best General: Highest total *Battle Points*

Best Army: Highest combination of judge and player graded scores for *Army Presentation*

Best Opponent: Highest *Sportsmanship* score

Overall Champion: Highest score in all three of the above categories.

Best Table: See below separate section.

We may add Best in Faction or other awards based on the size of the event.

House Rules

Measure from base to base or the highest point on the model that is over the base.

Terrain will be placed prior to the start of the event you may reset in a mutually acceptable manner if you think it was moved prior to your game. Terrain will either have predefined rules or will be specifically indicated to as Mysterious Terrain be rolled for by players.

Player brought or summoned Terrain CANNOT be placed on top of or within 3 inches of an objective marker. Please also see notes in Modeling and Painting Standards on terrain rules.

Games will last 5 turns or until time runs out. When the timer goes off means dice down and determine the winner of the game. You can finish early but you can not finish late pay attention to clock and agree with your opponent if you want to use all the time or finish early so you both have an equal number of turns. Remember tabling an opponent does not guarantee a max score - score and play the objectives through five rounds.

Models that can not be attacked can not score objectives (i.e. the Changeling.) Carrion models are unable to hold objectives unless they have been on the ground since the end of the previous battle turn (the bottom of the most recent turn).

Modeling and Painting Standards

All models must be painted to a minimum three color standard, and bases must be flocked. If you have unpainted models you will be asked to remove them. Colored spray prime, a few spot colors and GW washes or Army Painter Dip can meet these minimum standards fairly quickly.

Bases can either be round or square. While we will allow square based models you should use the current official suggested base size in terms of determining which models can be in base to base and attack. Bring an empty base at least to help with measuring. If it is currently not sold with a round/square base you should use the Games Workshop suggested base size chart released with 2nd edition.

Conversions are encouraged but should be clear for your opponent. If in doubt send us some pictures to review.

Models from non GW ranges or proxies are allowed but should be models that are very clear to your opponents as to what they are. You can not use the same proxied model to represent multiple different units. So if you are proxying sequitors with swords as actually having maces you can't have some sequitor units with swords who are armed as swords. Similarly you may not summon a non GW unit and use it as Horrors one round, Bloodletters the next.

Player brought terrain must be the actual GW model no proxies allowed, minor conversions of a GW piece to customize it are allowed.

Forgeworld models should either be the actual GW model or have been previously approved by our team.

Best Table

Players are invited to compete for our Best Table award. We know you are creative and talented from your amazing armies lets see what you can do with terrain! You will need to bring in a tables worth of scenery. We will have a limited number of mats available for player provided terrain so you may want to bring your own to match your theme. Players will vote for their favorite table at the end of Round 4. Please bring a small placard (i.e. index card) indicating your name and theme. For an AoS table we recommend printing appropriate warscrolls if any for your supplied terrain or indicating what features are Mysterious. If you are interested in competing for this award please let us know so we can save a table for you.

Stay Connected

If you have questions about the event please email us at daboyzrocgt@gmail.com
(please include Age of Sigmar in your email title.)

Check out additional event coverage on Twitter @Khornelord and #DaBoyzGT

Connect with our community at our Facebook page:

<https://www.facebook.com/Da-Boyz-Gt-106293642839491/>

Alcohol Policy

We will have a private bar for attendees open in the afternoon on Friday, and Saturday. There is also a hotel bar open in the evenings after our bar is closed. While you are free to eat or drink in your own room, please note outside alcohol and food are not per hotel policy allowed in public areas of the hotel including the gaming hall. We expect participants to drink responsibly.

