

AGE OF SIGMAR TOURNAMENT

**AOS ROTTERDAM
SATURDAY THE 8TH, MAY 2021**

EVENT 1
RULESPACK V0.1

IN THIS DOCUMENT

In this document you'll find everything you need to know for the upcoming AoS Rotterdam event.

EVENT DETAILS

WHEN

Saturday 8th of May 2021

WHERE

Westplein 12, 3016 BM
Rotterdam

PLACES

24 spots

COST

€17,50

REGISTRATION OPENS

24th of Februari 2021

PAYMENT DEADLINE

24th of April 2021

ARMYLIST DEADLINE

24th of April 2021

NUMBER OF ROUNDS

3 x 3hr 30mins

EVENT ORGANIZERS

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ASSISTED BY

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CONTACT

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SCHEDULE

SATURDAY

08:30 - 09:00

Registration & event kick-off

09:00 - 12:30

Game #1

12:30 - 12:45

Break

12:45 - 16:15

Game #2

16:15 - 16:30

Break

16:30 - 20:00

Game #3

20:00 - 20:30

Pack-up and break

20:30 - 21:00

Award ceremony

VENUE

The event will be held at Westplein 12, 3016BM Rotterdam. This is a monumental office building close to the Erasmus bridge and the park with the Euromast.

Behind the building is private (and free) parking, up front it's paid parking. There is limited parking in the back thus carpooling (as far as covid allows) is preferred.

The building can be identified by the large 'Startdock' and 'Maasdael' banners up front next to the fountain.

The location is easily accessible via public transport as well.

Via the subway station 'Leuvehaven' or 'Eendrachtsplein' it's about a 15 minutes' walk.

The tram stop 'Westplein' is basically next to the office. Less than 5 minutes' walk from there.

For food and drinks, the Albert Heijn is 5 minutes from the office building. We will have some drinks and snacks available but you can also get your own at the Albert Heijn.

Lunch and dinner won't be included in the event. For this you need to bring your own, get it at the Albert Heijn or order via Thuisbezorgd or something similar.

COVID REGULATIONS AND RESTITUTIONS

Because of the current COVID situation it could be that the event must be rescheduled or that if you get COVID and therefore cannot participate. In these cases we will give a voucher or a refund. In case of rescheduling and you are not able to participate, you'll get a voucher or refund for the next event as well.

YOUR ARMY

ARMY SELECTION

Armies will be up to 2,000 points in size & must follow all the restrictions in the General's Handbook 2020. Players create their army using Matched Play points system from the General's Handbook 2020, any warscroll that has official points from Games Workshop is legal (including ForgeWorld) & any Matched Play companion books including Malign Sorcery, Forbidden Power & Wrath of the Everchosen.

There will be a 2-week grace period where changes made by GW (24th April '21) will not be used at the event.

This tournament is aiming to bring beginner players together with the more advanced players. Therefore we as tournament organizers will keep the right to make a player change their list if we deem it to be overpowered or not fun for players to play against. In this way we want to ensure that the fun factor is high.

ARMY SUBMISSION & DEADLINES

Army lists are to be submitted via the submission form on the *AoS Rotterdam website* by Saturday the 24th of April at 23:59. Lists must be made via the official *Warscroll Builder website*.

Please enter the subject of your email as: Name – Army Allegiance – Gaming Club (if any). Lists will be published in the week of the tournament. All your allegiance abilities, command traits, spells, prayers & artefacts must be stated on your army list.

Any army that uses special GW scenery models (e.g. Wyldwoods, Loon Shrines, Feculent Gnarlmau) must use official GW models (in effect they are part of your army & must be displayed for paint judging).

PAYMENT

Later on payment detail will be shared via mail and the website of *AoS Rotterdam*.

MINIATURES

Models are expected to be WYSIWYG (what you see is what you get). This means that if you have a unit of Freeguild Guard with spears on your list, the models should have spears, not halberds. Conversions & suitable substitutions are allowed though, so if you have a cool conversion or unusual model, please contact the TO's for approval.

ForgeWorld models should be the official ForgeWorld model or an extensively converted, unique model. This means no Varghulfs as Mournguls or High Elf Dragons as Magma Dragons etc..

PAINTING

All models should at least have 3 colors in order to get the painting points. Units of which (some) models do not have 3 colors, will get a debuff in every battle. Because the units are embarrassed of their lack of paint, when the unit needs to make a battleshock test, one extra model will flee (this also means that even though a battleshock test is not failed, one model will flee).

When models do not have the appropriate bases, do not have any basing on their bases or are stuck to the base with something like putty, the unit will receive a debuff. This debuff will give them a -1 to movement, running and charges in every battle.

BASES

Models are to be on appropriate round or oval bases. If you're yet to rebase your army, you should check what size round/oval a model is currently provided with or use the official Games Workshop Base Size guide. Square bases & square bases stuck to round bases are not accepted.

THE GAMES

NUMBER OF BATTLES

3

TIME PER BATTLE

Each battle will last 3hrs and 30mins so everybody has enough time to play the full 5 rounds.

BATTLEPLANS

The following battleplans from the Generals Handbook 2020 will be used (the order of battleplans will be randomly chosen at the start of the event):

1. Total Commitment
2. Focal Points
3. Blades Edge

THE REALMS

For each round, Realm rules will be in effect. These will be randomly chosen at the start of the event.

SECONDARY OBJECTIVES

Secondary objectives will reward you with tournament points. During each battle you can pick 2 secondary objectives (no one secondary objective can be picked twice during the entire tournament).

Secondary objective 1: Have any models from 2 units on the center line of the battlefield by the end of your turn in the 3rd battle round.

Secondary objective 2: Have a unit in the enemy territory at the end of the 4th battle round.

Secondary objective 3: Successfully finish a charge move when outside of 9" of enemy units.

Secondary objective 4: Successfully destroy an enemy unit by letting the last model flee the unit due to battleshock.

Secondary objective 5: Do NOT kill any enemy unit for two turns in a row.

Secondary objective 6: Successfully end a charge move within 1" of a terrain piece wholly within the enemy territory.

SCORING

Total tournament points 4000P

PAINTING

When all models are painted and based

TOTAL 100P

100p

GAMING/BATTLE

Available points per game

TOTAL 3000P

1000p

SECONDARY

OBJECTIVES

Per secondary objective achieved

TOTAL 900P

150p

Gaming/Battle points will be rewarded based on in-game point-difference-ratio. The maximum amount of points per battle is 1000.

Example: if Player A scored 30 points and Player B scored 20 points during their battle. The ratio would be 60/40. Player A would thus score 600 out of the total 1000 points and Player B would score 400 points.

KILL POINTS

Write your kill points down on the battlesheet which is given before each battle after the battle has been fought. Only count fully slain units which were on the army list (summoned units don't count).

TERRAIN

We follow the regular Games Workshop rules regarding terrain with a minor addition to it. This means that models can stand on top of scenery unless it's 4" or higher.

Place of scenery on a battlefield is predetermined by the TO's and may not be changed. In case of terrain being on top of an objective in games later on, contact the TO. Only the TO can change the scenery positions.

Scenery Rules will be in effect and will be predetermined by the TO's.

WHAT TO BRING

Here is a quick checklist for your reference.

- Your army
- Warscrolls for your army
- Generals Handbook 2020
- 3 printed out copies of your army list
- Dice and tape measure
- Markers or counters for marking spells or abilities
- A tray or something to carry your army from battletable to battletable
- Glue (for incidental breakages)
- Cold drinks and food (you can bring your own)

PLAYER ETIQUETTE

Having fun and honest battles are high on our standards. In order to let everybody have fun matches and keep everything honest, we'll let you rate your opponent after the game on the follow subjects on a scale from 1-10.

- Opponent was clear in measuring distances
- Opponent was on time and prepared for the game
- Opponent played in a timely manner
- Opponent was clear with their actions and declared their intentions for dice rolls
- Opponent did not try to cheat or bend rules

These questions do not count towards your tournament total points, but will be used by the event organizers to keep track of players who receive negative ratings and address them accordingly if needed. Although it doesn't count toward your tournament points, there will be an award for Best Behaving General!

AWARDS

At the end of the tournament, some awards will be handed out to the best of you. We have the following awards to be earned:

- Best Overall, first place
- Best Overall, second place
- Best Overall, third place
- Most kill points
- Best painted unit
- Best behaving player