

**Age of Sigmar Grand Tournament**

**Venue**:

Horseheads Holiday Inn Express - 2666 Corning Rd., Horseheads, NY 14845

**Rounds**: 5

**Army Info**

- **2000** Points Matched Play, we will be using General's Handbook 2017 points and scenarios

- FW matched play points allowed, no GHB 2 trail points values allowed

- Please list your Army Allegiance, Command Trait, and Magical Artefacts on your army list

- Submit your army list to the Crossroads Tournament Organizer by September 22nd. Email all lists to cmreyn@hotmail.com

- The most recent version of any given warscroll will be in use. If there is a conflict, please defer to the warscroll as it is listed in the Warhammer Age of Sigmar mobile app. If it is listed in Azyr, but does not have a corresponding warscroll in the app, it is illegal

**Event Schedule**

Friday – 9/29

Open Gaming from 5 pm

Saturday – 9/30

8:30 - 9:15 - Registration

9:15 - 9:30 - Opening Ceremony

9:30 - 12:00 - Game 1

12:00 - 1:00 - Lunch

1:00 - 3:30 - Game 2

3:30 - 3:45 - Break

3:45 - 6:15 - Game 3

6:15 - 11:00 - Open Gaming

Sunday - 10/1

9:00 - 11:30 - Game 4

11:30 - 12:30 - Lunch

12:30 - 3:00 - Game 5

3:00 - Awards and Closing Ceremonies

**Materials Required**

- 5 copies of your army list, one for each of your opponents

- Dice, Tape Measure, Combat Gauge (recommended)

- A hard and/or digital copy of the core rules and the General’s Handbook

- A copy of your warscrolls or access to the Warhammer Age of Sigmar mobile app

**Scenarios**

- We will pick at 5 scenarios from the General’s Handbook matched play rules (pages 110 – 115), and these will be included in the

- *At least one piece of terrain on each table will be Mysterious Terrain*

**Army Painting**

-There is no painting requirement, but painting will be scored at this event.

-WYSIWYG – what you see is what you get – arm your miniatures with the weapons you list on your army list

**Awards**

-prizes based on attendance

-Best Overall (highest amount of tournament points)

-Best Appearance (judges’ choice for the best painted army at the event)

-Best Sportsman

**Scoring Categories**

**Etiquette and Sportsmanship**

- 25 points total in this category

- Submit Army List on time = 5 points

- Submitted Army List is legal and in a legible format = 5 points

- Player is on time for the start of each round = 5 points, 1 point per round

- Brought all necessary materials to play in the tournament = 5 points, 1 point per round

- Players will cast a vote at the end of the event for a favorite opponent. The Best Sportsman award will be based on Favorite Game Votes + total of the above mentioned points

**Painting**

-Armies will be judged at the discretion of the tournament organizer and those in attendance.

-Painting will be graded on a scale of 0-10 points

**Gaming**

Major Victory: 15 points

Minor Victory: 12 points

Minor Loss: 8 Points

Major Loss: 5 Points

**Kill Points**

We will be using a sliding score to account for models slain during any given game. Whomever kills more whole warscrolls during a game will be able to steal points from their opponent.

Killed 500 more points than your opponent: +1 point to player, -1 to opponent

Killed 1000 more points than your opponent : +2 point to player, -2 to opponent

Killed 1500 more than your opponent: +3 point to player, -3 to opponent

Secondary objective points will be in play for the event in addition to the above scoring, which will be released at the event, worth 3 points per game.

**Event Details**

-Each round will last 2.5 hours. Players will need to have their results tallied and handed into the judges simultaneously by the time the round is over. If players are not finished by the end of the round, they will need to stop immediately and work out results.

**House Rules**

- Measure distance between miniatures from Base to Base.

- Only one type of command model (unit champion, standard bearer, musician) allowed per unit

- Behemoths cannot garrison buildings

- Models that cannot be attacked (such as the Changeling or Carrion) cannot score or control objectives

- Players may not summon a Balewind Vortex within 9” of any objective

- With regards to Sylvaneth Wildwoods, models may not end their movement within the three circles on the wildwood base unless the miniature has the Fly special rule

-SCORCHED EARTH SCENARIO: deploy the objective markers 9" away from the long board edges instead of 12"