



ATC AMERICAN TEAM CHAMPIONSHIP



WARHAMMER AGE OF SIGMAR

1.0 MISSIONS AND SCORING

16 Official Matched Play scenarios will be played by all teams, and all Hidden Agendas will be used by each team as secondary objectives every round. In each game, the two players will compete for a total of 20 points, and the scoring system is designed so that the entire scale is used.

BATTLEPLANS

The most recent versions of all 18 official Matched Play scenarios will be used at the ATC, taken from the General's Handbook 2018 and the Core Book. 4 rounds will be played, with 4 scenarios per round, meaning exactly 16 scenarios will be used with no duplicates. The scenarios will be listed in advance in the order they will be played.

The Hidden Agendas published by GW will be used as secondary objectives. After the draft, each team will distribute all 12 Hidden Agendas equally among their players, with each player receiving 2 Agendas (no duplicates). The Agendas will be revealed by each player to their opponent before deployment starts.

Round 1

Three Places of Power (CB p315)
Total Conquest (GHB 51)
Gifts from the Heavens (CB p316)
The Relocation Orb (GHB p61)

Round 2

Duality of Death (GHB p52)
Battle for the Pass (GHB p53)
Starstrike (GHB P54)
Focal Points (GHB p57)

Round 3

Places of Arcane Power (GHB p 60)
Total Commitment (GHB p56)
Shifting Objectives (GHB p59)
Escalation (CB p313)

Round 4

Knife to the Heart (GHB p50)

Scorched Earth (GHB p55)

Border War (CB p314)

The Better Part of Valour (GHB p58)

SCORING

Major win: 16 Tournament Points

Minor win: 12 Tournament Points

Draw: 8 Tournament Points

Minor loss: 4 Tournament Points

Major loss: 0 Tournament Points

Complete hidden agenda: 1 point

Prevent enemy hidden agenda : 1 point

Team points for every pairing will be summed for both sides and the team with more points will be declared the winner. In case of a tie, kill points obtained by each team will be used as a tiebreaker for match-up purposes. For this reason, all players should record kill points obtained and conceded at each game.

Point Cap:

One team can get between **20-60** TPs in one round. Individual scores are added up and entered on the team score card. A team that received more than 60 TP in a given round receives only 60 TP. A team that won less than 20 TP receives 20 TP, at minimum. This prevents teams who get easier opponents to massacre them, and skyrocket to the top, while weaker teams still have a chance to fight for mid table.

2.0 PAIRING SYSTEM

Captains have 20 minutes before each game to discuss with their team what the best strategy is for the round and to work out the pairings for the round. Distribution of Hidden Agendas among team members will also have to be completed within this 20 minutes. Rounds that start later than the allotted 20-minute mark should be reported immediately to the judges.

Sequence of events – Step 1

For the first scenario, both teams select an army and place it face down on the table. When both teams have selected their armies, they are then revealed simultaneously. The teams then select two armies each to counter the revealed army of the opposing team, and place them face down on the table.

When all four armies have been placed, they are then revealed simultaneously. Out of the two armies placed by their opponents, each team selects one to play against the army that they placed initially.

The remaining, unselected, army is returned to its team.

Sequence of events – Step 2

For the second scenario, Step 1 is repeated. However, the unselected army remaining at the end of the process remains on the table instead of being returned to its team.

Sequence of events – Step 3

For the third scenario, both teams now have one army left on hand, and one unselected army left from the second scenario. The armies left at hand play against the opposing unselected army left on the table.

3.0 ARMY COMPOSITION

Only Warscrolls and Warscroll Battalions with Pitched Battle Profiles may be used at the ATC 2019. This includes Forge World models that have a Pitched Battle Profile. Note that Allegiance Abilities can and should be used. Compendium warscrolls are also allowed if they have a Pitched Battle profile.

If, before the first turn, one of the players in any given pairing has more leftover points than his/her opponent, he/she will have the option to receive a Triumph as per the Triumph rule below.

TRIUMPH

The players compare the number of points that were left over in their armies (i.e. that were not spent on models for their army or used as reinforcement points). If one player has more points left over, they can roll once on the triumph table on the right after both armies have been set up.

D6 Triumph

1-2 Inspired: Once per battle, when a friendly unit is selected to shoot or fight, you can say that it is inspired. If you do so, re-roll failed hit rolls for that unit until the end of the phase.

3-4 Bloodthirsty: Once per battle, when a friendly unit is selected to shoot or fight, you can say that it is bloodthirsty. If you do so, reroll failed wound rolls for that unit until the end of the phase.

5-6 Indomitable: Once per battle, when a friendly unit has to make a save roll, you can say that it is indomitable. If you do so, re-roll failed save rolls for that unit until the end of the phase.

Allegiance Abilities, Artifacts, Spells, etc.

Command traits and artifacts, as well as any battletome specific spells, prayers, etc. must be included on your lists when you turn in your lists for the tournament. Choice of allegiance for the army must also be included on its roster. These will not change throughout the course of the tournament.

Realmscapes, Spells and Artefacts

Realmscapes will not be used at the ATC.

Realm spells will not be used at the ATC.

Realm artefacts are allowed but can't be duplicated.

4.0 TOURNAMENT DETAILS

1. The ATC AoS is a 4-player Team Tournament.
2. Teams will consist of four players, each player bringing a separate army from one of the four Grand Alliances with a Grand Alliance only being used ONCE per team. So, each team will consist of four different armies, from four different Grand Alliances.
3. Army Selection: Select an army worth a maximum value of 2,000 Points using the rules and restrictions provided in the Pitched Battle section from General's Handbook 2018.
4. All unit options and command models must be shown on the models. For example, if models in a Liberator unit have Sigmarite Hammers and a Grand Hammer, you cannot use the rules for Sigmarite Swords and a Grand Blade – aka WYSIWYG (What you see is what you get). Models that are not official, do not fit the WYSIWYG profile, or considerably deviate from the norm MUST be approved by the ATC AoS TO (Joe Krier), ASAP before they can be used at the tournament. Any models like this in use at the ATC without prior consent will be up for an immediate infraction notice (yellow card). **Please see the additional ATC Model and Painting guidelines posted at whatc.org**
5. All models used must be fully painted miniatures of the appropriate type for the units they represent. The minimum requirement is 3 colors in an appropriate scheme, with textured/painted bases. Due to the fact there is a significant

advantage to using incorrect base sizes models must be based on appropriate round/oval bases. Models not painted or based will be removed as casualties by the tournament organizers and will be unable to take part in the tournament.

6. Teams will be matched by swiss pairing system after the first round.

7. Battles last a maximum of 3 hours, in addition to the 20 minutes set aside for pairings and Hidden Agendas (3 hour 20 mins rounds in total).

8. Battles will take place on 72"x 48" tables with preset terrain rolled for on the Scenery Table of Age of Sigmar: Core Book (page 235) before the tournament begins by the referees.

9. Publications released later than June 1st 2019 may not be used at the ATC for building army lists.

10. Army lists of all teams will be shared before the event. Details will be discussed in the Captain's Council.

11. The ITC Floor Rules for conduct and penalty systems will be used and can be found at whatc.org

5.0 CAPTAINS

Throughout the year, a Captain is the voice of his team and acts in their stead for all official communications and votes that are required. At the ATC, The Team Captain is ultimately responsible for the conduct of his/her Team and for pairing their Team each round, submitting results, and can be called in for a Captains Council in certain situations. The Captains are also responsible for checking all the rows and tables for any discrepancies in terrain density and placement before the start of the tournament, and for organizing their teams to check the final submitted rosters prior to the event.