

# WARGAMES CON 2023

## AGE OF SIGMAR TOURNAMENT (JUNE 24<sup>TH</sup>- 25<sup>TH</sup>)

### General Rules

- The Age of Sigmar Tournament at Wargames Con this year will be a **2 day tournament, consisting of two RTTs.**
- Each army will consist of up to 2000 points for this event. Details for choosing your army can be found in the Pitched Battles section in the most recent version of the General's Handbook. When building your army, use all the most up to date Age of Sigmar rules found in the Pitched Battles Publications list found in the Generals Handbook. Be sure to check the Warhammer Community website for FAQs / Updates from GW to the rules or points. Every player must be able to provide their rules for their opponent or judge in either hard copy or digital form upon request.
- 3<sup>rd</sup> Party models are welcome, as long as they don't have different base sizes than the models they represent. However, any armies that use terrain features, Invocations, or Endless Spells are heavily encouraged to use the Games Workshop models for accuracy. We do allow for creativity though and ask that custom features need organizer approval and must be roughly the same dimensions to ensure no unfair advantages.
- The models used in your army must comply with the Games Workshop "3 Color" Standard. Any models that are not compliant with the Model Policy can be removed at the organizer's discretion.
- Any models that you would summon must be fully painted to match your army; that is, your summoned units must be recognizable as continuous with your main force.
- All models must be on round / oval bases as appropriate, see the Games Workshop base size guide. If you have questions, please request clarification from the TO ahead of the event.

### Army Composition

- All lists must be submitted to Best Coast Pairings (BCP) by 11:59 PM Central 6/15/2023. It is the responsibility of the player to ensure that their submitted list is legal. Late list submissions and illegal army lists may be subject to points penalties. **If your list is illegal, an organizer will contact you.**

- If units and models have choices of how they can be armed, this must be clearly indicated on your army list, modeled appropriately, and may not be changed between rounds. WYSIWYG is preferred, but it can also stifle creativity. If your army is not WYSIWYG, you must **be clear with your opponent on what war gear your models *actually* have, and you must play non-WYSIWYG models with verbal intent; Ex: Every time you move a non-WYSIWYG model, say to your opponent “I am moving X unit, equipped with X war gear,” and remind your opponent throughout the match.**
- If illegal units or rules violations are found in a player’s list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted, and award eligibility may be forfeited. Please email the organizer to ask any questions you or your club may have regarding rules issues or legal units in advance.

### Scoring

- The event will be scored on a weighted scale to determine the overall winner. Each RTT will have its own winner, and the player with the highest overall score will win the event. The total number of points available per RTT is 160. **Scoring Sheets will be made available at the event.** Points Composition is as follows (approximately):

Category	Possible Points	% of Total	Scoring
Battle	63	40%	21 for Major Win, 16 for Minor Win, 11 Draw, 6 Minor Loss, 0 Major Loss
Battle Tactics	45	28%	3 per Battle Tactic Scored
Grand Strategy	39	24%	13 per Grand Strategy Completed
Sporting Behavior	13	8%	See Below <b>(Scoring sheets will be provided at event)</b>

#### **Sporting Behavior Metric (2.6 points for each)**

- Did your opponent arrive on time?
- Did your opponent play in a timely manner?
- Did your opponent play in a transparent manner?
- For example; opportunity to inspect dice, explained rules clearly and correctly or provided access to them

- Did your opponent resolve any rules disputes in reasonable manner?

### Awards

- Award descriptions will be made available at the event.

### Schedule Day #1 and #2

<b>8 AM – 9:00 AM</b>	<b>Check-In</b>
<b>9:00 AM – 11:30 AM</b>	<b>Game #1</b>
<b>11:30 AM – 12:30 PM</b>	<b>Lunch Break</b>
<b>12:30 – 3:00 PM</b>	<b>Game #2</b>
<b>3:00 PM – 5:30 PM</b>	<b>Game #3</b>

Note—Schedule may be subject to change.

### Battle Plans

#### Day 1

**Game #1—The Prize of Gallet**

**Game #2—The Lurkers Below**

**Game #3—In the Presence of Idols**

#### Day 2

**Game #4—the Realmstone Cache**

**Game #5—Battlelines Drawn**

**Game #6—Path of a Champion**