



NASHCON

AGE OF SIGMAR

GRAND TOURNAMENT

• Tournament Pack •

No changes to this pack will take place after August 14, 2021. Any major changes prior to August 14 will be announced, but please check regularly to make sure you are up to date.

*Last updated: 7/16/21

Introduction

Welcome to the Nashcon Warhammer Age of Sigmar Grand Tournament!

For this event, we will be hosting a two day, five game matched play tournament.

What is this Document?

This document contains what you need to bring, the schedule, army composition, and general information about the event itself.

If you have any questions regarding the pack, warscrolls, army selection, etc. please email David Griffin at dwgriff45@gmail.com.

Ticket

Tickets are on sale now at www.nashcon.org

AoS GT tickets include Nashcon entrance fees as well as access to the tournament.

Venue

Sheraton Music City
777 McGavok Pike, Nashville TN 37214
615-885-2200

21st-22th August 2021

Schedule

Saturday 8/21

- Registration 8:00AM – 8:45AM
- Announcements: 8:45AM – 9:00AM
- Game 1: 9:00AM – 12:00PM
- Lunch/Paint Judging: 12:00AM – 1:00PM
- Game 2: 1:00PM – 4:00PM
- Game 3: 4:30PM – 7:30PM

Sunday 8/22

- Announcements: 8:30AM-9:00AM
- Game 4: 9:00AM – 12:00PM
- Lunch: 12:00PM – 1:00PM
- Game 5: 1:00PM – 4:00PM
- Awards: 4:30PM

Army Composition

Armies will be comprised of up to 2000 points using composition rules in the Pitched Battles section of the General's Handbook 2021.

For this event, we will fix the unit costs on **August 14th**, and any new warscrolls released after this date will not be allowed.



Allegiance Abilities, Artifacts, Spells, Etc.

Grand Strategies, Command Traits, Enhancements, (Artifacts, Mount Traits, etc.) as well as any spells, prayers, etc. must be included on your lists when you turn in your lists for the tournament. These will not change throughout the course of the tournament.

Two List Submission

Players are required to bring two lists to the tournament. Both lists must be from the same Faction (i.e. you can bring two different Stormcast lists but not a Stormcast list and a Fyreslayers list). Players must use both lists **at least** once over the course of the 5 games. This two list mechanic will allow players to adapt to different scenarios and opponents on the fly. A different list could be as simple as a different Command Trait/Artifact/Spell or it could be an entirely different force.

Grand Strategies must be the same across both lists.

Summoning/Reserves/Endless Spells

If players wish to use summoned/reserve units, Endless Spells, scenery, etc. during games, these models must be fully painted/based to match the army and displayed with the rest of the army.

Realm Rules

The AoS GT will be using all the Realm Rules as described in the General's Handbook 2021.

Terrain

Every table will be set up with terrain prior to the start of the GT. Ignore the "Terrain Features" section on page 11 of the GHB. Furthermore, players will not be setting up the terrain at the beginning of each game as described under "The Battlefield" section of each GHB battleplan.

All terrain will be pre-labeled with tokens using the Mysterious Terrain table (28.1.3). Do not roll on the table as described on page 11 of the GHB.

If a player has faction terrain that is placed prior to set up, that player may nudge table terrain to allow faction terrain to fit. We ask that you use common sense here. The intent is that table terrain is moved the minimum distance required. Please consult a TO if there is a dispute.

Similarly, if an objective marker cannot sit flat, or if an objective marker interacts with a terrain feature in a way that will lead to a negative play experience (on a hill, etc.), players may nudge terrain to accommodate the objective marker as long as both players agree.

Note: Under no circumstance is terrain to be removed from the table.



Defensible Terrain

There will be a variety of types of terrain features used at the GT. Use rule 17.1.2 as a guide for what is and is not defensible. If there is still a question, we encourage players to resolve the issue between themselves. If there is still a dispute, the TO will decide if a terrain piece is defensible.

Army Submission

Due to the uncertainty around the Azyl & new Warhammer+ apps, **all army lists are required to be created using Warscroll Builder**. Link below:

<https://www.warhammer-community.com/warscroll-builder/>

Both army lists are due **August 14 by 11:59PM CST. Submit to dwgriff45@gmail.com**. Players that submit lists on time will receive one additional Tournament Point.

What to Bring

- Fully painted army. The minimum requirement for painting is 3 colors in a cohesive scheme with painted bases (Battle Ready). Any unpainted models will be removed from play.
- Models must be based on appropriate bases as described in Games Workshop's basing guide.
- 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).
- Proxies are not allowed. "Alternative" models are more than welcome, but a Free Guild Griffin representing a Terrorgheist will not work. If you are unsure, please email us beforehand, and we'll sort it out. We're happy to make concessions for particularly themed armies.
- Gaming aids:
 - Dice and tape measure
 - A set of the Rules or access to a PDF/App on a mobile device
 - The General's Handbook - either hard copy or digital
 - A copy of all your rules or access to the Warhammer app
 - Printed army lists for your opponent each game and TO

Becoming the Tournament Champion

The Tournament Champion will be the person with the most Tournament Points (TPs) at the end of 5 games of Age of Sigmar. Players will be randomly drawn against an opponent in round 1 and then the Swiss chess system will be used to pair off entrants in subsequent rounds. You cannot play the same person more than once during the event. If you are drawn against someone you have previously played, a tournament official will swap you.



Awards

Best Overall - Player with most TPs. Ties decided by the following tie breakers: 1. Victory point differential, 2. Battle Tactics achieved, 3. Strength of schedule

Best in Grand Alliance - Most TPs in Order, Chaos, Death, & Destruction not named Best Overall. Tie breaks same as Best Overall

Best Sportsmanship - Player that receives most Favorite Opponent votes while also meeting the Sportsmanship Points requirements (described in "Sports" section). Ties decided by TPs.

Best Painted - Best painted army as judged by tournament judges. Judging will be conducted by Vince Venturella with assistance from the TO as needed.

Player's Choice - Given to the army receiving the most player votes based on painting, theme, and overall aesthetic. Ties decided by TO judging.

Monster Slayer - Player that slays the most units with the monster keyword and does not win Best Overall or Best in Grand Alliance. Ties decided by TPs.

Tactician - Player that completes the most Battle Tactics and does not win Best Overall or Best in Grand Alliance. Ties decided by TPs.

Master Assassin - Player that slays the most Generals (both chosen and not chosen generals will be counted) and does not win Best Overall or Best in Grand Alliance. Ties decided by TPs.

Scoring

We will be using the Glorious Victory system from the GHB '21 battleplans for all games.

Additionally, we will be asking players to track the total number of victory points scored, monsters killed, generals killed, and Battle Tactics achieved over the course of each game. We will use this data to inform prizes and tie breakers.

Score sheets will be provided to each player to effectively track all the above.

Battleplans

We will be playing five Battleplans from the General's Handbook 2021.

The five battleplans used at the GT will be chosen from the larger list of seven battleplans listed below. The battleplans are not listed in any particular order - the order will be decided on the day of the tournament.

1. **Savage Gains**
2. **First Blood**
3. **Power Struggle**
4. **Feral Foray**
5. **Power in Numbers**
6. **Marking Territory**
7. **The Vice**



Game Points

Major Victory: 15 TPs

Minor Victory: 10 TPs

Draw: 7 TPs

Minor Loss: 5 TPs

Major Loss: 0 TPs

1st Place Best Painted: 5 TPs

2nd Place Best Painted: 3 TPs

3rd Place Best Painted: 2 TPs

Painting Nomination: 1 TPs

1st Player's Choice: 5 TPs

2nd Player's Choice: 3 TPs

3rd Player's Choice: 2 TPs

Favorite Opponent Vote: 1 TPs (only applies once)

On-Time Army List Submission: 1 TP

Sports

Players will use the following questions to rate their opponent after each game:

- Did your opponent show up to the game on time?
- Was your opponent prepared for the game and have everything needed to play (i.e. dice, rule books, tape measure, etc)
- Did your opponent follow the rules of AoS and handle any rules disputes respectfully?
- Did your opponent play in a timely manner that allowed the game to finish to its natural conclusion. I.e. at the end of time for the round, there was a clear win/loss or agreement was able to be reached on the outcome of the game.

Players answer yes or no to each of the above questions. Each question will be worth 1 point. At the end of the tournament, only players with 18 or more points can qualify for Best Sportsmanship, and players must score at least 16 points to be considered for Best Overall.

Players will receive 1 TPs if they receive a Favorite Opponent vote. Multiple votes do not stack.



Best Painted

Returning this year, painting extraordinaire Vince Venturella, winner of Golden Demon and Crystal Brush awards (among many others) has volunteered to judge our Best Painted award. Between games on Day 1, armies will be evaluated for painting quality, style, theme, and cohesiveness. After Game 4 on Day 2, the top 10% will be asked to display their armies. Players that make it to the top 10% will receive a Best Painted Nomination. 1st, 2nd, and 3rd place will be announced at the end of the tournament.

Player's Choice

During the lunch break after Game 1, players will vote on their single favorite army based on painting, modeling, and theme. 2'x2' display boards are optional, but armies on display boards may influence voting. We strongly support cool conversions and out-of-the-box ideas as well!

The player with the most votes will win Player's Choice. Ties in votes will be decided by the tournament organizer. 2nd and 3rd place will be recognized at the end of the tournament as well. 1st-3rd place will be asked to display their armies alongside the Best Painted army nominations after Game 4.

Players cannot win awards for both Best Painted and Player's Choice. If there is a situation where a single player is eligible for both, the tournament organizer will ask the player which award he/she prefers.

FAQs

We will use all the most updated FAQs available from Games Workshop leading up to the tournament. If a new FAQ covers one of the below or raises new questions, we will modify our answers to better reflect Games Workshop's direction.

- *Will new Stormcast and Kruleboyz from Dominion be legal to play?*
- Yes. They will use the new warscrolls released with Dominion and the Pitched Battle points as printed the GHB. If the new books are released on or before August 14th, we will use those updated rules and points.
- *Can Unique/Named characters choose Universal Spell Lore Enhancements?*
- No.
- *How does the Rally command ability work with Horrors?*
- If the Rally command ability is used on a unit of Horrors, each category of Horrors (Pink, Blue, and Brimstone) must be rolled for separately and return only models of each type. Example: One unit of Horrors lost 4 Pinks, 2 Blues, and 1 Brimstone in a preceding turn. When using the Rally command ability, the player would roll 4 dice for the Pinks, 2 for the Blues, and 1 for the Brimstones, returning models on a 6 for each respective Horror type. In addition, models returning from Rally must abide by restrictions in 14.2.1 Returning Slain Models.



FAQs (cont'd)

- *What size board will we be playing on?*
- We will be playing on the recommended 44"x60" battlefield size. We will not likely have mats cut down to size, so please expect there to be marked or taped off zones to play within
- In the General's Handbook Points Limit section, there is a line that reads: *"No more than half of your points can be spent on a single unit."* Ignore this rule for single model units.

