

OFFICIAL PLAYERPACK OF 2023



Game Scale

4 players on per team, each bringing an army of up to 2000 points.

Armies allowed

The newest battletome will always be used. In case no official FAQ has been released, we will be relying on the wolds FAQ, or in rare circumstances we will release our own in-house FAQ. In those rare circumstances, our in-house FAQ will be written along with several experienced players from the Danish AOS-circuit.

For each team, no faction, warscroll, grand strategy, or enhancement can be used on more than one player's army list. In the case of the Orruk Warclans battle tome, Ironjawz, Kruleboyz, and Bonesplitters are considered separate factions.

For the purpose of summoning, a player may summon units that are already used in a teammate's starting army.

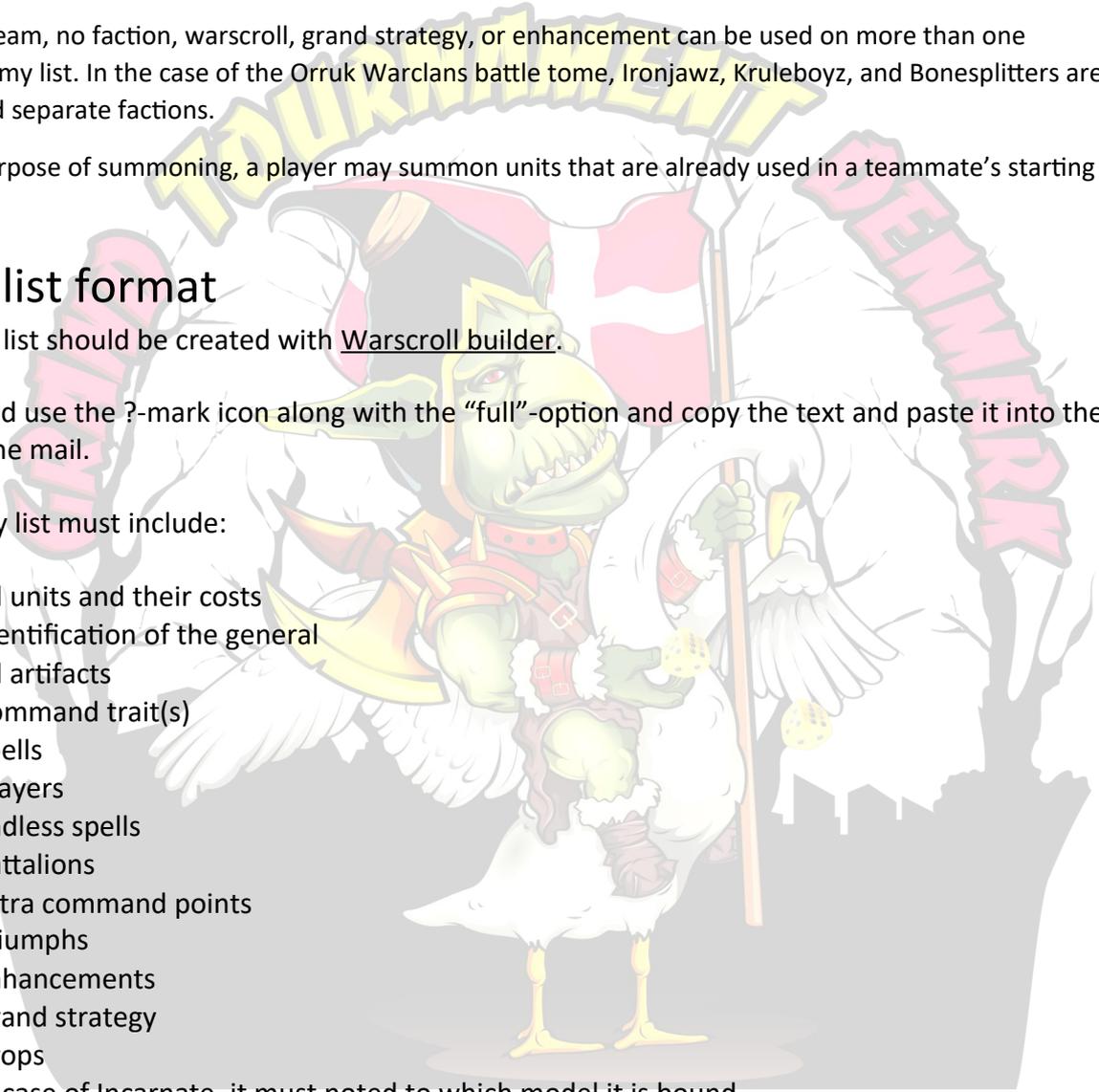
Army list format

The army list should be created with Warscroll builder.

You should use the ?-mark icon along with the "full"-option and copy the text and paste it into the body of the mail.

Your army list must include:

- All units and their costs
- Identification of the general
- All artifacts
- Command trait(s)
- Spells
- Prayers
- Endless spells
- Battalions
- Extra command points
- Triumphs
- Enhancements
- Grand strategy
- Drops
- In case of Incarnate, it must noted to which model it is bound



Army list Submission

All army lists must be submitted as a full team, in the correct format by the end of April 9th to D6@grandtournament.dk.

If you submit a list that is not in the correct format, the list is not "approved", and your list is not considered to be submitted in time. If all the team's lists are valid and submitted in the correct format before the deadline your team will be granted +20 Vps.

Pairing Process

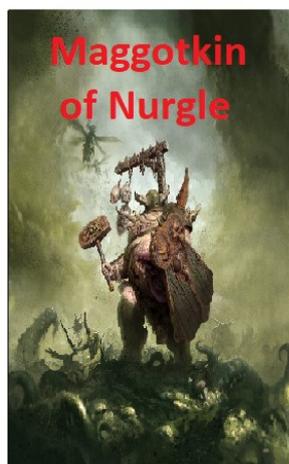
To ease the pairing process, we will be providing each team with 4 cards. Each card will represent one of the armies on the teams roster.

The pairing process takes place using the following 5 steps:

Step 1: Each team puts down a defender. When both teams are ready, each team reveals their defender

Team "Defending Champions"

Defender



Unused



Team "Reckless Attackers"

Defender



Unused



Step 2: Each team pairs two attackers against their opponents' defender.



Step 3: The defender then picks which opponents' attackers they will play against.



Step 4: The attacker that was not picked by the defender will play the remaining unused army.



Step 5: After everyone has been matched with an opponent, each team rolls a dice. The team with the highest dice roll determines which team picks the 1st table. Whoever picks 2nd also gets to pick 3rd.

Scoring

Points from each game will be awarded based on the differential system noted in the table below. For each match the score for the winning team will be capped at 60 points. The losing team will receive a minimum of 20 points.

Difference in VPs	Player A	Player B
0	10	10
1-2	12	8
3-4	13	7
5-6	14	6
7-8	15	5
9-10	16	4
11-12	17	3
13-14	18	2
15-16	19	1
17+	20	0

How we play

To minimize the disagreements between the players, we will follow the guidelines below. Please discuss them prior to each match if you feel the need. If both players agree to play the game differently, then that has to be agreed upon by all the players at the table.

Rules FAQ:

We will be using the official GW FAQ as well as AOSFAQ. See links below:

<https://www.warhammer-community.com/faqs/#warhammer-age-of-sigmar>

<https://www.aosfaq.com/>

Terrain

All terrain will be placed and clearly marked with markers before the first round. All terrain must be at least 3" from the objective. If any battle plan requires that an objective is set up in a particular spot that is already occupied by another piece of terrain (or is within 3"), the terrain must be moved, but set up as close to the original spot while abiding by the previously stated rules.

Note that on a few battle plans, some objectives will be placed during later rounds. Prior to determining deployment, all terrain on these battle plans must be set up, as to allow for future objectives to be set up, without breaking the 3" rule.

Dice rolls:

Only dice where the bottom is entirely touching either the playmat, a level dice tray, or surface objective markers are considered rolled. Dice should be rolled so that the opponent can always see what has been rolled. Always remove dice that were unsuccessful rather than the opposite.

Intention:

Keep an open line of communication with your opponent throughout the game. Make sure you clearly state your intention for any action and then ask your opponent if he agrees with your intention. Stick to these verbal agreements.

Takebacks:

Making the fewest mistakes is an important aspect of Age of Sigmar. We do not play with takebacks.

Move:

As a general guideline, when you are moving a model, try to avoid shifting it around excessively before you finalize its new position. To avoid that, it is always a good idea to move the model to its maximum distance, and then only move it backwards before you finalize its new position.

Chess clock:

Each round will last 3 hours plus 15 minutes for pairings. This will give each player 90 minutes. As such we recommend, but do not mandate the use of chess clocks. If only one of the players wish to make use of a chess clock, this is allowed, but also the responsibility of that player to keep track of time for both players.

If a player runs out of time, only the following game actions are allowed:

- Roll Saves
- Remove models
- Any action that must be performed for the game to continue

During these exceptions the player who has time remaining may pause their time only during these actions.

Should both players run out of time; both players will “play” the rest of the rounds adding only the scores till the 5th round. If the players cannot agree on the outcome, they will call a referee that will assess the situation.

In case a chess clock is broken, stop the game, take note of the time spent and call a referee. It is then the referee's job to guide you to a solution.

Behavior

It is important to us that every player, regardless of level or aspiration has an enjoyable experience throughout the tournament. To ensure this please be kind and respectful to each other, even if a game gets heated. If there is a disagreement regarding a rule or game action that cannot be resolved at the table, please contact one of the TOs who will then make a ruling.

In rare circumstances of poor and/or unsportsmanlike behavior, we retain the option to disqualify and ask a player to leave. In such cases, the ticket will not be refunded. The team is allowed to continue the tournament without the disqualified player.

Prizes

1st prize

2nd prize

3rd prize

Coolest / best painted army

2 x Nominated for coolest / best painted army

Best General (highest scoring single player)

Painting Requirements

All armies must be fully painted and based. If you are unsure if your army is painted, it is probably not. However, if you are still uncertain then please take a picture of your full army and mail it to d6@grandtournament.dk

Conversions and alternative models

We love and adore cool conversions and awesome alternatives. However, it must always be possible to easily identify each model in an army, and you have to be 100% transparent regarding what each model represents - especially if you are using conversions and/or alternative models. If you have any doubt if your conversion or alternative will be accepted then email us at d6@grandtournament.dk

Proxies are not allowed. We define proxies as GW models that would otherwise represent a different Age of Sigmar warscroll. This also applies to alternative models, that are similar to an existing Age of Sigmar Warscroll but used to represent another AOS warscroll. See example below:

This King of Onslaught is a good alternative to a Bloodthirster of Khorne, but not to a Be'lakor



Schedule & Battleplans

Saturday, April 22nd

9:00: Doors open

9:40: Captain Team Meeting

10:00: Pairings for round 1

10:15: Round 1 - Battleplans: 1. Path of A Champion, 2. Realmstone Cache

13:15: Lunch

14:15: Pairings for round 2

14:30: Round 2 - Battlelines Drawn, Jaws of Gallet

17:30: Dinner

18:45: Pairings for round 3

19:00: Round 3 - Ours for the Taking, The Nidus Path

22:00: Party at "Baghuset" Sankt Jacobsvej 1B

23:00: Venue closes

Sunday, April 23rd

9:00: Doors open

9:30: Pairings for round 4

9:45: Round 4 - In the presence of Idols, Position Over Power

12:45: Lunch

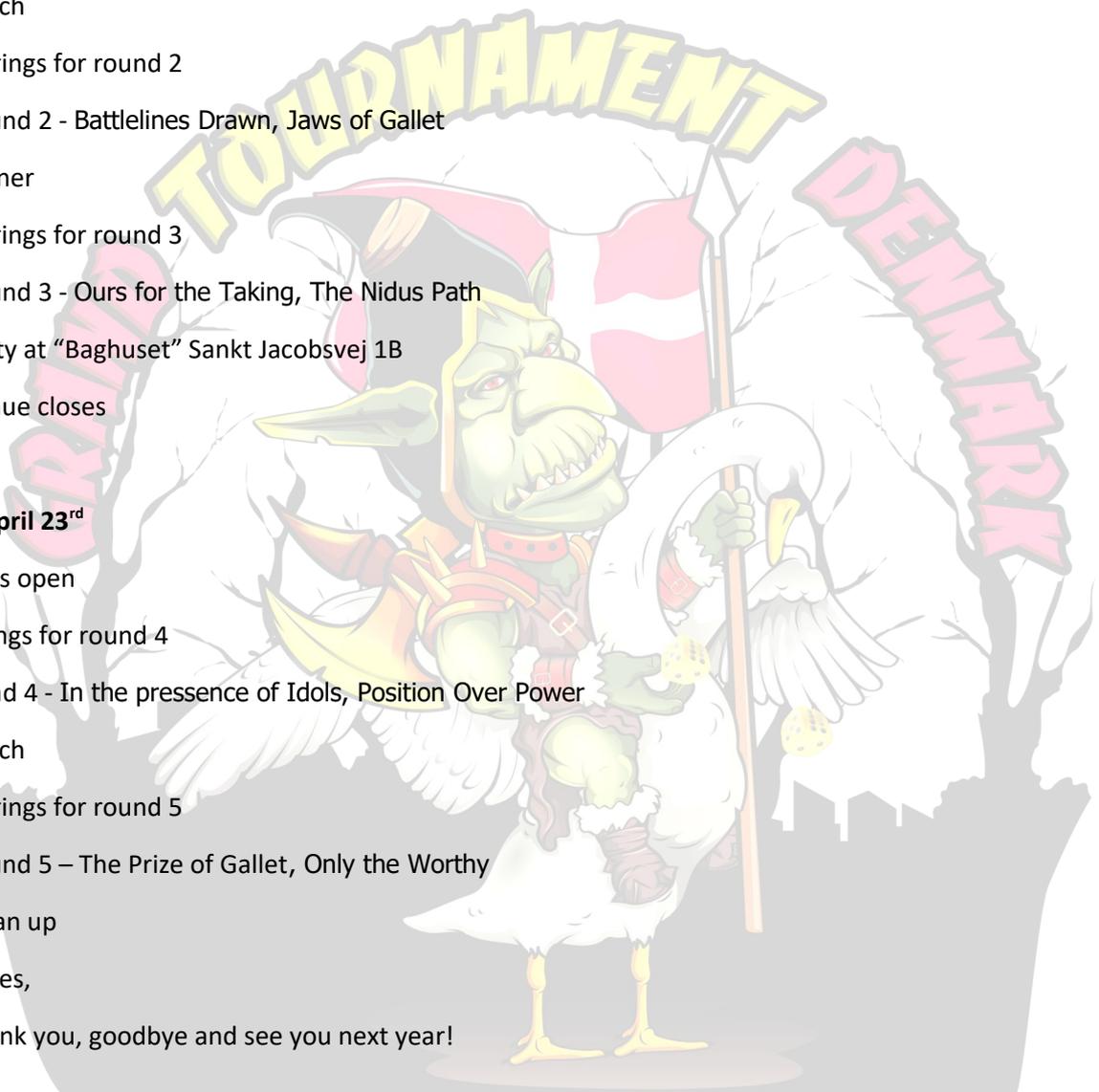
13:45: Pairings for round 5

14:00: Round 5 – The Prize of Gallet, Only the Worthy

17:00: Clean up

17:30: Prizes,

17:00: Thank you, goodbye and see you next year!



TourneyKeeper

Once you have purchased your ticket, remember to register your team on TourneyKeeper.

Link: <https://tourneykeeper.net/Team/TKTeamLeaderboard.aspx?Id=6441>