



## Warhammer AoS rule pack

### **Introduction/Philosophy**

Welcome to our Road to Rising Sun GT!, an AoS Tournament made by the Rising Sun GT team.

Rising Sun aims at providing wargaming tournaments in Japan offering a relaxed atmosphere and not to exclusively promote the competitive side of the hobby. But, this is a tournament after all, and therefore there must be certain rules and guidelines.

Considering that many of our local hobby communities consist of a large number of beginner-level players, we have tried to keep these rules as simple as possible, while still making the event attractive to veteran players.

We strongly believe that one of the amazing parts of our hobby is that it can be shared worldwide. Being in Japan, we are aiming at an universal event where English and Japanese speaking participants can have fun together, whatever their linguistic skills are. In order to achieve that we are doing our best to build a bilingual event through our communication, tools, materials, etc.

In this document you will find the rules for the tournament. We encourage all players attending RtRSGT to abide by these rules and follow these guidelines as best as they can. And remember, the TO will have the final decision on any situation that is not covered in these rules.

Happy playing!

## Highlights

- Date: June 13th 2021
- Schedule:
  - 9:00 -> Doors open and registration
  - 9:30 ~ 12:30 -> Round 1
  - 13:15 ~ 16:15 -> Round 2
  - 16:45 ~ 19:45 -> Round 3
  - 20:00 -> Results, prizes and closing
- Venue: Fukae Hall, Kobe  
<https://www.fukaekaikan.com/>  
〒658-0021 兵庫県神戸市東灘区深江本町3丁目5番7号



- Participants: 8-10 players
- System: Warhammer Age of Sigmar - 2nd Edition
- Format: Battlehost - 2,000 points
- Round length: 3 games of 3 hours
- Main TO: Katsumi

## Basic rules:

- The tournament will consist of **3 game rounds of Matched Play**, of 3h each, to be played over the course of one day, on June Sunday 13, 2021.
- The pairing for the first round will be randomly set. From the second round onwards, a **Swiss pairing** system will be used.
- Rules for the tournament games are: **Core Rules (including Allegiance Abilities), Matched Play** and **Pitched Battle Rules** as described in the **General's Handbook 2020**, as well as any other described rules in any valid publication (expansion books and White Dwarf).
- Each game round will use a different Battleplan, selected by the organizers from the Matched Play battleplans in the General's Handbook 2020.
- **Triumphs will be in use**, as depicted on page 75 of the General's Handbook 2020. Before each game, the player with the smaller number of points gets a Triumph rolled randomly. It can be used one time during the game.

## Army Selection:

- Armies will be **Battlehost** level, up to **2000 points**, of which 400 points can be allies (see page 72 of GH2020 for rules regarding allies).
- See page 72 of the GH2020 for army restrictions regarding Leaders, Battleline, Artillery and Behemoths for a Battlehost level game.
- Your army must have an allegiance.
- Auxiliary Objectives will not be used this time.

## Realms of Battle:

- Realms of Battle rules **will not be** in application to simplify the games.
- Players are however allowed to choose Realm Artifacts in General's Handbook 2020, pages 102-107.
- Artefacts from Malign Sorcery **cannot** be used in the tournament.

## Scenery:

- A certain amount of scenery for the games will be **provided**.
- All terrain models will be placed by the organizers and stay fixed on the tables.
- Some factions can use scenery as part of their armies. You can use an army-specific scenery as described by your army's Battletome. If you are using army-specific terrain, **you must bring it yourself**.
- The organizers will roll on the General's Handbook 2020's Scenery Table A (page 75) for each piece of scenery before the first game. Each piece of scenery will remain the same type of terrain for the whole duration of the tournament.

## Miniatures:

- All miniatures must be either Citadel Miniatures or Forge World. Miniatures from other makers as proxies will not be allowed.
- Conversions are welcome, as long as at least 70% of the miniature is built with bits of Citadel Miniature and the original model can be recognized. In case of doubt, get in contact with the organizers in advance.
- Painted armies are not required to participate in the tournament. However, painted armies will be awarded tournament points by the TOs, according to the following categories:
  1. Outstanding: 5 TPs.
  2. Standard: 3 TPs.
  3. Basic: 1TP.
- An army will be considered painted when, and only when, (1) all miniatures are painted with at least 3 colors; and (2) the bases are painted and textured in some way. Painting a base in just one color, let's say brown, will not be considered painted. Contact the organizers in case of doubt.
- 'WYSIWYG': what you see is what you get, meaning that weapons carried by the units must be represented in the models as much as possible. This is not a completely strict rule and exceptions can be made. Please, get in contact with the organizers in case of doubt.

## Army selection and Roster:

- Make your roster using the [Warhammer-Community Warscroll Builder](#). Save it in PDF and send it to us using your name.
- You can submit your army list at any time until the deadline of **June 6, 2021**.
- In case of a difference in the point costs as shown in the Warscroll Builder and the most recently printed version (General's Handbook or Battletome), the latter will be considered the valid point cost. **Don't forget to double check before submitting your roster!**

## Ending and keeping games on time:

- Matched play battleplans are designed to be played in 5 battlerounds. Players should endeavour to play all five battlerounds in the allotted time if at all possible.
- If you do not have time to complete all five battlerounds, you should stop playing at the end of a full battleround.
- If you do not complete all five battlerounds, and both players agree on an inevitable/highly likely outcome if all battlerounds were to be played, that will be the result. If both players agree it's impossible to determine the outcome after five battlerounds from the current game state, and determine the result of the match from the current score. If you disagree on the result, please call a TO to make the final decision.

## **Gaming Points**

From each battle, players will obtain tournament points, depending on their results:

- Major Victory: 20 points
- Minor Victory: 15 points
- Draw: 10 points
- Minor Loss: 5 points
- Major Loss: 0 points

Please record the in-game VPs and the total points value of destroyed enemy units, not including summoned units. These will be used just as a tie breaker, with in-game VPs taking preference.

This tournament won't be using Auxiliary Objectives.

An overall winner, second and third best players will be determined based on total tournament points obtained during the games as well as from painted armies (see above). The winner will be awarded a trophy and a selection of prizes from the catalogue of GW and other hobby companies.

## **Good sports**

Good sports is often summarized as “not cheating”, which we believe is so obvious that it shouldn't even need to be mentioned.

At RtRSGT, we believe that good sports is to make the game enjoyable and fun for both players, whichever the issue is. For example, helping/tipping an opponent if you're dominating heavily, not being bitter if you lose or dices are not on your side, etc.

We think Games Workshop did a very nice job explaining what is good sports in the Age of Sigmar General Handbook 2020 (see at the end of this document), so we invite you to refer to it.

For each of their games, players will grant a Good Sports mark to their opponent and a Best Sports prize will be awarded at the end of the tournament.

## **COVID-19 Safety Measures**

We are living through difficult times and we need to make sure that all the participants can enjoy the event while being perfectly safe.

In order to achieve that, all measures that we judge necessary will be applied, such as mask, social distancing, aeration, etc. All these measures will be communicated closer to the event.