

2017 Michigan GT

Age of Sigmar Championships

Welcome! These the Event Rules for the Age of Sigmar Championships at the 2017 Michigan GT! The Michigan GT Age of Sigmar championships is an opportunity for fantasy players to celebrate all aspects of our hobby. Generalship, artistry, and sportsmanship will all play their part in determining who will walk away as the champions of the weekend! These rules explain the event, missions, awards, and army construction. Please review them closely, as there are changes from previous years. These rules may be updated between now and the 2017 Michigan GT. No substantive changes will be made after September 9!

Basic Rules:

- 1) The 2017 Age of Sigmar rule set will be used.
- 2) Any additional rules questions will be answered by the Michigan GT Age of Sigmar FAQ.
- 3) Each player must bring a rulebook, the current rules for all units in their army and all materials needed, including dice, measuring devices, templates, and a writing implement.
- 4) The models used in your army **MUST** be WYSIWYG and have a minimum of 3-colors.
- 5) If illegal units are found in a player's list, at a minimum, the unit in violation will be removed from subsequent play. Tournament points may be deducted and prize support eligibility may be forfeited.
- 6) The Michigan GT is a "Full Disclosure" tournament. Players must answer all questions and provide relevant rulebooks/information at their opponent's request.
- 7) Tournament judge rulings are final and poor conduct by players will not be tolerated. Michigan GT reserves the right to remove players from the event or the Michigan GT itself with no refunds allowed.

Army Construction Rules:

- 1) We will be using the Matched Play: Pitched Battles rules in the General's Handbook 2017, including army composition, triumphs, and unit costs. The total Army size will be 2000 points chosen from a single Grand Alliance.
- 2) For this event, we will fix the unit costs on September 9th, and any new warscrolls released after this date will not be allowed.
- 3) Command Traits & 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. These will not change throughout the course of the tournament.
- 4) Summoning/Reinforcements
 - If players wish to summon units or scenery (like the Balewind Vortex) during games, these models must be included on the list, fully painted/based to match the army, displayed with the rest of the army, and taken out of reinforcement points. Please do not go overboard with this. Only bring models that can reasonably be summoned in game. I.E. Do not bring your entire collection.
 - 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 Terrorgeist 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.

Games/Missions Scoring:

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- 1) We will be using the Matched Play: Pitched Battles rules in the General's Handbook, including army composition, triumphs, and unit costs.
- 2) We will be using Major Victory/Minor Victory system as described in the General's Handbook to determine the winner of each game. Each Battle Plan outlines the rules for determining the winner for each game. If a player wins a Major Victory, their opponent scores a Major Loss. If a player wins a Minor Victory, their opponent receives a Minor Loss. A draw can only happen if players are tied on the major objective, secondary objective, and kill points.
 - Major Victory: 30 Points
 - Minor Victory: 20 Points
 - Draw: 14 Points
 - Minor Loss: 10 Points
 - Major Loss: 0 Points
 - Secondary Objective: 10 Points

Scenarios

Battleplans will come from the Pitched Battle section of the Generals Handbook 2017. **Mysterious Terrain Rules** will be in effect for every battleplan.

Secondary Objective:

There will be a list of 10 Secondary Objectives. Each mission will have two randomly selected secondary objectives chosen from the list and each player will secretly choose and write down one of the two Secondary Objectives to complete during the course of the game. A player that has completed their secondary objective will earn 10 Victory Points.

Securing the Sacred Site- Your mission is to claim a sacred site for your people. Upon choosing this Secondary Objective, select a single piece of terrain outside of your deployment zone. To succeed on this Secondary Objective, you must control this piece of terrain at the end of the final battle round of the game. You control the terrain by having more models on or within 6 inches of the objective than any other player. If you have control of the terrain piece at the end of the last battle round of the game, you have completed this Secondary Objective.

Vendetta- Your general must kill the enemy general. If your general deals the final wound to the enemy general, this Secondary Objective is successful. If your General deals the last wound to the enemy general (removing them from play), you may reveal this Secondary Objective as successful. If any other model kills the enemy general (including itself), this Secondary Objective fails. If the enemy general returns to play for any reason after the last wound is dealt, this Secondary Objective may not be revealed until the final wound is dealt and the model is removed from play and does not return.

Making an Impression- You must destroy the enemy unit with the highest point cost. If multiple units are tied for highest point cost, you may choose one, which must be noted before the game

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begins. If the highest point cost enemy unit is destroyed (i.e. completely removed from the table and does not return), you may reveal this Secondary Objective as successful.

Et Tu Brute- Your goal is to get your General killed by the enemy forces before the end of the game. If your General is killed by an enemy model and removed from play without returning for any reason, you may reveal this Secondary Objective as successful. If your general is killed or removed from play for any other reason, this scheme fails.

Outmaneuver- Your goal is to have more units in the enemy deployment zone at the end of the game than your opponent. If at the end of the game, you have more units in the enemy deployment zone than the enemy, you may reveal this Secondary Objective as a success.

Rule Through Fear- Your goal is to make as many models as possible flee the battlefield from failed Battleshock tests. If at any point in the game, you have caused at least 3 different enemy units to fail a Battleshock test (i.e. lose at least 1 model during the Battleshock phase), you may reveal this Secondary Objective as successful.

Some Gave All- Your goal is to make sure that each of your units participates in the bloody battle and is wounded in the process. At the end of the game, if none of your units are at their full starting wounds (i.e. because of lost models or wounds on models with multiple wounds) you may reveal this Secondary Objective as successful.

King of the Monsters- Your goal is to have the only monster alive on the battlefield at the end of the game. At the end of the game, if no other player has any units with the MONSTER keyword on the battlefield, you may reveal this Secondary Objective as successful.

Survival- Your goal is to have as much of your army as possible survive the battle. At the end of the game, if you have at least 50% of your total army alive on the table (units that are not currently on the table for any reason do not contribute to this total), you may reveal this Secondary Objective as successful.

Treacherous Progression- Your weakest hero has a plan to catapult up the ranks. At the start of the game, nominate a HERO with the lowest point cost. If multiple HEROES are tied for lowest point cost, you may choose which hero is nominated. Your goal is to have this HERO be the only HERO in your army that is alive at the end of the game. At the end of the game, if the nominated HERO is the only HERO in your army that was not killed (i.e. removed from play for any reason without returning), you may reveal this Secondary Objective as successful.

Sportsmanship:

- 1) Players will use the following questions to rate their opponent after each game:
 - Did he/she show up to the game on time and with all the necessary items to play?
 - Did he/she adhere to the rules of AoS and handle any rules disputes or questions respectfully

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and agreeably?

- Most importantly, did your opponent conduct themselves in a manner that made the game an enjoyable experience?

2) Players will use these questions to determine a rating on a 1-5 scale after each game. The player with the highest score after 5 games will win Best Sports.

Appearance & Theme Scoring:

Initial Overall Impression	The army contains one or more unfinished models.	0
	The army is fully painted, but only to the most basic 3-color standard.	15
	The army is fully painted with obvious effort put into detailing the army beyond the minimum standard.	30
Fine Details	No conversions.	0
	Minimal: Basic conversions (head/weapon swaps, etc.), rough freehand/transfer work, simple unit/army markings, and/or basic vehicle weathering on a single unit.	5
	Minor: Advanced conversions (kitbashing, putty, plasticard, minor sculpts), quality freehand/transfer work, clean unit/army markings, and/or advanced weathering on a single unit, AND minimal details on 75%+ of the army.	10
	Major: Scratch-built models, unique sculpts, stellar freehand work, and/or realistic weathering on a single unit, AND minor details on 75%+ of the army.	15
Model Basing	Bare plastic bases.	0
	Basic bases (1 or 2 materials/colors)	5
	Realistic bases (3+ materials/colors or well-done highlights/shading)	10
	Diorama-like bases with high attention to detail.	15
Display Base	No display base, bare tray, etc.	0
	Basic: (1 or 2 materials/colors)	5
	Themed: (3+ materials or well-done highlights/shading) matching the player's army	10
	Exceptional: Diorama that forges a narrative in conjunction with the army	15
Advanced Skills	No advanced techniques.	0
	Models have a basecoat with a shade and highlight color.	5
	Models shaded using layering with highlights/blending (but not seamlessly)	10
	Models have been shaded using seamless blending	15
Judges Choice	The top 3 armies as decided by the judges will receive a painting nomination and will have an opportunity to earn up to an additional 10 points towards their painting score.	10

Armies should be set up in their entirety for appearance judging before all games on Saturday.

Total Points:

Total Battle Points Possible: 200 Points

Total Painting Score Possible- 100 Points

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Total Sportsman Score Possible - 25 Points

Awards (in order of priority):

- **Best Overall - *Battle Points + Painting + Sportsmanship***
- **Best in Alliance – Order, Chaos, Death, & Destruction - *Battle Points + Painting + Sportsmanship*** The top scoring player in each Grand Alliance will win Best in Alliance.
- **Best Appearance - Highest Painting Score**
- **Best Sportsman - Highest Sportsmanship Score**

Schedule

SATURDAY

8:30 AM Registration/Check-In
10:00 – 12:30 Game 1
12:30 – 1:30: Lunch Break
1:30 – 4:00: Game 2
4:00 – 4:30: Break
4:30 – 7:00: Game 3

SUNDAY

10:00 – 12:30: Game 4
12:30 – 1:30: Lunch
1:30–4:00: Game 5
4:30 PM: Awards

FAQ/House Rules

All updates and FAQs published by Games Workshop will be in effect for this event. The following list will also be in effect as well.

Where multiple entries for the same unit exist, use the most up to date version.

A natural roll of a 6 to hit or to wound is always successful.

Behemoths cannot garrison in buildings.

Models which cannot be attacked or targeted are unable to score or contest objectives (Carrion, Changeling, etc.)

You must select a HERO to be your army General.

You may only have one of each type of command model per unit (champion, standard bearer, musician, etc.)

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Characters and units cannot be part of multiple Battalions. The only exception is Battalions that are comprised of multiple Battalions (Sylvaneth Wargroves for instance).

Measure base to base, not model to model. Any model to model measuring rules or FAQs are disregarded. Bases can never overlap. Base sizes for models should be within reason, but never smaller than the bases the models were supplied on.

When measuring distance vertically, you will use a volume from the base footprint as high as the model's head (or torso), whichever is the highest point (please note this excludes limbs, wings, weapons, banners, etc.). Reference image below for clarity.



Q: Can I use scenery warscrolls in my games?

A: We will not be using the scenery warscrolls. Each piece of scenery will still be rolled for on the Scenery Table (Arcane, Mystical, etc.). The exceptions are Sylvaneth Wildwoods or Balewind Vortexes that players have painted, modeled, and included in their army lists.

Q: How do the abilities with off the table effects work?

A: Any rule that requires an out of game, quirky action, such as dancing, staring, shouting, etc. will always be in effect as if the person had done the required action already. The exceptions to this are: Any rule that must obtain permission from your opponent for something to work. These rules will be played as per the rule, so you must gain permission.

Any hidden dice based rule – these rules will be played as written. Settra's rule where the person loses the games if he kneels is ignored.

Q: Does the Saurus Guard "Sworn Guardians" rule apply to the unit itself or the Seraphon Hero within 8"?

A: This only affects the unit and not the nearby Hero.

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Q: What Monster can a Great Bray Shaman summon using the Savage Dominion spell?

A: Any Warscroll which has the Chaos and Monster keywords except for Warscrolls with the Hero keyword.

Collegiate Arcane Battlemages must declare their Lore on the Army List at the beginning of the event.

Sylvaneth Wyldwoods must be the exact size of the Games Workshop Citadel Wood bases, including the holes for trees, and players must have trees. During the game, players may remove trees to simplify measuring, but models cannot be placed inside the holes where trees are supposed to be.

Balewind Vortexes - Each time a Balewind Vortex is summoned onto the board, players must pay reinforcement points. Furthermore, players may not summon a Balewind within range of an objective, and if over the course of the game it comes to be in range, players must move the Balewind outside the closest objective edge.

If models on tall scenery pieces (i.e. towers) cannot be reached in melee combat, use the Garrisons rule from the Watchtower warscroll to determine melee distance.

In the Blades of Khorne battletome, there are abilities that trigger "on the roll of a 6". These will be treated as occurring on an unmodified 6 (i.e. the effect will occur every time you roll a 6, regardless of ANY modifiers, positive or negative)