



AGE OF SIGMAR CHAMPIONSHIP

Basic Rules

- 1) Age of Sigmar 3.0 Rules will be used as well as the Battlepack from: General's Handbook Pitched Battles 2022-23 – Season 1
- 2) Each player must bring the General's Handbook Pitched Battles 2022-23 – Season 1, the current rules for all units in their army and all materials needed, including dice, a measuring device, templates and a writing implement.
- 3) The models in your army must be WYSIWYG and have a minimum of 3 colors
- 4) 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.
- 5) The Michigan GT is a "Full Disclosure" tournament. Players must answer all questions and provide relevant rulebooks/information at their opponent's request.
- 6) Tournament judge rulings are final and poor conduct by players will not be tolerated. The Michigan GT reserves the right to remove players from the event or the Michigan GT itself with no refunds allowed.
- 7) Terrain placement will work differently from the rulebook. Terrain is "locked" and isn't to be moved. Players roll for attacker/defender. The winner chooses what they want to be. The defender then takes the 8 mystical terrain tokens and places one on each terrain piece. The attacker then chooses which deployment zone they desire.
- 8) Battle Tactics and Grand Strategies may only be selected from the General's Handbook Pitched Battles 2022-23 Season 1 book. Battletome Battle Tactics and Grand Strategies are **not allowed**.

Army Construction Rules

- 1) Each player is to bring an army of no more than 2000 points using the Matched Play guidelines in the General's Handbook 2022-23 Season 1 using the most recent published points totals. The army must be chosen from a single grand alliance.
- 2) Enhancements can be taken from the army's battletome or selected from the generic enhancements in the rules. Subfactions must fulfill their enhancement requirements before choosing other options.
- 3) We will use all current rules as of 9/17/2022. Anything released after cannot be used.
- 4) Command Traits & Artifacts, as well as any Battletome specific spells, prayers, etc must be included on your list when it is submitted for the tournament. Players must choose a Grand Strategy and include it in their army list. These will not change throughout the course of the tournament.
- 5) All unit options must be shown on the models. For example, if models in a Liberator unit have Sigmarite Hammers and Grand Hammer, you cannot use the rules for Sigmarite Swords and a Grand Blade. Aka WYSIWYG

- 6) 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.
- 7) Lists must be submitted via the Best Coast Pairings app by 9/30/22. Players who submit their lists by 9/25/22 will receive 10 bonus points.

Game Scoring

Each mission will be scored exactly as described in the Battleplan in the GHB 2022-23 Season 1. Total your Primary Objective points, then add your Battle Tactic points and finally add your Grand Strategy points. After adding all scores together, if the total is the same, the game is a draw. If the winning player won by 5 or more points, the outcome is a Major Victory. If the winning player won by 1-4 points, it is a minor victory.

Step one: Determine Primary Score:

Major Victory – 15 pts

Minor Victory – 10 pts

Draw – 7 pts

Minor Loss – 3 pts

Major Loss – 0 pts

Step Two: Add Battle Tactics points

Count the number of battle tactics achieved during the game and multiply that by 2 and add it to your score.

Step Three: Grand Strategy

If you achieved your Grand Strategy, add 3 points to your score.

Step Four: Tally your score

Determine the difference between your score and your opponents score. The winning player takes the difference and adds it to 25. The losing player takes the difference and subtracts it from 25. This is the final score.

Example: Ryan and Jeremy fight in Round 3. Ryan wins the game with a Major Victory. Jeremy however achieves all 5 of his battle tactics, while Ryan achieves two. They achieve their Grand Strategies. Ryan earns 22 points (15 for primary, 4 for Battle Tactics and 3 for Grand Strategy). Jeremy Earns 13 points (10 for the Battle Tactics 3 for Grand Strategy). The difference is 9 points, giving Ryan 34 points (9 point difference + 25) and Jeremy earns 16 points (25 – 9 point difference).

The combined scores of both players will equal 50. If your total doesn't equal 50, recalculate, you've done something wrong.

Sportsmanship

Sportsmanship will not be scored at the 2022 Michigan GT. It's simple, don't be a jerk.

Appearance

Category 1: 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	10
	The Army is fully painted to a tabletop standard	20
	The Army is fully painted to a competitive standard	40

Category 2: Advanced Techniques	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

Category 3: Fine Details	No fine details	0
	Minimal: Basic conversions (head/weapon swaps, etc) rough freehand/transfer work, simple unit/army markings, and or basic 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 unit, AND minimal details on 75%+ of the army	10
	Major: Scratch-built models, unique sculpts, stellar freehand work, and/or realistic weathering throughout the army	15

Category 4: Model Basing	ANY Bare plastic bases	0
	Basic bases (1 or 2 materials/colors)	5
	Realistic Bases (3+ materials/colors or well-done highlights/shading)	10
	Diaorama-like bases with high attention to detail	15

Category 5: Display Base	No Display Base	0
	Basic (1 or 2 materials/colors)	5
	Themed: (3+ materials/colors or well-done highlights/shading)	10
	Exceptional: (Diorama that forges a narrative in conjunction with the army)	15

Judge's

Discretion:

Up to 15 Points can be awarded at the painting judges' discretion for results that go above and beyond in the categories listed above. These points will only be awarded for army-wide results

Best Table

An award at the 2022 Michigan GT will go to the player who brings a tables worth of terrain and have it look the best to your fellow participants. This is a voluntary category and you are not obligated to participate. If you are interested, please send an email to AoS@michigangt.com to let us know that you'll be bringing a table of terrain. Please don't commit if you cannot follow through. Best Table is an individual prize category and has no bearing on the overall winner of the championship.

Awards

The AoS championship will give prizes to: Best Order, Best Chaos, Best Destruction, Best Death, Best Appearance, Favorite Opponent, Best Display Board, and Best Table.