



# AGE OF SIGMAR TEAM EVENT

## Basic Rules

- 1) The Michigan GT Age of Sigmar Team event is an event designed to have fun and build comradery. Read these rules carefully, as the design of the event is to reward the best team, not necessarily the best pair of generals.
- 2) Age of Sigmar 3.0 Rules will be used as well as the Battlepack from: General's Handbook Pitched Battles 2022-23 – Season 1
- 3) 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.
- 4) The models 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. The Michigan GT reserves the right to remove players from the event or the Michigan GT itself with no refunds allowed.
- 8) 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.
- 9) Each team must appoint their Warlord. Each Battle Round, each player receives 1 command point. All other command points are earned as per AoS 3.0 rules. Players can only use command points on their own units. The exception to this rule is if the Warlord earns a command point from Heroic Leadership. Heroic Leadership command points can be used on any friendly unit.
- 10) Players will activate units separately. One person on a team plays their turn then one person on the opposing team plays their turn, alternating until all 4 players have activated for the battle round. Teams follow normal AOS 3.0 priority rules for which team will start the battle round. The Warlord of each team then decides which person on their team will begin the battle round for that team. This applies to all phases, for example: "Player 1 has a unit in combat with Player 3. At the start of his teammate, Player 2's combat phase, Player 2 has a unit in combat with Player 4. Player two would then activate his unit and complete pile-ins and attacks. Then Player 3 gets to activate his unit, then Player 4 activates a unit, and finally, Player 1 gets to activate a unit." This rule makes for interesting decisions and strategies.

## Army Construction Rules

- 1) Each member of the team is to bring an army of no more than 1000 points using the Matched Play guidelines in the General's Handbook 2021 and the most recent published point totals. The army must be chosen from a single grand alliance. Both team members do NOT need to bring armies from the same grand alliance. Both players cannot bring the same army or have the same warscroll in both armies (ie, both players cannot bring a Kronspine).
- 2) Enhancements can be taken from the army's battletome or selected from the generic enhancements in the AoS 3.0 rules. Subfactions must fulfill their enhancement requirements before choosing other options.

- 3) We will use all current rules as of 9/15/2021. 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. Both players must select the same Grand Strategy. These will not change throughout the course of the tournament. Both player's forces are considered 1 army with the following exceptions: Both players get 1 enhancement for their army lists and their list warlord can choose a command trait as per battletome. Before the game begins a team must declare their Warlord for the game, that is the model that represents the Warlord for the rest of the game.
- 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.

## Game Scoring

Each Mission will have 3 in game scoring elements

The Primary Mission will score as follows:

- Major Victory—15 pts
- Minor Victory—10 pts
- Draw—7 pts
- Minor Loss—3 pts
- Major Loss— 0 pts

Each mission will be scored exactly as described in the Battleplan in the GHB 2021. The only difference is how victories are scored. A player who scores 5 or more points than their opponent will score a major victory. A player who win by 1-4 points will be awarded a minor victory. If two players have the same number the game is a draw.

## Sportsmanship

The team event is all about sportsmanship. Let's start off the Michigan GT by having the best time possible. What better way than to share with your new found friends the hobby we all love so much! The Sportsmanship award is the biggest award for the 2021 Age of Sigmar Team Event. Sportsmanship points will have to be acquired throughout the afternoon by achieving the following:

### Pre-game Sportsmanship Points (Can be earned once for the event):

- Team has matching Age of Sigmar tattoos – 20 pts
- Team Captain submits both army lists to [AoS@michigangt.com](mailto:AoS@michigangt.com) by September 25, 2022 – 10 pts
- Team has matching shirts – 10 pts
- Team has matching hair style (no hair does count) – 10 pts
- Team has matching facial hair – 10 pts (no facial hair doesn't count)
- Team brings a toy of a \$10 value (unwrapped) for the USMC Toys for Tots drive – 10 pts
- Both armies on the team, outside of heroes, only have Galetian Veteran units. – 10 pts
- Team provides a tables worth of well painted terrain for use at the event – 5 pts
- Team is comprised of two armies from the Death Grand Alliance – 5 pts

- Team follows the Michigan GT on Facebook and/or Tiktok – 5 pts each.

### **In-game Sportsmanship Points (Can be earned once per game)**

- Gift your opponent a custom die or 3" measuring device – 1 pt
- Give your opponents a post-game hug – 1 pt
- Bring baked goods for your opponent – 1 pt (3pts if they're homemade and don't forget the TO)
- Both teammates share a coordinated fancy high five after important die rolls – 2 pts
- Buy the opposing team a beverage – 3 pts
- Apologize for your good luck and reroll all successful hits in an attack roll (reroll must consist of at least 10 successful hit dice) – 3 pts
- If you finish deploying first, give your opponent the option of going 1<sup>st</sup> or 2<sup>nd</sup> – 3 pts
- Change the result of one of your Battleshock tests to a '6' resulting in the loss of 5 or more models – 3 pts
- Give your opponents a handmade wearable – 3 pts
- Forfeit Warlord Command Points for the entire game – 3 pts
- Become Facebook friends with your opponents – 5 pts

## 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 and looks like a cohesive army	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