WARHAMMER AGE OF SIGMAR EVENT

EVENT INFORMATION

- The event will be held at _____ on _____
- The venue will open at _____ and the event briefing will take place at _____
- Tickets cost _____ and can be purchased from _____
- Food will be provided/not be provided.
- If you need to contact the tournament organiser (TO), please email _____

EVENT RULES

- The following rules documents will be legal at this event:
  - *Warhammer Age of Sigmar Core Book*
  - *General's Handbook 2024-25*
  - Warhammer Age of Sigmar errata, battlescrolls and FAQs
  - *Battle Profiles 2024-25*
  - *Warhammer Age of Sigmar Faction Packs*
  - _____
- The event will comprise 3/5/8 rounds over 1/2/3 days.
- Rules documents released after this cut-off date will not be in use at this event:
  _____
- Each player will need a 2000-point army roster created using the Army Composition Advanced Rules and any other restrictions presented in the *General's Handbook 2024-25*.
- All models must be fully assembled and painted to at least a Games Workshop Battle Ready standard.
- The following awards can be won:
  - Best General (1st, 2nd 3rd) – highest score
  - Best Painted (1st, 2nd 3rd) – player-voted
  - Favourite Opponent – player-voted
  - _____
- All players must adhere to the Warhammer Age of Sigmar Player's Code set out in the *General's Handbook 2024-25*.
- Your army roster must be uploaded to _____ by _____/Your army roster must be brought to the event so that you can show your opponent.
- The battleplans that will be played at the event are:
  - Battleplan 1: _____
  - Battleplan 2: _____
  - Battleplan 3: _____
- Players are expected to finish their games within the allotted timeframe for each round.
- In the case of rules queries, the judge's decision is final.

EVENT SCHEDULE

Round 1: _____
Break/Lunch: _____
Round 2: _____
Break: _____
Round 3: _____

ROUND SCORING

The scoring system will be:
- Number of **major victories**
- Number of **minor victories**
- Number of **draws**

Tie-breakers will be:
- Their opponents' win records (i.e. a player with more wins against opponents with better win records would place higher).
- Total number of victory points scored
- Total number of battle tactics completed
- Total number of battle tactics that their opponents failed to complete
- Total victory point differential

After each round, you should submit your results to:
_____

PAIRINGS

Pairings will be random in the first round. Subsequent round pairings will be by player record then by win path.

Any players who arrive late for the first round will be paired against each other at the TO's discretion. If a player arrives late for the first round and their arrival results in an uneven number of players, they score 0 victory points in that round.

If a player arrives more than 15 minutes late for a round other than the first, they score 0 victory points in that round and their opponent scores the maximum victory points available in that round.

If there is an odd number of players at the event, one player will be paired against the spare player/one player will receive a bye and maximum victory points for that round. In the first round, the bye is selected at random.

ROUND TIMING

Each round will last for _____

In the case of an overrun, the game will be decided by talking through the remaining battle rounds with the judge.

PLAYER CONCEDES

If a player concedes a game, their opponent wins a major victory and they receive a major loss. Their opponent scores maximum victory points for each remaining round and they score no further victory points.