

The Saints Tournaments



Grand Tournament

Age of Sigmar

Nov 12&13, 2016
Rulespack PART2

Version 2,0

THE RULES

We expect that all participants are able to prepare well for the event, but to make sure everybody is on the same page, we ask that you follow these rules:



Requirements

Each team must have with them (AND THIS IS MANDATORY, as you will be checked for this during WYSIWYG points):

- TWO identical army lists: one to hand over during registration (this one is for legibility only!), and one for use during play (this one will be used also for determining Army Selection points) (more on army rosters: see below!)
- Your painted army
- Your gaming materials: dice (~~don't forget the Scatter and Artillery Dice~~), ruler, templates, counters, etc.
- Rule books, Army Book, AND appropriate Errata's (these may all be E-books or similar, if presented on your own device)
- A pen or pencil
- This rulespack
- 2 counters/ objective markers for use in certain scenario's or missions

All participants need to have certain basic items with them when entering play as seen above. But first and foremost is an army list of the army they are playing with. Each participant can only create one army for the **Grand Tournament** and it must be used in all rounds. This army list must:

- include your name and entry number
- makes mention of who painted the army
- adhere to the rules and criteria listed below
- Must be unarguably readable – preferably typed!
- must be legal
- Must also contain the following information:
 - Each unit's name and choice of army section
 - All upgrades (added weapons, banners, magic items, gear, Champion upgrades etc.) for that unit, including its costs.
 - A total cost per unit, and a total cost per army
 - All Special Rules for each unit

During the course of the event we will check the roster you handed in during Check in. If any error is found, the appropriate penalty for using an illegal army will be applied. Please be aware that we apply this penalty even if the mistake was an honest one – *so double-check your roster before the Grand Tournament.*

All army lists must be clearly readable, so we prefer that all lists are typed. Army rosters that are not unquestionably clear and readable when checked will be considered an illegal army, as we cannot make a proper check. The appropriate penalty will be applied (every round!), but no round results will be altered (unless the army is in fact illegal).

During the Warm-Up both players may agree to swap rosters before play. You are required to do so if your opponent requests it.

This is also the ideal moment to point out any elements of your army that are not WYSIWYG to your opponent. **If your army is not completely WYSIWYG you must inform your opponent of this before the game!**

Army Composition



- All rules for the Age of Sigmar are in use for this tournament.
- Each Player can spend no more than 2000 points on their own Army.
- All restrictions apply for 2000pts armies as described in the General's Handbook
- Players do not get any bonuses if they spend less points on their Army!
- Ranges are measured from the edge of models' bases
- You can overlap the bases of multiple models. If a player uses scenic bases, both player should agree how many models can overlap its base.
- Bases need to align with old versions or what they come with.
- All arcane / magic items and command traits must be listed on your armylist,
- All buildings are Impassable Terrain unless noted otherwise.
- Terrain will be set up by the umpires and may not be changed / moved. Scenery can be (re)moved as a result of some special rules. Players should place the scenery back at the end of the game
- The Triumph Table is not used during this tournament.
- Saves/To Hit/To Wound will always fail on a 1 no matter the total modifier.
- To Hit/To Wound will always succeed on a 6 no matter the total modifier
- A rerollable 2+ save will only succeed on a 4+ on the second roll.
- If a die is re-rolled, it cannot be re-rolled again
- Summoned units must be drawn from your army reserves. If you don't have enough models in your reserve, the spell only brings in as many as you have.
- Destroyed units on the table **don't** go back into your army reserves.
- Rules that create a new unit (but does not specify size) create a unit of minimum size.
- A summoned unit may not cast magic on the turn that it is summoned
- When separating the board into 2 equal territories when not playing a scenario, the choosing player must use one of the examples in the rule package or a mirror image of one of the examples. No making a strange shape.
- Fateweaver's ability to change the result of a roll can only change it to a possible value (i.e. a roll of a 1 on a D6 cannot be changed to a 7).
- If your only models on the board are Carrion using their "Circling High Above" rule or Tomb Swarms using their "Underground Scuttlers" rule, you immediately grant your opponent a victory as if you had no models left.
- If you opponent doesn't have a unit with 5 models or more, you can't choose the Blunt Sudden Death option.
- "Flavour rules" (e.g. Fateweaver's +2 to cast, Thane re-roll, etc.) the rule is automatically applied. Konrad will not talk back under any circumstance. If both opponent's agree, this rule can be removed on a pre-game basis.
- All tournament material is published in English. In a dispute, the UK standard will always be upheld!
- Likewise, all announcements at the Grand Tournament will be done in English.
- Referees set up the scenery for the battle and it may not be moved or changed. If the scenery needs changing, call one of the referees to assist.
- Although we strive to have this Rules Pack finalized by the time we open pre-registration, we do hold the right to publish amendments to this Rules Pack prior to the event. If so, they are official additions to this Rules Pack and supersede rules in here.

Scenario's

The following special rules apply to all scenarios (except where excluded):
 The standard Victory Point Calculation from the rulebook will be used.
 Ignore the "Who is the winner" part instead use the chart below to calculate your Command Points



COMMAND POINTS		
Victory Conditions	Win	Loss
Losing player has no models left. Or Sudden Death Victory	20	0
	19	1
Losing player lost 75% or more of the starting wounds. The winning player must have 75% or more starting wounds on the table	18	2
	17	3
Losing player lost 75% or more starting wounds. The winning player must have 50% or more starting wounds on the table	16	4
	15	5
Losing player lost 50% or more starting wounds, while the winning player has 75% or more starting wounds on the table.	14	6
	13	7
Difference in lost starting wounds between players is between 10 and 25%	12	8
	11	9
Difference in lost starting wounds between players is less than 10%	10	10



Scenario Objectives

During each Scenario a player can score additional Command Points by completing Scenario Objectives.

Each scenario will have their own unique Scenario Objectives, as described on the next page.

At the end of the game after the percentages of lost starting wounds have been calculated, both players check the numbers of completed scenario objectives. The differences in completed scenario objectives is the number of steps the player with the most completed objectives can take in their advantage.

For example if a game ends in a 14-6 victory, while the winning player scored 2 Scenario Objective more than his/her opponent, then the final score will be 16-4.

If that same game would have ended with the losing player having 1 Scenario Objective more than his/her opponent, the final score will be 13-7.

Round 1

Scenario Objectives:

Slay the Warlord

If, at the end of the game, the opponent's general is destroyed, you achieve this Scenario Objective. (Can be scored by both players)

Burn the Witch

If, at the end of the game, all of the opponent's Warscrolls with the WIZARD keyword are destroyed, you achieve this Scenario Objective. (Can be scored by both players)

Breakthrough

A player that has at least 1 Warscroll within 12" of the opponent's table-edge at the end of the game achieves this mission. (Can be scored by both players)

Monsterhunter.

Achieve 1 Scenario Objective point for each warscroll with MONSTER keyword you destroyed at the end of the game. (Can be scored multiple times, by both players)

Table Quarters

At the end of the game, divide the table in four equal quarters. You score 1 Scenario Objective by having the most Warscrolls inside a Table Quarter. A Warscroll must be completely within a Table Quarter to claim a table quarter. (Can be scored multiple times, by both players)



Round 2

Scenario Objectives:

Slay the Warlord

If, at the end of the game, the opponent's general is destroyed, you achieve this Scenario Objective. (Can be scored by both players)

Burn the Witch

If, at the end of the game, all of the opponent's Warscrolls with the WIZARD keyword are destroyed, you achieve this Scenario Objective. (Can be scored by both players)

Breakthrough

A player that has at least 1 Warscroll within 12" of the opponent's table-edge at the end of the game achieves this mission. (Can be scored by both players)

Monsterhunter.

Achieve 1 Scenario Objective point for each warscroll with MONSTER keyword you destroyed at the end of the game. (Can be scored multiple times, by both players)

Hold your Ground

The player with the most models within 6" of the centre of the table at the end of the game wins this Scenario Objective.

Round 3

Scenario Objectives:

Slay the Warlord

If, at the end of the game, the opponent's general is destroyed, you achieve this Scenario Objective. (Can be scored by both players)

Burn the Witch

If, at the end of the game, all of the opponent's Warscrolls with the WIZARD keyword are destroyed, you achieve this Scenario Objective. (Can be scored by both players)

Breakthrough

A player that has at least 1 Warscroll within 12" of the opponent's table-edge at the end of the game achieves this mission. (Can be scored by both players)

Monsterhunter.

Achieve 1 Scenario Objective point for each warscroll with MONSTER keyword you destroyed at the end of the game. (Can be scored multiple times, by both players)

Table Quarters

At the end of the game, divide the table in four equal quarters. You score 1 Scenario Objective by having the most Warscrolls inside a Table Quarter. A Warscroll must be completely within a Table Quarter too claim a table quarter. (Can be scored multiple times, by both players)

Round 4

Scenario Objectives:

Slay the Warlord

If, at the end of the game, the opponent's general is destroyed, you achieve this Scenario Objective. (Can be scored by both players)

Burn the Witch

If, at the end of the game, all of the opponent's Warscrolls with the WIZARD keyword are destroyed, you achieve this Scenario Objective. (Can be scored by both players)

Breakthrough

A player that has at least 1 Warscroll within 12" of the opponent's table-edge at the end of the game achieves this mission. (Can be scored by both players)

Monsterhunter.

Achieve 1 Scenario Objective point for each warscroll with MONSTER keyword you destroyed at the end of the game. (Can be scored multiple times, by both players)

Hold your Ground

The player with the most models within 6" of the centre of the table at the end of the game wins this Scenario Objective.



Round 5

Scenario Objectives:

Slay the Warlord

If, at the end of the game, the opponent's general is destroyed, you achieve this Scenario Objective. (Can be scored by both players)

Burn the Witch

If, at the end of the game, all of the opponent's Warscrolls with the WIZARD keyword are destroyed, you achieve this Scenario Objective. (Can be scored by both players)

Breakthrough

A player that has at least 1 Warscroll within 12" of the opponent's table-edge at the end of the game achieves this mission. (Can be scored by both players)

Monsterhunter.

Achieve 1 Scenario Objective point for each warscroll with MONSTER keyword you destroyed at the end of the game. (Can be scored multiple times, by both players)