

SUMMER SLAUGHTER 2023 AGE OF SIGMAR DOUBLES TOURNAMENT

Overview:

The BWG Summer Slaughter Age of Sigmar Doubles Tournament is a 4-16 Team Event consisting of Teams of 2 Players. This event will be an ITC Ranked, Competitive, Matched Play event taking place on Friday, July 21st, and will consist of 3 games.

Tournament Organizers:

Will Margerum, Jarid Neiman and Sean Feather

Event Schedule:

Saturday	Time
Registration, Check-in, and Announcements	9:00am – 9:30am
Round 1	9:30am – 12:15pm
Meal Break	12:15pm – 1:00pm
Round 2	1:00pm – 3:45pm
Small Break	3:45pm – 4:15pm
Round 3	4:15pm – 7:00pm
Tournament Ends / Players Pack Up / Final Calculations	7:00pm – 7:15pm
Final Announcements and Awards	7:15pm – 7:30pm

Event Details:

- Each Team will consist of 2 Players. Each Player will field an army of no more than 1,000 Matched Play points. Each army will be created using the General's Handbook 2023-2024 Pitched Battle Profiles. All Generals, Enhancements (Command Traits, Mount Traits, Artifacts, Spells, Prayers), Realm of Origin, etc. must be clearly stated on your army lists. As well, all Incarnates must be clearly marked as to which Hero they are bonded to.
- Triumphs **WILL NOT** be used in this event.
- **All army lists need to be uploaded to the Best Coast Pairings (BCP) Player App by no later than Saturday, July 15th, 2023.** We require the utilization of Warscroll Builder or The GW Age of Sigmar App "Storm Forge" to create your army lists. You will need to export your army list into a text format and paste it directly into the BCP App. As well, we ask that each player brings at least 1 printed copy of their army list. If you need assistance with exporting your army list from Warscroll Builder, please contact the TO at BWGCouncilX@gmail.com.
- This event will be using the current Age of Sigmar 3.0 rulebook & the newly released General's Handbook 2023-2024.
- Any other Matched Play Rules, Points, Battletomes, Tome Celestial WD articles, and any other Games Workshop publications released on or prior to **Saturday, July 8th**, will be usable at this event. Any rules published on **Sunday, July 9th**, or later will not be eligible for use at this event.
- Any Errata or FAQ's published on or prior to **Saturday, July 15th**, will be valid for this event.
- Matched Play Core Battalions from the AoS 3.0 Core Rulebook, Battalions from the GHB 2023-2024, Army-specific Battalions from released Battletomes, and Battalions from Tome Celestial White Dwarf publications will be allowed at this event.
- We will be using the General's Handbook, Battlepack: Pitched Battles 2023-2024 for this event. All Battleplans (Missions/Scenarios) will derive from the GHB 2023-2024 and all will take place in the Region of War: Andtor, within the

Realm: Ghur. Below are the 5 scenarios, we will be using. **Copies of the Battleplans are at the end of this packet for player reference.**

- Fountains of Frost (page 34 of GHB)
- Geomantic Pulse (page 22 of GHB)
- Limited Resources (page 30 of GHB)

- **Scoring – Standard Age of Sigmar game scoring will be used in this game. This is a friendly event.**
- **Terrain:** All scenery except for Faction Specific Terrain will use the Mysterious Terrain rules as per the GHB 2023-2024. There will be 8 total pieces of terrain set on each table for each game, pre-placed by event staff. Depending on the Battleplan and where objectives should be placed, Players may need to amicably adjust the locations of where the terrain is placed. If significant modification needs to occur at your table prior to your game, please contact a Judge and assistance will be provided. Players should agree on terrain types prior to the game start.
- In all cases where players can “pick or roll” for an additional item/spell/prayer/trait/etc., the player must choose their selection rather than rolling for it. This choice **must** be clearly marked on your army lists, and **cannot** change between games.
- The objectives used in missions do not have height, and units can move over/across/stand on them without penalty. Distance from an objective is measured from the center of the Objective Marker. Players can use suitable objective mats measured to be the correct diameter. **Players are responsible to have suitable objective markers with them.**
- All models should be “What you see is what you get (WYSIWYG)”. With that said, this event is not a Games Workshop sponsored or hosted event so all Conversions and Third-Party Miniatures are allowed, but must clearly represent the warscroll that they are in place of. If you are unsure if your model(s) meet these requirements please email BWGCouncilX@gmail.com for miniature approval.
- Appropriately sized round/oval bases are required for the event using the most recent Games Workshop Basing Guide.
- All models are required to be painted to tabletop 3-color minimum and based (Battle-Ready quality). Models not meeting this standard will not be allowed to be used at the event (Tournament Organizer Discretion). ***Painted armies perform better!***
- All games are 5 Battle Rounds and will last 2 hours and 45 minutes.

Team Tournament Additional Rules:

- Players on a team WILL NOT be allowed to duplicate army allegiance abilities or factions (No Double Sons of Behemat).
- Each team must nominate one of their Generals to be the team’s “Warlord”, which must be indicated on their army list and pointed out to your opponents.
- Allegiance Abilities, Command Traits, and Artifacts, as well as Battletome specific Spells/Prayers, must be chosen during list creation, noted on your army lists, and cannot be duplicated between teammates.
- Each Players on a team will get to make Heroic Actions. Players on the same team cannot duplicate Monstrous Rampage or Heroic Action selections.
- Each Player on a Team will pick 1 Grand Strategy (1 per Player / 2 per Team). Each are worth 3 points.
- As a Team, Players will select 1 Battle Tactic per round (1 per Team).
- Command Abilities, Spells, Dispelling, etc. can only be used once per phase as a team. (Sorry, you cannot cast Mystic Shield twice or use All Out Defense twice).

- Each player commands the models in their own army and they're allowed to decide what they do, how they move, etc. The owning player makes all the dice rolls for their own units. Additionally, each player accrues their own Command Points and can use any Allegiance Abilities available to them as normal.
- Models in a Teammates army are considered to be neither Friendly or Enemy models. This means that abilities, spells, prayers, etc. used by models in your army that affect only friendly models will only work on your own models. And spells that only affect enemy models will not affect models in your teammates army.
- **GENERALS AND WARLORDS** - Each player picks a General for their army as normal. Teams must also pick 1 Player to be the Warlord of their Team. If, at any time during the game, the Team cannot decide in what order to carry out actions, the Warlord has the final say on the order of events. In addition, if a dice needs to be rolled for the whole team, the Warlord makes that dice roll. Lastly, any victory conditions from a battleplan that applies to an army General only applies to the Warlord's General, unless specifically noted otherwise.
- **FIGHTING THE BATTLE** Instead of each player taking a turn during a Coalition of Death game, each Team takes a turn. At the start of each battle round after the first, the warlords must roll off, and the winner decides which Team takes the first turn. If the roll-off is a tie, the Warlord of the Team that went first in the last battle round can choose which Team goes first in the current battle round.
- Where individual players would normally alternate taking actions, the Teams alternate taking actions, with each player in the coalition being allowed to carry them out. For example, in the combat phase, each player on one team can attack with 1 of their units, then each player on the other team, and so on.
- The same principle applies during set-up. For example, if you are fighting a battle where the players take turns to set up units, then in a Coalition of Death battle, the coalitions take turns to set up, with each player in that coalition setting up 1 unit when it is their coalition's turn to do so. In addition, once all units in one coalition have been set up, the coalitions stop alternating setting up units and the other coalition sets up the rest of its units.
- Lastly, rules that refer to the 'opposing player' or 'opponent' are treated as referring to the opposing team instead. For example, when a WIZARD casts a spell, the opposing coalition can attempt to unbind that spell, following the normal rules for doing so, rather than each player on the opposing coalition trying to unbind that spell.

Awards:

**Players cannot win more than 1 Award. Award winners will be given a small trophy and a choice of select prizes as reward for an event well played.*

- **1st Place**
- **2nd Place**
- **3rd Place**

****Event Packet Updated on Thursday, July 6th, 2023.***

BATTLEPLAN 1 (TABLE 2) FOUNTAINS OF FROST

Sometimes, the prize proves just as dangerous as the enemy. Seize Andtor's geysers of pure magic, or freeze your warriors solid trying.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory.

GEYSERS OF PRIMAL MAGIC

ANDTORIAN LOCUS units count as 10 models for the purposes of contesting objectives.

At the start of each battleshock phase, roll a dice for each objective that is contested by 3 or more units. On a 4+, each unit contesting that objective suffers D3 mortal wounds (roll separately for each unit).

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLEPLAN 1 (TABLE 1) GEOMANTIC PULSE

Andtor's shifting plains beat with frigid power. Now many seek to seize and harness such an energy source to freeze their foes solid. Claim the pulse for your own – or your own warriors may be next.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown in the Pitched Battle, table 1.2.9.

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory.

THE PULSE

At the start of the second battle round, after determining which player will take the first turn, the player taking the second turn picks either objective A or objective B to be the **pulse** for that battle round. At the start of each subsequent battle round, the objective adjacent to the pulse that has not yet been the pulse becomes the pulse. Only 1 objective can be the pulse per battle round. Objectives cannot be moved in this battle.



VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 2 victory points if you control the pulse.
- Score 1 victory point for each objective adjacent to the pulse that you control.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

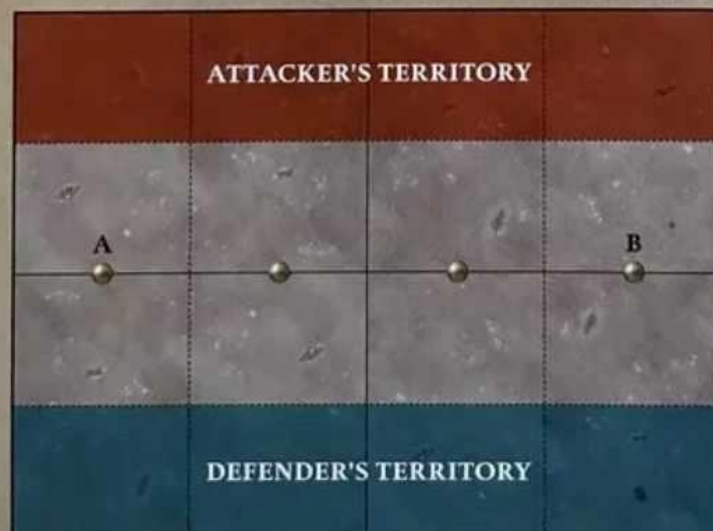
The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player who completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.



BATTLEPLAN 5 (TABLE 1) LIMITED RESOURCES

Reaping the treasures of Andtor does not come without consequence. The journey is treacherous even for the most skilled of warriors. Now deep into the continent, frostbitten and exhausted, your only hope lies in claiming meltwater from sites of power. This arcane-infused liquid holds healing properties your warriors desperately need.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the attacker and which is the defender.

THE BATTLEFIELD

The defender sets up the battlefield. First, they set up objectives as shown on the map. Then, they set up the recommended number of terrain features shown on the Pitched Battles table (pg 9).

DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory. The players then use alternating deployment (pg 11), starting with the attacker. Each player must set up their units wholly within their territory and more than 9" from enemy territory.

SIPHON MELTwater

When a player gains control of an objective, they start to siphon meltwater from it. After scoring victory points, if the player whose turn it is controls an objective that they controlled at the end of their previous turn, they have siphoned all the meltwater from that objective. For the rest of the battle, that player cannot control that objective.

Designer's Note: Once a player has siphoned all the meltwater from an objective, they can still contest it to prevent their opponent from controlling it, but they do not count as controlling it themselves.

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 2 victory points if you completed the battle tactic you picked that turn.

GRAND STRATEGY

Each player scores 3 victory points at the end of the battle if they completed their grand strategy.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**.

If the players are tied on victory points at the end of the battle, then the player that completed the most battle tactics wins a **minor victory**.

If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. If both players or neither player completed their grand strategy, the battle is a **draw**.

