

Age of Sigmar at Invasion 2019

Game:

The championship is a 2000pts 5 game tournament, 3 games Saturday and 2 games Sunday. Using the most current generals handbook with points and scenarios, the most updated Errata's, FAQs and Commentaries published before the 1th of September 2019, as well as the tournament rules detailed further down in this packet. Make sure to bring everything you need for your games, such as measuring tools, dice, a set of six objectives, and so forth. You will need to bring at least one easily readable copy of your list. In addition, you will need to submit your list beforehand. The deadline for submitting lists is midnight on the 5th of September. Lists have to be uploaded to the Best Coast Pairing App at Invasion Age of Sigmar event found in the app. All lists must be made using Warscroll Builder. Lists will be checked by the TOs and be made available for all participants by the BCP app as soon as all lists are submitted.

Painting requirements:

We ask that you bring finished models to the table, this means a minimum of painted models in three colours and a finished painted/ flocked base.

Times:

The games will take place on the 14th and 15th of September, with three 180 minute games to be played Saturday and the final two on Sunday;

	Time:	Battleplan:
Game 1	09.30-12.30	Total Conquest (GHB19)
Game 2	13.30-16.30	Shifting Objectives (GHB19)
Game 3	17.00-20.00	Scorched Earth (GHB19)
Game 4	09.00-12.00	Blood & Glory (Core)
Game 5	12.45-15.45	Focal Points (GHB19)

Tournament Rules:

The following rule changes and clarifications will be used at Invasion unless they are overruled by an official FAQ, Errata, or Commentary published after this Competition packet.

- Only full rounds, in which both players have taken a turn will be used for scoring. If necessary, the games can be extended slightly into the break in order to achieve this.
- Artefacts of the Realms from Malign Sorcery are allowed, and must be on your list. Allies cannot be given Artefacts of the Realms. Note, this does not grant you an extra item. Every matched play valid army gets one artefact, plus one per each battalion.
- Endless spells are allowed.
- The Spells of the Realms from Malign Sorcery, page 72-78 of Malign Sorcery, will NOT be used.
- Realms of battle rules from the core book page 254 to 260 will not be used.
- The battlefields will be set up by the tournament organizers. The rules for setting up battlefields on page 56 of the General's Handbook 2019 will not be used. In addition, all terrain will be considered unique. Warscroll Cards will not be used for terrain.
- The rules for faction terrain on page 56 of the General's Handbook 2019 will only apply to terrain set up before deployment. After this, only the specific rules for setting up faction terrain specified by the allegiance abilities will apply.
- Army specific terrain must be on your list if used. The footprint must match the GW kit.
- Trees can be removed and models may move freely on the spaces around the 3 circles, but the 3 circles are impassable to units unless they can fly.
- All models must be based on the appropriate bases according to the GW basing chart. Any exceptions must be approved by the TO.

Scoring:

Gaming:

Each game is scored a point score which will be used to set up the next game and determine the winners of the tournament. Scores are as follows:

- **Note:** Only full rounds, in which both players have taken a turn will be used for scoring. If necessary, the games can be extended slightly into the break in order to achieve this.

Result	Points	Maximum points possible
Major Victory	20	25
Minor Victory	12	20
Draw/Minor Loss	7	20
Major Loss	0	20

Incomplete games: A goal of tournament play should be to finish a game in a timely manner. In order to encourage this at Invasion, points will be deducted from the score of both players if five rounds have not been completed within 150 minutes + a maximum of 15 minutes into the break between games. The judging team will stop all play at this point, and players who are not done with their game will be deducted points on a progressive scale. For the first game this will be 0 points, 2 points for the second game, 4 points for the third game, 6 points for the fourth game, and 8 points for the fifth and final

game. This is a measure intended to discourage slow play, and is not meant to punish new players. If one player is clearly slow-playing, contact a judge.

Conceding: If a player concedes before 150 minutes of play, contact one of the judges. The opponent will score the max 25 points, while the player who concedes scores whatever secondary objectives the judge decides it is likely they would have scored. Both players will score the Time Lord secondary.

Secondary Objectives: In addition, you can score point by accomplishing any of the following bonus objectives, up to the maximum listed above.

Bonus	Points	Objective
Assassinate	2	Kill the enemy's general.
Slayer of men	2	Kill more battleline units than your opponent. Only units on the army list count towards this secondary.
Slayer of kings	2	Kill more heroes than your opponent. Only units on the army list count towards this secondary.
First blood	1	Be the first player to destroy an enemy unit during the game.
Lone survivor	2	End the game with only one hero alive in your army. Other unit types do not count towards this bonus.
Line Breaker	3	Move a unit completely off your opponent's board edge in the movement phase. The unit is removed from play but is not considered to be slain. The scoring unit must have been deployed on the table and cannot at any point have been removed and set up again.
Time Lord	2	Finish all five rounds within 150 minutes.
In Command	2	End the game with your general alive.
Control the Quarter	1	Score 1 point per quarter of the battlefield under your control. You control quarters on which you have one or more units and your opponent has none. A unit can only count towards controlling one quarter.

Sportsmanship: Best sportsman

Best sportsman will be decided by votes. After five games everyone will be asked to vote for the three most sporting opponents in no particular order. The player with the most votes will win the Best Sportsman price.

Painting: Best Painted Army

Best army will be scored by votes. During lunch on Saturday everyone will be asked to vote for the three best painted armies in no particular order. The player with the most votes will win the Best Painted Army price.

Best Overall

The Best Overall price will combine several scores to select an overall winner. This is at the discretion of the judges. More information will be given as needed.

Judging:

Hopefully any rules disputes will have been covered by this packet, or can be decided by you and your opponent. If, however, something should arise that needs an impartial ruling, any rules dispute and judging of games at Invasion 2019 will be handled by the Judges team.