

# Age of Sigmar: Invasion 2020

- Please note that changes can/will be made in concordance with the GHB 2020

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## Games

Age of Sigmar at Invasion will be a 2000-point, 5-game tournament. Three games on Saturday and two games on Sunday. Be advised that we will be using the most current General's Handbook, the most recently updated Erratas, FAQs and commentaries published before the event, as well as any tournament rules detailed in this document. Players are expected to bring everything they require to play their games, such as: **Measuring Tools**, **Dice**, a set of **Six Objectives**, etc. Players will also be required to bring an official copy of all the rules they will be using for their army, either digitally or in physical copy. Players will not be required to use a chess clock during their games but may bring one if agreed upon with their adversary for that game.

**Players must bring at least one easily readable copy of their list. In addition, your list must be submitted and approved before the tournament. Please upload the list to the Best Coast Pairing Players App, before the event.**

Lists will not be visible to other players until they are unlocked. The lists will be checked by the TOs/Judges, and then unlocked for availability for all participants three days before the tournament – in the Best Coast Pairings App.

## Painting requirements/conversions

All armies participating in the tournament must be fully painted. As a requirement, you must show good effort in attempting to achieve the traditional three-color-and-base minimum. Dots/stripes do not count among the three colours. Models that do not meet this criterion will be removed from the table.

Conversions are aesthetically appealing as part of the hobby, but players may not gain benefits from conversions/counts as and may incur penalties. A modelled taller model may be more easily seen, while gaining no line of sight benefits for the added height.

**If any player wants to use converted or counts-as models, please e-mail christopher@invasion.no, preferably with pictures of said models.**

Any models not permitted by the TOs/Judges will be removed from the table.

## Gaming App

Invasion will use the Best Coast Pairings App for the event. We suggest that everyone download and familiarize themselves with the Best Coast Pairings Player App in good time before the tournament. Lists will be submitted through the app, so that players can see other players lists during the tournament – as well as pairings as they are generated.

To register for the event, search for Invasion 2020 AoS in the application. Using the application is a requirement. Please use the Warscroll Builder found at Warhammer Community. When you have built your list there, copy it by clicking on the question mark at the top of the page and paste it into a document. Add Faction Terrain if used.

## Dice

For quality of life purposes, the dice used by both players must have easily determinable counters. Dice used at Invasion can thus only have one symbol on one of the six sides. The other five counters must either be numbered or represented by easily identifiable dots. All symbols must represent the same value across all the dice you use, i.e. only sixes, or only ones. Players cannot use dice with symbols on sixes, alongside dice with symbols on ones. Faction dice, such as the Idoneth Deepkin, Gloomspite Gitz and Ossiarch Bonereapers – or similar sets, cannot be used at Invasion.

## Chess Clocks

To prevent unfair advantages for one player, chess clocks will be used at Invasion if either player wishes to use one. Invasion will have chess clocks available, but they are meant to cover the entire event, so we might not have enough for everyone. So, if you really want to use a chess clock during your game, we would really appreciate it if players brought their own. If either player has brought a chess clock and wishes to use one, the following rules apply to the game.

1. The first ten minutes are used for greetings, exchanging information about each army, info on the chess clock and review of these rules etc.
2. Each player will start with 85 minutes on the clock.
3. The clock starts as soon as the pre-game roll off for deciding sides have been made.
4. All dice rolls and pauses are made on the respective player's time. Pass the time when your opponent deliberates or makes dice rolls in your turn.
5. Each player is responsible for their own time. It is a player's right, but not their opponent's obligation, to make sure that their time is being handled properly.

6. Any major rule dispute results in a “paused-time” scenario. This means that the time will remain paused until a judge is called to the table and resolves the dispute.
7. If one player’s time runs out, they are done playing and may not perform any more actions. The only exception is if they are in the middle of moving a unit and may complete the move so that the unit is placed legally on the board. Any other action is immediately stopped. In addition, the following rules apply:
  - a. Making saving throws and taking Battleshock tests – if required to do so.
  - b. Scoring objectives that they have already achieved, or already hold.

## Event

The games will take place on the 12<sup>th</sup> and 13<sup>h</sup> of September, with three games to be played Saturday and the final two on Sunday. The time limit for all five games will be 180 minutes. The Age of Sigmar tournament will follow the general Invasion time schedule for games and breaks.

	<b>Battleplan:</b>	<b>Realm</b>
<i><b>Saturday</b></i>	Registration and info 08.30-09.15	
Game 1	Total Conquest (GHB20) 09.30-12.30	Ghur
	Lunch 12-30-13.30	
Game 2	Focal Points (GHB20) 13.30-16.30	Ghyran
	Break 16.30-17.00	
Game 3	Forcing the Hand (GHB20) 17.00-20.00	Hysh
<i><b>Sunday</b></i>		
Game 4	Scorched Earth (GHB20) 09.00-12.00	Aqshy
	Best painted Break 12.00-12.45	
Game 5	Blade’s Edge (GHB 2020) 12.45-15.45	Shyish

## Tournament Ruleset

The following changes and clarifications to the Age of Sigmar ruleset will be used at Invasion 2020, unless they are overruled by an official FAQ, Errata or Commentary published after this packet was released.

- At Invasion we expect every player to be at their best behaviour. Players attending will be part of one of the longest running table-top events in Norway – run for the benefit of the community. Any players found discordant with the Invasion behaviour rules may/will be penalized. These range from a yellow card, to loss of the game being played or, at extreme rule violations, disqualification and removal from the tournament. We will not be implementing Games Workshops “Code of Conduct” ruleset, but we encourage each participant to familiarise themselves with it. Cheating, deliberately distracting your opponent, pushing them into making mistakes, and anything that goes against a competitive, yet friendly, game will not be tolerated.
- Only full rounds, in which both players have taken a turn will be used for scoring. If chess clocks are in play, then this rule does not apply.
- Objectives should be at least 1” away from scenery. Move the terrain the smallest distance possible to ensure this after measuring out the objective placement. If possible, have a TO control the table before rolling off for determining sides. In matches where the objectives are placed after the battle has begun, objectives are

always assumed to be on the table level and is measured from there even if the placement of terrain makes it impractical to place it there.

- Army specific terrain must be noted in the player's list if used. The footprint must match the kit from Games Workshop.
- The trees on the Citadel Woods model can be removed and models may move freely on the spaces around the 3 circles, but models starting on or within the 3 circles, or moving onto them, must subtract 2 inches from any moves unless they can fly.
- All models must be based on the appropriate bases according to the official Games Workshop basing chart. Any exceptions must be approved by the TO.
- The rules for setting up the Ossiarth Bonereapers Bone-tithe Nexus scenery piece as described in the OBR battletome will not be used at Invasion. Instead follow the standard rules for faction terrain as described in the General's Handbook 2020 with the exception that the minimum range from other scenery pieces is reduced to 1" for the Bone-tithe Nexus.
- The Dark Prophecy command ability for Archaon in the Host of the Everchosen in a Slaves to Darkness army is modified in the following way: The dice roll is replaced by drawing a card from six possible numbered 1 to 6. Players using Archaon in the Host of the Everchosen will be handed a set of cards before every game. The cards must be handed back to the TO after every game. When using Dark Prophecy hand all six cards to your opponent. Your opponent will then shuffle the cards before you draw one. Keep the card you drew hidden and separate from the other five cards after checking the result.
- Clarification: Any ability, spell, or effect that is activated by a model being slain is not activated by battleshock unless the ability specifically states that it is. This is not a comp, but a clarification of the Invasion TO's reading of the rules.
- **Realm Artefacts from Malignant Sorcery will NOT be used.**
- **Realm Artefacts from General's Handbook 2020 (p. 102-107) can be used.**
- **Endless Spells are still allowed.**
- **The Anvil of Apotheosis will not be used.**
- **Legends units will not be allowed.**
- **Realm Rules, as explained on p. 102-107 in GHB 2020 will be used. Each round will feature the same realm for every table. Please note that Ulgu and Chamon will not be featured.**
- **Terrain will be set up by the TO. Players must roll for terrain rules before the battle begins and the scenery table on page 75 in GHB 2020 will be used for this. If a roll results in an effect already applied by the Realm rules, do not roll for that terrain piece again.**
- **Auxiliary Objectives will be used as explained in GHB 2020, page 108-109.**
- **Please note that adjustments to these rules may be added.**

## Scoring

Each game will be based on point scores, which will be used to set up/pair the next game – and determine the winners of the tournament.

Scores will be 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 180 minutes. 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 180 minutes of play, please write this down on the scoring sheet. The opponent will score the max 25 points, while the player who conceded scores whatever secondary objectives the judge decides it is likely they would have scored.

## Secondary Objectives

In addition, you can score points 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.
Slayer of kings	2	Kill more heroes than your opponent.
First strike	1	Destroy an enemy unit during the first turn.
Lone survivor	2	End the game with only a single model alive and on the board.
Line Breaker	2	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	1-3	Score a point if you finish all five rounds within 150 minutes. Score a point if you finish all five rounds within 165 minutes. Score a point if you finish all five rounds within 180 minutes. (Note, both players must have a reasonable amount of time left to finish all their rounds in order to score Time Lord points unless chess clocks are in play). If chess clocks are used halve the time listed above and subtract five minutes, then score each player separately.
In Command	2	End the game with your general alive.
Control the Quarter	1-4	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.

## Tiebreakers

The first tiebreaker in case of any draw is the strength of schedule of your opponents, calculated by adding the placings of all five opponents and finding the smallest number. If needed the second tiebreaker is the number of major wins. Should a tertiary tiebreaker be needed the player with the highest placed opponent will win.

## Awards

The following awards will be given out at Invasion:

- Best general – The player with the highest gaming score.
- 2nd place in the AOS tournament
- 3rd place in the AOS tournament
- Best painted army – Coolest/best painted army voted by the players

## 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 will be handled by the TO's/Judges.

- It is always the players responsibility to explain your rules and be able to show the relevant rule or errata/commentary to your opponent if they should ask.
- In case of a dispute, stop the game and contact a TO.
- Players will not be permitted to "abuse" tournament rules or rulings to gain unfair advantages. Individual rulings are never a binding precedent. Should a judge get a rule wrong, that does not bind the event to continue getting it wrong.

Remember that it is always preferable for both players to ask to see a rule or ask a TO to clear up a dispute while the game is still on than to bring it up after the game. This ensures that any errors will not be repeated in later games.

At Invasion we expect every player to behave their best. You are attending the largest tabletop tournaments in Norway, we run these for you and your fellow players. Behavior we find breaking Invasions values may result in penalties ranging from yellow card, loss of game and up to being thrown out of the tournament. We will not be implementing any specific code of conduct such as the GW Player's Code, because there are a few things there we do think is over the top, but we would encourage everyone to familiarize themselves with it. Cheating, deliberately distracting your opponent, pushing them into making mistakes, and anything that goes against a competitive yet friendly game will not be tolerated.

Starting in 2020 Invasion together with Norsehammer will be implementing a yellow card/red card system for our tournaments. A yellow card is given for violations of player conduct of a less serious nature. A yellow card will follow a player for the current tournament and the following Invasion/Norsehammer tournament's. If a player receives 3 yellow cards a red card is automatically received. If a player is caught cheating or similar severe violations of player conduct a red card is given by the TO. A red card results in disqualification from the current tournament and a ban from all Invasion/Norsehammer events for the next 6 months.