

Age of Sigmar: Invasion 2022

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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 Errata's, 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/Eight 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 may be required to use a chess clock if their opponent wishes to do so and a chess clock is available.

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 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 colors. 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 sskcoasthammer@gmail.com, preferably with pictures of said models.

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

Gaming App and List Submission

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 AoS 2022 in the application. Using the application is a requirement. Please use the Warscroll Builder found at Warhammer Community (<https://www.warhammer-community.com/warscroll-builder/>). 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.

Lists must be submitted on the Best Coast Pairings App **before** the 6th of September 2022.

All lists must be submitted in the format listed above, using Warscroll builder. To add faction terrain, simply open the list in notepad and add it at the bottom of the list.

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.

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 from the 16th to 18th 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.

	Battleplan:	
<i>Saturday</i>	Registration and info	08.30-09.30
Game 1	The Realmstone cache	09.30-12.30
	Lunch	12.30-13.30
Game 2	The prize of gallet	13.30-16.30
	Break	16.30-17.00
Game 3	In the presence of idols	17.00-20.00
	Dinner at the hotel	21.00
<i>Sunday</i>		
Game 4	Head on collision	09.00-12.00
	Best painted Break	12.00-12.45
Game 5	The silksteel nests	12.45- 15.45
	Award ceremony	16:01

Tournament Ruleset

The following changes and clarifications to the Age of Sigmar ruleset will be used at Invasion 2021, unless they are overruled by an official FAQ, Errata or Commentary published after this packet was released. Any questions not answered here or in the gw FAQs can be directed to sskcoasthammer@gmail.com or directly to Karadim#1870 on discord.

- At Invasion we expect every player to be at their best behavior. 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 behavior 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 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.
- 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 3” away from scenery. Move the terrain the smallest distance possible to ensure this after measuring out the objective placement. If possible, have a Judge 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.
- All models must be based on the appropriate bases according to the official Games Workshop basing chart. Any exceptions must be approved by the Judge.
- A unit charged by a garrisoned KO skyvessel can use Unleash hell as long as the only other enemy unit within 3” is the garrisoned unit(s).
- A unit a garrisoned-on KO skyvessel counts as being within the confines of the skyvessel for the purposes of Barge Through Enemy Lines
- The paint rules laid out in the core FAQ 1.2 will not be used. A certain paint scheme will not force you to use the corresponding rules
- Gargants cannot kick objectives in Battlegrounds Drawn.
- If LRL and Tzeentch battletomes comes out before Invasion, they will need a faq before being allowed to play. If they come early September we might faq it ourself and allow it for play, but don’t expect it.
- Fight on Death for blood sisters will trigger crystal touch
- Skaven can fight a maximum of 2 times in total during the fight phase, no matter how many fight on death effects they have on.
- You can fight on death before fade away happens against Sylvaneth.
- A single bonesplitters unit cannot move multiple times due to Tireless Trackers rule.
- Virulent Concoctions: Cannot trigger itself.
- Please note that adjustments to these rules may be added.
- We will use three terrain rules preset by the tables. These are often seen in the international tournament scene, I would love to get some feedback on these here aswell. They are there to make it easier to use some cool terrain without people using it as a big game advantage instead of what it is.
 1. Impassable: Models cannot land on or move over the terrain or it’s footprint. Units with the Fly key word may pass over the terrain but must finish their move wholly outside of the terrain and its footprint. If any part of a model’s base is unable to do so, then the move cannot be made
 2. Garrison: A unit of up to 20 models, with a wounds characteristic of 2 or less may

- garrison this terrain piece. See Appendix 4 for full details on how to implement this rule5
3. **Obscuring:** The terrain blocks line of sight if a 1mm thick straight line drawn from the base of the activating unit to the base of the target unit passes over it or its footprint. Obscuring terrain has no affect on models with a wounds characteristic of 14 or more, either when targeting or being targeted

Did we miss anything? Please let us know! Contact Karadim#1870 on discord, Karadim_ on Twitter or Ole Gunnar Vatland on Facebook.

Scoring

Invasion will be following the GHB 2022 ruleset and the selected battleplans when it comes to scoring.

All Grand Strategies and Battle Tactics must be from the GHB 2022, **White Dwarf** or your Army Book. Grand Strategies and Battle Tactics from the Core Book cannot be used.

The winner will be determined by the number of wins. If a tiebreaker is necessary, they are detailed below.

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, calculate out the score as best as you can, or contact a judge if you need assistance. The opponent will score the maximum potential points, while the player who conceded scores whatever battle tactics/objectives they/the Judge decides it is likely they would have scored.

Tiebreakers

- The first tiebreaker in case of any draw in the placings is the number of VPs achieved during the tournament. To calculate your VP's we are using a differential system. This is well known throughout the community, as seen at the honest wargamer and worlds22. Simply find out the difference and look at the table to see where your match is placed, if it is 3–4point difference, the winner will score 12 points and the looser scores 8 and report it in BCP.

Victory Point Difference	Winning Players Tournament Points	Losing Players Tournament Points
0	10	10
1-2	11	9
3-4	12	8
5-6	13	7
7-8	14	6
9-10	15	5
11-12	16	4
13-14	17	3
15-16	18	2
17-18	19	1
19+	20	0

- If needed the second tiebreaker is the number of major wins.
- Should a tertiary tiebreaker be needed then will be the strength of schedule of your opponents, calculated by adding the placings of all opponents and finding the smallest number will determine the winner used.
- If a second or tertiary tiebreaker is used, then the BCP placings will not reflect the correct order. A corrected list will be made available as soon as possible.

Awards

Bracket prizes might be added, but as of now 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.
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- 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 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 Judge.
- 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 Judge to clear up a dispute while the game is still on rather 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.

Started in 2020, Invasion together with Norsehammer and King in the north. Has implemented 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 tournaments. 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/Judges. A red card results in disqualification from the current tournament and a ban from all Invasion/Norsehammer events for the next 6 months.