Age of Sigmar: Invasion 2024

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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 should bring at least one easily readable copy of their list (can be digital/app). 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 deadline.

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**, 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 2024 in the application. Using the application is a requirement. Please use the Warhammer Age of Sigmar app or https://www.listbot.co.uk/ for your list.

Lists must be submitted on the Best Coast Pairings App **before** the 16th of September 2024 (meaning September 15th 23:59 at the latest).

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. When the active player is done using their abilities for a phase, they should pass the time to the opponent to do their abilities for that phase.
6. 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.
7. 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.
8. If one player's time runs out, they are done playing and may not perform any more actions with the exceptions below. Any other actions are immediately stopped.
   Exceptions:
   - If they are in the middle of moving a unit they may complete the move so that the unit is placed legally on the board, moving the fewest models possible (already moved models might be required to move back to a larger group of models)
   - If they have performed the Declare step of the Shoot or Fight abilities (including allocated attacks) they may complete the Effect of those attacks (including the Effect of any passiveabilities automatically triggering from those attacks)
   - Make save rolls, ward saves, allocating damage and removing models
   - Any otherwise mandatory actions that the opponent demands the player to do (such as attacking when in combat)
   - Contesting objectives, gaining objective control and scoring

Event

The games will take place from the 21st to 22nd 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:	
Saturday	Registration and info	08.30-09.30
Game 1	Feral Foray	09.30-12.30
	Lunch	12-30-13.30
Game 2	The Jaws of Gallet	13.30-16.30
	Break	16.30-17.30
Game 3	Close to the Chest	17.30-20.30

	Dinner	21.00
Sunday		
Game 4	Border War	09.00-12.00
	Lunch	12.00-13.00
Game 5	Shifting Objectives	13.00- 16.00
	Award ceremony	16:15

Tournament Ruleset

The following changes and clarifications to the Age of Sigmar ruleset will be used at Invasion 2024, 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 Karadim#1870 on discord. Please join https://discord.gg/N8G9zHtFS9 AosNorge if you have more general questions.

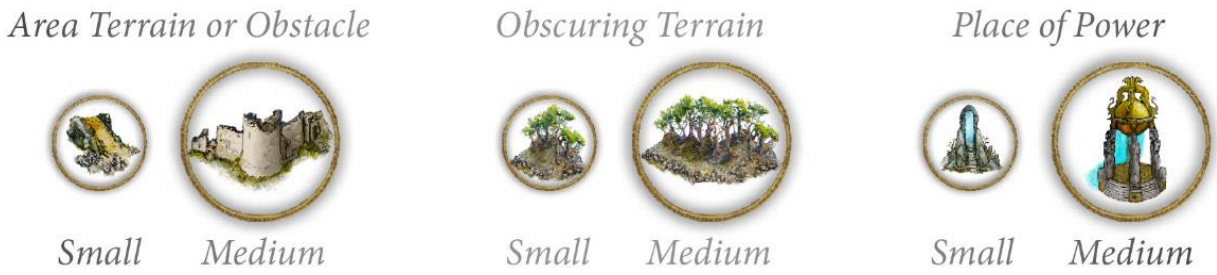
- At Invasion we expect every player to be at their best behavior. Players attending will be part of one of the longest running table-top events in Norway – run for the benefit of the community. Any players found discordant with the Invasion behavior rules may/will be penalized. These range from a yellow 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.
- 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.
- 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.

- We will use aosfaq.com.

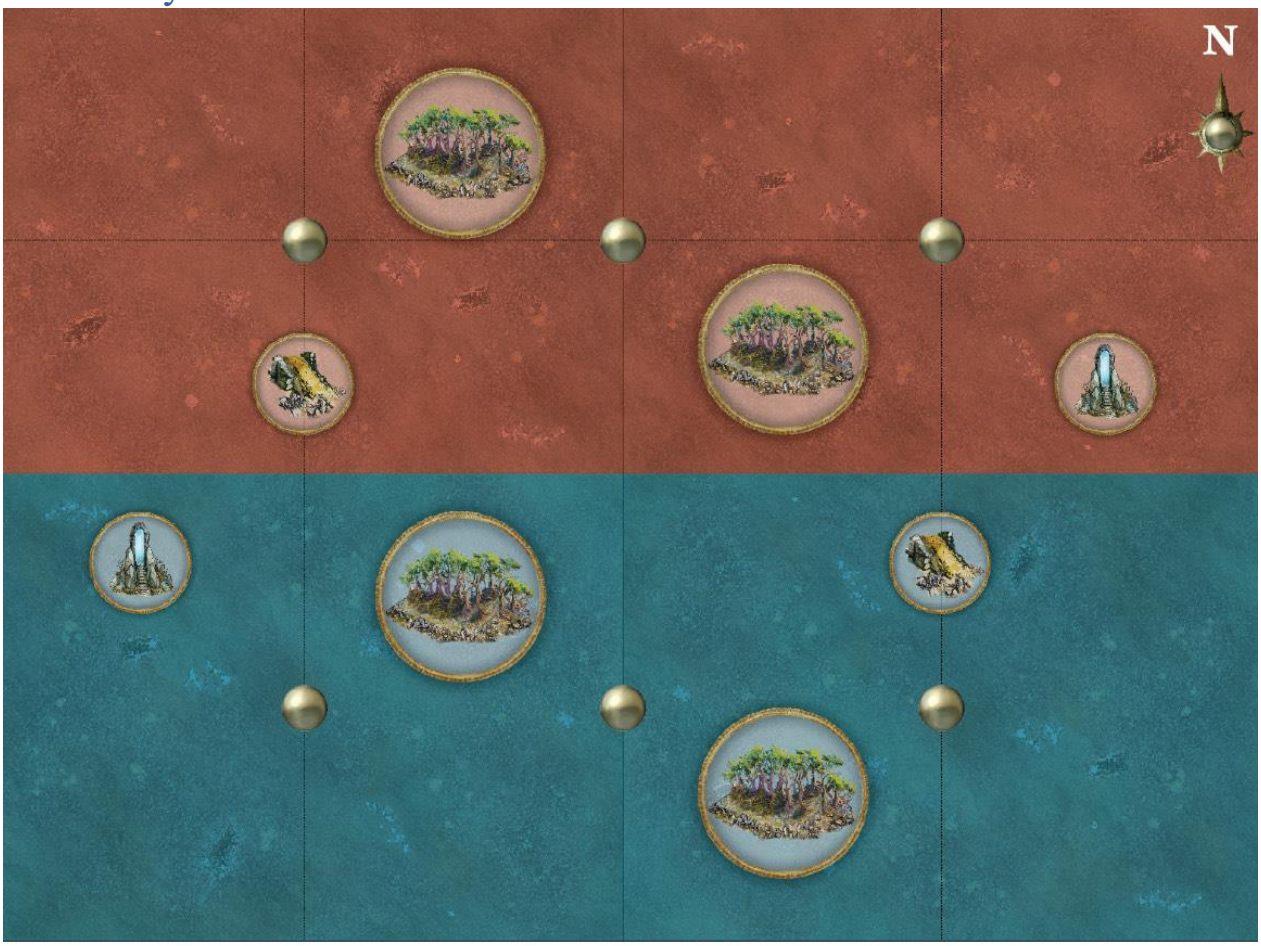
Did we miss anything? Please let us know! Contact Karadim#1870 on discord, Karadim on Twitter or Ole Gunnar Vatland on Facebook.

Maps

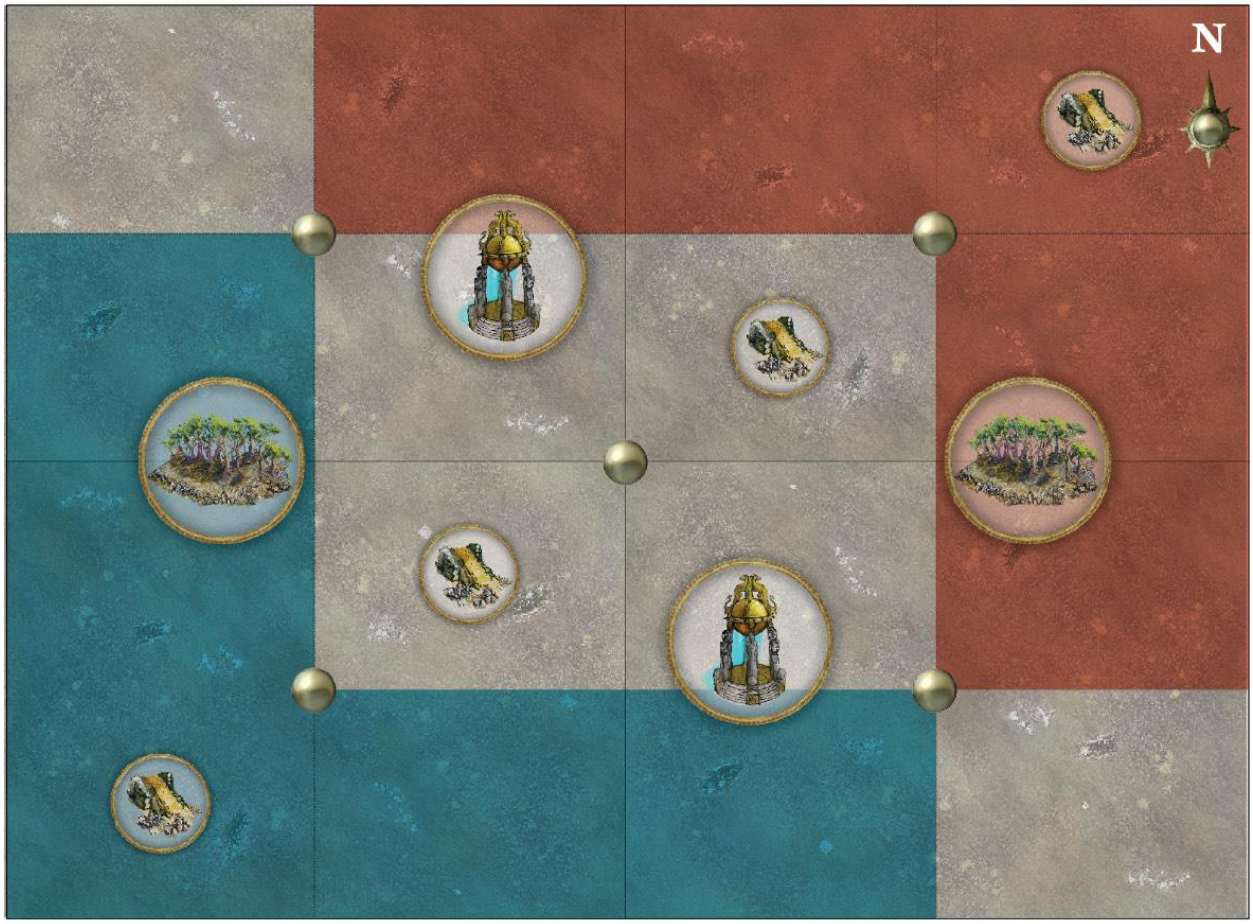
We will be using Games Workshops maps during Invasion. You are expected to set up the terrain according to the map. We don't have objective markers at hand for all of you, so please take this into consideration when you are assigned a table and opponent to play.



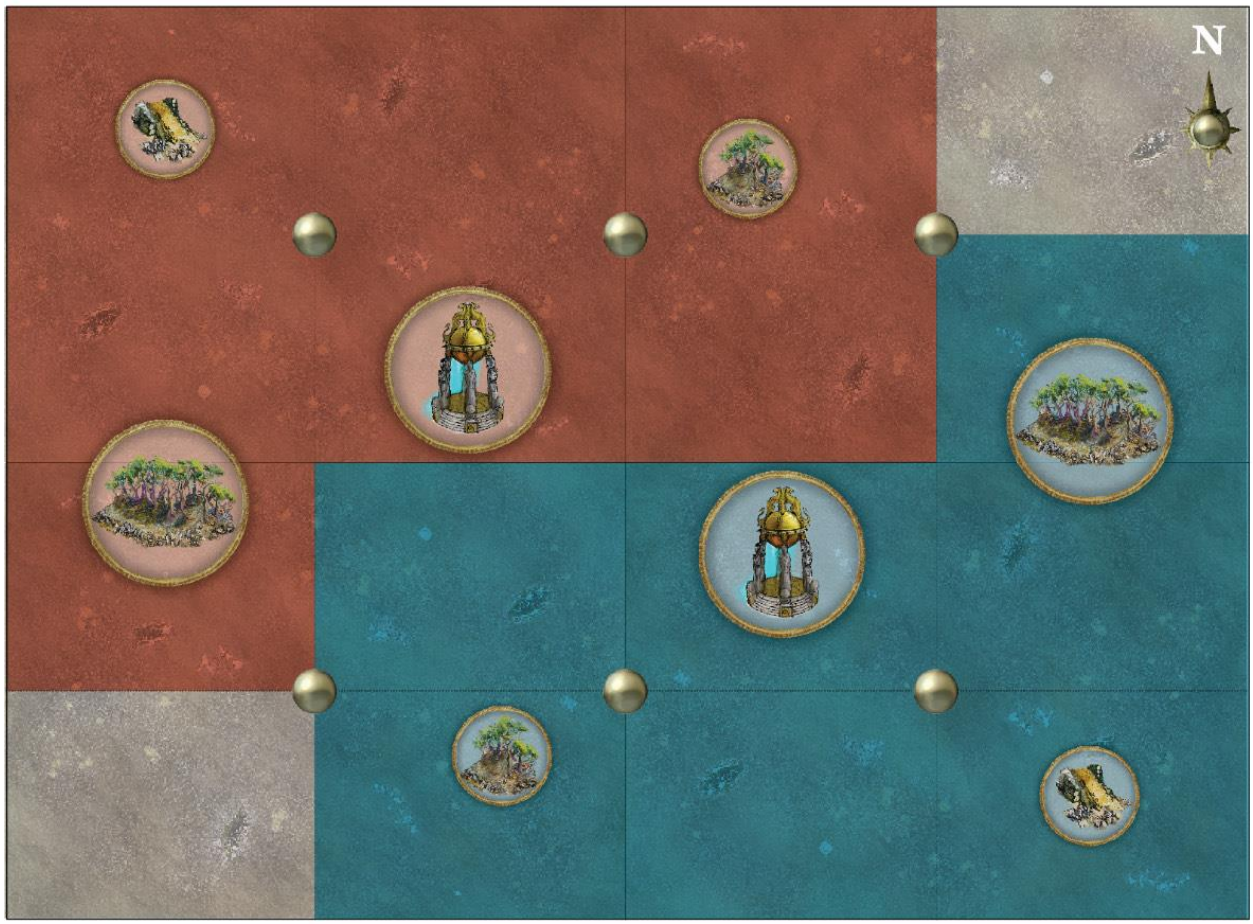
Feral Foray



The Jaws of Gallet



Close to the Chest



Border War

Shifting objectives

Scoring

This tournament uses capped battle point difference as the tournament ranking tiebreaker system (after number of wins). Each round, the difference between your opponent's score and your score added to 20 (capped between 0 and 40) will be the tournament score for that round.
For example:
If the score of your game is 46-38, your round score will be 28.
If the score of your game is 32-50, your round score will be 2.
If the score of your game is 44-18, your round score will be 40.
If the score of your game is 24-50, your round score will be 0.

In the event of a tie between multiple players' tournament scores after five rounds, opponents' win percentage will be the second tiebreaker.

When entering your score into BCP, please enter the actual game result. BCP will calculate the capped battle point score automatically for you. Enter the number of battle tactics scored as well.

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 points achieved during the tournament.
- 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 prices 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.
- Two Golden Tickets.
- Best painted army – Coolest/best painted army voted by the players.
- More will/can be added as we go.

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, Carnage 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, Carnage and King in the North events for the next 6 months.