



WARHAMMER  
AGE OF SIGMAR

# TEAM CHAMPIONSHIP



18TH/19TH

MAY 2019

WARHAMMER WORLD **EVENTS**



# TEAM CHAMPIONSHIP

This Age of Sigmar Team Championship is a team tournament that rewards battlefield acumen, but also celebrates hobby and sportsmanship to create the enjoyable atmosphere Warhammer World is famous for. Teams of four players play games as individuals and their results contribute to an overall team score. Teams must work together to build their forces, plan match ups then meet the enemy on the battlefields of the Mortal Realms. You will then share spoils or lament losses with your comrades in arms, and at the end of it all, have your deeds recorded in the annals of Warhammer World.

## EVENT ESSENTIALS

**Date:** 18th-19th May 2019.

**System:** Warhammer Age of Sigmar Matched Play.

**Format:** Singles as a team. You will play individually with your results contributing to your team score.

**Army Size:** 2,000 points per player.

**Battleplans:** Five of the eighteen Pitched Battle battleplans (the six found in the Warhammer Age of Sigmar Core Book and the twelve in the General's Handbook 2018).

**Number of Games:** Five.

**Army Selection:** Each player follows the Battlehost restrictions from the Pitched Battle chart on page 310 of the Warhammer Age of Sigmar Core Book. Warscrolls may not be duplicated across the team.

**Publications in use:** All current and in-print Warhammer Age of Sigmar battletomes, Grand Alliance books, warscroll compendiums (including those from Forge World), General's Handbook 2018, and any warscrolls and warscroll battalions with a Pitched Battle profile, unless their release falls on the weekend of the event. We expect you to use the most current warscrolls for your models – e.g. those found in a battletome rather than a Grand Alliance book or warscroll compendium.

**Meals:** Lunch is provided on both days.

**Other activities:** Painting competitions and free entry to the Warhammer World exhibition.

## MODEL REQUIREMENTS

Playing exciting, atmospheric games with fully painted miniatures is a big part of our events at Warhammer World. Therefore all miniatures in your collection must be 100% Games Workshop miniatures and be **fully assembled, painted and based**. Each model must fully represent what you have presented on your army roster (including all weapons and equipment).

**We will be using the new base size guidelines found [here](#).** If you have a particularly unusual model that can't follow these requirements, get in touch with us explaining why and we will consider it. Our expectation is that all players will read and follow the basing guide.

Furthermore, you need to **contact us** to let us know about any **conversions** or **proxies** you are planning on using, and provide us with photos of the models in question where possible. Don't worry, we fully appreciate awesome hobby skills and cool models, but we just want to make sure everything is super clear for your opponent and no confusion can arise during games.

We will politely ask you to remove any models that don't meet these above standards to protect everyone's experience. If you would like more information on Warhammer World's model requirements then read our guide [here](#).

# ARMY ROSTERS

You will require an army of no more than 2,000 points to play at this event. Follow the Picking Your Army section from the Matched Play chapters of the *Age of Sigmar Core Book* or the *General's Handbook 2018*. Note the Battlehost restrictions in the Pitched Battle chart.

We intend for each team to have a variety of different armies. Therefore warscrolls and Artefacts of Power may not be duplicated across players within a team. For example, John and Matt both have Stormcast Eternals armies. John uses the Lord- Celestant and Liberators warscrolls, therefore Matt would NOT be able to take these units. He would have to build his army using different Stormcast Eternals warscrolls e.g. Lord-Arcanum and Sequitors. Note that the warscroll restrictions only apply to your rostered units. Any units summoned during the game are exempt from these restrictions.

Once you have built your armies, you must record each one on an army roster. We recommend using Azyr on the Warhammer Age of Sigmar app, or Warscroll Builder on [www.warhammer-community.com](http://www.warhammer-community.com). All text must be clearly readable for us and your opponents to check.

You must use the same army rosters for each game, and all choices available to you must be noted down on your army rosters. Your rosters must include things like who your general is, Allegiance Abilities, Artefacts of Power, Command Traits, spells, any extra command points etc. Finally your roster must include player name and team name.

Any kind of ability you can choose before the game must be decided on before the event and recorded on your army roster. This includes things like Mark of Chaos for **SLAVES TO DARKNESS** Chaos Warriors. These choices are made for the tournament, and as they are part of your army roster, cannot be changed during the event.

Each team will need to submit their army rosters by **Sunday 28<sup>th</sup> April 2019**. After this point, no changes may be made to the army rosters without the permission of an events staff member. To submit your army roster, please send one email to [eventsupport@gwplc.com](mailto:eventsupport@gwplc.com) with all rosters attached. A screenshot or photo of each roster is fine, so long as it's clearly readable. Please label the email 'Age of Sigmar Team Championship 2019 rosters' in the subject line and make sure you include your chosen team name in the email.

You will then need to bring multiple copies of your army rosters with you. Opponents will have a chance to look over your rosters when pairings are determined each round.

# TEAM CAPTAINS

Each team must nominate a team captain who will have the following duties:

- To take overall responsibility for their team.
- Ensure the team's rosters are submitted by Sunday 28<sup>th</sup> April 2019.
- That all rounds start promptly with all team members present and accounted for.
- That all results are submitted on time after each round.
- To liaise with the events team should any issues arise e.g. a team-member drops out or poor sportsmanship.
- That all votes are cast for sportsmanship and army presentation scores.

# CODE OF CONDUCT, CONCEDED AND MISSING GAMES

At Warhammer World we place great emphasis on playing excellent games of Warhammer Age of Sigmar with like-minded people at the home of Games Workshop. Therefore we expect teams to play each game with a certain code of conduct to support this.

When you arrive at your table for a game, greet your opponents, introduce yourselves, arrange the terrain and start the pairings promptly. We then expect players to treat each other positively and demonstrate good sportsmanship. After all, part of your tournament score is based on doing just this.

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede before the game has reached its natural conclusion, then the conceding player earns a loss and zero points for enemy units destroyed. The winning player records a Major Victory and 2,000 points for enemy units destroyed.

In addition, if you defeat all of the enemy's rostered units (i.e. summoned units are not included), you should record 2,000 points of enemy units destroyed towards tiebreakers. Note that the winner of the game is still determined as per the battleplan; this clause is simply for tournament score tiebreakers to ensure that teams aren't penalised in the rankings if their opponents have not taken 2,000 point armies.

Finally each team member is expected to play each round. If a player has to drop out of a round and the opposing team is without an opponent, then the dropped player's roster is taken out of the pairings and their team receives a loss and zero points of enemy units destroyed. The opposing team records a Major Victory and 2,000 points for enemy units destroyed. The opposing team must then remove one player from the pairings who receives this automatic victory.

# THE GAMES

The core rules are in use up to and including allegiance abilities. Malign sorcery, endless spells, realm rules and realmscape features are in use.

During the event you will play five Pitched Battle battleplans from the list of eighteen (the six found in the Warhammer Age of Sigmar Core Book and the twelve in the General's Handbook 2018).

Each round's battleplan, realm and realmscape feature will be announced prior to the event after rosters have been submitted.

Teams should arrange terrain on the table in a mutually agreeable manner before determining pairings. Then roll a dice for each terrain feature and apply the corresponding rule from the Scenery table (page 235 of the *Warhammer Age of Sigmar Core Book*).

Your opponents for the first round will be randomly determined unless any teams would like to arrange a grudge against one another. To arrange a grudge, both teams must get in contact with us via the details at the end of this pack stating their team name and the opposing team they would like to play.

From game two onwards we will use a 'swiss' system matching teams up according to their rank. If you are matched up against a team you have already played, randomly determine a swap with the team next to you, or inform us and we will arrange it.



## PAIRINGS

A big part of Team Tournaments is the pairings system – the game before the game where teams must determine who plays who. On one hand each team must select the favourable match-ups, putting forward the attackers they believe are best suited to the task at hand. On the other they must nominate a determined defender, someone willing to take on all comers and battle it out in the trenches!

When you arrive at the tournament teams will be given pairings cards. These are used to arrange match-ups. Each team should write a player name and army on the reverse of each pairings card until all four members of the team have their respective pairing card.

Before each round, teams will have 30 minutes to look over each other's rosters and establish who plays who by using the following pairing system:

- Arrive at your tables, greet opponents and arrange terrain.
- Look over the opposing team's army rosters and then begin the pairing system.
- Team A puts forward face down their chosen defender. This is the player the team feels is most suited to taking on all comers.
- Team B does the same.
- Both teams reveal their chosen defender simultaneously.
- Team A puts forward face down their two chosen attackers. These are the two players the team feels are best suited to playing the opposing defender.
- Team B does the same.
- Both teams reveal their chosen attackers simultaneously.
- Team A chooses which of the two attackers from Team B their defender will play against.
- Team B chooses which of the two attackers from Team A their defender will play against.
- The refused attacker from Team A will play the remaining player from Team B.
- The refused attacker from Team B will play the remaining player from Team A.



# SCORING

The Age of Sigmar Team Championships ranks teams overall by a tournament score. This is a combination of gaming, sportsmanship and army presentation scores. Your team's gaming score is based on the results of your games – you can achieve a maximum of 120 points here for winning every single game. You can then achieve a maximum of 40 points for sportsmanship and army presentation scores. These scores combined create your tournament score.

## GAMING SCORES

At the end of each game you will need to record your results with your team captain and with the event staff. We need you to do this as promptly as possible so that the next game can be organised straight away. Each game lasts two hours and thirty minutes, and once the game ends you will have five minutes to record your result.

To determine the winner of each game use the victory conditions as laid out in the battleplan. Once you know the result you will record it using the following system:

- **Major Victory** 6 points
- **Minor Victory** 4 points
- **Draw** 2 points
- **Loss** 0 points

For each game you will also need to record the points value of enemy units and battalions destroyed which will be used as a tiebreaker should the need arise (see the Tiebreakers box below). Summoned units DO NOT count towards this total. Remember that if you defeat all of the enemy's rostered units (i.e. summoned units are not included), you should record 2,000 points of enemy units destroyed towards tiebreakers.



## FAVOURITE GAME AND ARMY SCORES

Favourite game and army scores are calculated by voting in two categories when you hand in your final results at the end of the event. Your team gets eight votes in each category, and you must vote only for the teams you played against. The eight votes per category can be distributed however your team chooses, however a maximum of four votes per category can be allocated to a single team. This is also a secret ballot, so don't let anyone see who you've voted for. Every team must use their all their votes as they are integral to the event. Each vote your team receives counts as one point towards your team's tournament score – this means you can receive a maximum of 20 points for Favourite Game and 20 points for Favourite Army.

**Favourite Game** – Your team has eight votes to distribute between the five opposing teams you played - you can allocate a maximum of four votes to a single team. These votes should be used to represent how much you enjoyed playing against a team. Maybe they displayed excellent sportsmanship, perhaps they were positive and friendly, or the games were generally fun and engaging.

**Favourite Army** – Your team has eight votes to distribute between the five opposing teams you played - you can allocate a maximum of four votes to a single team. These votes should be given to teams whose combined armies were the best presented. Excellent painting standards, fantastic centrepiece models, spectacular conversions or overall theme may make up your mind.

## TIEBREAKERS

If teams earn the same tournament score by the end of the event, we will use the following tiebreakers to establish final rankings. They are listed here in order of priority:

- Points value of enemy units and battalions destroyed
- Gaming score
- Favourite Game votes
- Favourite Army votes

### SCORE EXAMPLE

At the end of the event team 'Aqshy All Stars' have played a total of twenty games (five per player) earning a total score of 68. They also receive a Sportsmanship score of 12 and an Army Presentation score of 4. Combined with the 68 points from their gaming score, they earn a total tournament score of 84.

For example, two teams achieve a tournament score of 90, so we go to tiebreakers to establish who has the higher rank. One team has destroyed 32,500 points worth of enemy units over the weekend, whilst the other has destroyed 29,950. The former would therefore finish above the latter.

# PAINING COMPETITIONS

During the event we will hold three painting competitions. These competitions are separate from your tournament score, so have no bearing on the overall rankings. They are there to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable. To enter the first two competitions you must have done the building and painting yourself and the models must be from the army you are using at the event.

The first competition is the **Legends** painting competition. This is perfect for any particular models in your army you are most proud of. Its open entry, so each **player** may enter models of their choice from their individual army into each of the categories for peer judging - one entry per player per category. The winning model from each category will win a Legend award for that player. The categories are as follows:

- **Hero of Legend** includes any single Battleline, Leader or uncategorised model on a 60mm base or less.
- **Company of Legend** includes any unit of 5 or less models.
- **Icon of Legend** includes any Artillery model (plus any attendant crew), any Behemoth model, or any model on a base larger than 60mm.

The second is the **Best Army** competition. This is a prestigious award for individual hobbyists who manage to achieve a truly excellent standard of hobby consistently across their whole force. The events team will nominate a shortlist of entries, and then the winner will be determined by player vote.

The third competition is the **Best Team** competition. This is an award for the team with the best presented armies overall. This competition is open to all teams, and we encourage everyone to take part! It's an excellent opportunity to develop your armies as a cohesive whole, perhaps theming your armies together, and even displaying them in battle and interacting with each other. When you finish your game on Saturday evening, teams may set up their armies for display on the tables they have used. On Sunday morning players can then vote on their favourite team displays.

The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding the competitions, feel free to contact us before the event.



# AWARDS

At the end of the event we will hold an award ceremony to celebrate particular feats of achievement over the weekend. The awards available are:

- **First place** for the team that ranks highest overall.
- **Second place** for the team that ranks second.
- **Third place** for the team that ranks third.
- **Most Sporting Team** for the team with the most Favourite Game votes, with highest overall ranking as the tiebreaker.
- **Hero Of Legend** as voted by you, for the winner of the Hero category.
- **Company Of Legend** as voted by you, for the winner of the Company category.
- **Icon Of Legend** as voted by you, for the winner of the Icon category.
- **Best Army** as voted by you, for the most impressive looking individual army.
- **Best Team** as voted by you, for the most impressive looking team



# Schedule

## Saturday 27th April 2019

- 9.00am-10.00am** Registration in Bugman's Bar
- 10.00am** Events hall and stores open
- 10.20am** Event brief
- 10.30am-10.45pm** Round 1 pairings
- 10.45pm-1.15pm** Round 1
- 1.15pm-2.15pm** Lunch and the Legends painting competition
- 2.15pm-2.30pm** Round 2 pairings
- 2.30pm-5.00pm** Round 2
- 5.00pm-5.30pm** Break.
- 5.30pm-5.45pm** Round 3 pairings.
- 5.45pm-8.15pm** Round 3
- 8.30pm-9.30pm** Pub Quiz
- 10.00pm** Warhammer World closes

## Sunday 28th April 2019

- 9.30am** Warhammer World and Bugmans' opens for those wanting to purchase breakfast
- 9.30am-10.15am** Voting for Best Team.
- 10.30am-10.45am** Round 4 pairings
- 10.45am-1.15pm** Round 4
- 1.15pm-2.15pm** Lunch and the Best Army competition
- 2.15pm-2.30pm** Round 5 pairings
- 2.30pm-5.00pm** Round 5
- 6.00pm** Award Ceremony
- 7.00pm** Warhammer World closes

# CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, you can contact us through these channels:

Phone: 0115 9004994 Email: [eventsupport@gwplc.com](mailto:eventsupport@gwplc.com)

Write: Warhammer World Events Team , Games Workshop, Willow Road, Nottingham, NG7 2WS

Catch up on all the latest Warhammer World news by finding us on at Games Workshop: Warhammer World

For more information regarding our event privacy note please follow the link provided: <https://wp.me/P4APTq-418>