

Rules pack for Age of Sigmar: ArosCon Fall 2018

What is this tournament?

This is a Warhammer: Age of Sigmar tournament. You will be playing 5 games in total over two days, using 2000 points armies and the second edition rules for matched play. This includes the rules for “Realm Artefacts”, “Endless spells” and some of the rules for “Realm of Battle”.

What do I need to bring?

- A fully painted and based 2000 points legal matched play Age of Sigmar army (see below for details).
- A copy of your army list.
- Warscrolls for all units and endless spells in your army (must be the most updated version).
- The rules for the allegiance ability of your army as well as the rules for all artefacts you use.
- Tape measure to measure inches.
- Six sided dice.
- Wound markers and other markers you use for the army
- The core rules

Digital versions of rules are fine, as long as you are comfortable using them.

What is the schedule for the games?

You will be playing 3 games on Saturday the 10th of November and 2 games on Sunday the 11th of November.

Saturday the 10th of November:

8.00-9.30: Check-in

9.30-12.30: Game 1

12.30-13.30: Lunch

13.30-16.30: Game 2

16.30-17.30: Dinner

17.30-20.30: Game 3

Sunday the 11th of November:

8.00-9.00: Breakfast

9.00-12.00: Game 4

12.00-13.00: Lunch

13.00-16.00: Game 5

16.00-16.30: Award ceremony

When and how should I submit my army list?

You need to submit your army list by no later than November 1 to Johannes Korsholm Poulsen at either [messenger](#) or email at paulusirom@hotmail.com

What is a fully painted and based army?

- Your army needs to be painted. This means that you need to have made some kind of effort painting the different parts of the model different colors.
- Your army needs to be based. This means that the base needs some texture and has to be a color other than your primer.
- The rules for painting are there so both parties can enjoy the spectacle of war without looking at grey plastic across the board.
- We have no specific requirement for the number of colors or techniques applied to your paint job, because we expect you to paint your army the best you can with the time you have. If you just started as an AOS player and only have a few pots of paint, that's absolutely fine. If you are going for the "best painted" prize, that's also great. Just make sure everything is painted in a way you like. If you are in doubt about whether or not your army meets the painting requirement, you can contact Johannes with questions.

What miniatures are allowed?

Only Games Workshop/Forge World miniatures are allowed.

Converted miniatures are welcome, but must clearly represent the warscroll you are using. All conversions must be approved by the tournament organizer.

All models must be armed as the warscroll you are using.

What rules will be used?

- The newest version of core rules, FAQ and errata.
- All the rules for matched play (points and general restrictions).
- You are allowed to use artefacts from one realm (Malign Sorcery page 79-85).
- Endless spells are allowed (Malign Sorcery page 53, Big Core Rulebook page 262 or Battletome specific spells).
- Realms of Battle will be used with some modification (Big Core Rulebook page 254-260).

What are the prizes?

- There is a prize for the highest score in the tournament.
- There is a prize for the best painted army.

What are the rules for making a legal list?

- You need to use the newest version of the pitched battle profile for each unit (Generals Handbook 2018 or Battletome + errata).
- We expect you to use the rules for the newest version of your unit's Warscrolls.
- We follow the rules for matched play as explained in Generals Handbook 2018 page 46-49.
- Endless spells are allowed.
- You can pick a realm your army is from and use one or more artefacts from that list.

What Battleplans will be used?

Before each game begins, one battleplan will be randomly selected from the available 18 different battleplans in the Generals Handbook 2018 and big core rulebook (explained on page 49 of the Generals Handbook).

The random battleplan will be used on all tables for that game.

Will the 'Realms of Battle' rules be used?

- Before each game begins, one realm will be picked from the list of five realms below.
- A single predetermined Realmscape Feature for each realm (see below) will be used. They are found in the Core Rulebook on page 254-260.
- The extra command abilities and spells for each realm will not be used.
- The extra list of Realm Spells from the Malign Sorcery will not be used.

What Realms and Realmscape Features will be used?

In random order the following Realms and Realmscape features will be used:

Realm	Realmscape Feature	Page in Core Book
Shyish (Realm of Death)	Eternal War	254
Aqshy (Realm of Fire)	Burning Skies	255
Chamon (Realm of Metal)	Rust Plague	256
Ghyran (Realm of Life)	Life Springs	258
Ulgü (Realm of Shadow)	Shrouded Lands	260

How is scoring calculated for each game?

- Major victory: 10 points
- Minor victory: 8 points
- Draw: 5 points
- Minor loss: 2 points
- Major loss: 0 points
- The player with most points in the end is the winner