

Age of Sigmar League Rules

Force Building- Games of Sigmar will take place starting at 25 Wounds and following the rules below. Additional tiers of wounds at 50, 75 and 100 are allowed but you have to bring wound counts for smaller games.

25 Wounds- At least 5 wounds of heroes. At least 10 wounds of troops. 1 Copy of Warscroll with Wound Trait of 8 or more

50 Wounds- At least 5 wounds of heroes. At least 20 wounds of troops. 1 Copy of Warscroll with Wound Trait of 8 or more

75 Wounds- At least 10 wounds of heroes. At least 30 wounds of troops. 2 copies of Warscroll with wound trait of 8 or more

100 wounds- At least 15 wounds of heroes. At least 40 wounds of troops. 2 copies of Warscroll with wound trait of 8 more

Troops count as any Warscroll that requires 5 or more models OR are single wound models with ANY size listed. Ogor lists can use 3 model requirements instead.

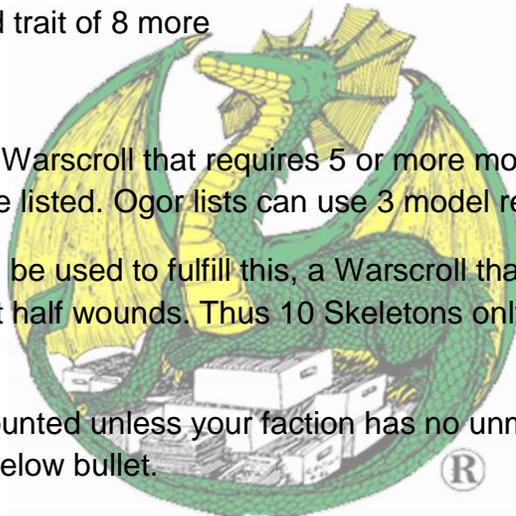
While any troops can be used to fulfill this, a Warscroll that requires 10 or more models to field only counts at half wounds. Thus 10 Skeletons only costs 5 Wounds to add to your Force.

No hero can start mounted unless your faction has no unmounted options. These must be unlocked as per below bullet.

Options for troops are allowed but apply common sense. If a troop is listed as armed with either Spears OR swords and a shield in their description, choose one before the match begins. *Example: Skeletons Warriors Warscroll states "Some are armed with Ancient Blades while others go to war with Ancient Spears". Thus you must choose whether your Warscroll is armed with Ancient Blades or Ancient Spears.*

All Warscrolls start with the minimum requirement for models. You can only have one Monster, Hero or War Machine with more than 10 wounds that is not unique per 50 wounds. *Example: In a 50 wound game you could only have one Necrosphinx, but in a 75 wound game you could have 2.*

League Points are awarded for participation and wins. Every game automatically gives you a point. Wins give you 3 points. These can be saved for final standings or spent to



unlock upgrades for your army. Battles that are over 50 wounds count for 2 Extra Victory Points as these will take longer to complete than smaller scale battles.

Optional Upgrades for non-troop Warscrolls are unlocked through earning a certain level of League Points. Each one is listed below with the point requirement next to it. When building your Force and adding these options, make note of them clearly for your opponent to see.

2 League Points- An optional artifact, magic item, weapon or armor

4 League Points- A standard non-monstrous Mount for a Hero

5 League Points- A monstrous creature to have a Hero

6 League Points- A Unique or Named Warscroll

8 League Points- You may have a second optional item upgrade

10 League Points- A second mounted non-monstrous Hero

11 League Point- A second monstrous creature with hero

12 League Points- A second Unique or Named character

Unique and Named characters include any Warscroll that has a keyword listing its own name separate from its base keywords. *Example, Nagash is listed with the Keywords: Death, Deathlord, Monster, Hero, Priest, Wizard, **Nagash**. Nagash's name is listed as a Keyword, thus making him unique.*

Players will play down to the highest wound value their opponent can field. Thus if a player only has a 25 wound Force available, the battle will be 25 wounds each.

There will be two ways to achieve victory. Objective or Destruction. Each scenario we do will have some objective for League points as an alternative to destroy the enemy. They will always offer another option towards victory. *Example: Your scenario may be to occupy your opponent's starting area without any opposing Warscroll within 3 inches at the end of a round.*

Summoning and Creating spells/command abilities- Any ability that summons or creates units are restricted to one time per game and still limited on unique monsters and characters. Once a summon ability is used it cannot be used again to summon a different warscroll or by a different unit. *Example 1: Raise Skeletons allows you to cast a spell that creates a Warscroll of Skeletons. Once a Skeleton Warriors unit is summoned, that Spell may not be used again by anyone within your Force. Example 2: Savage Dominion allows you to summon one Monster of any kind to the Table. Should*

you use it to Summon a Giant, you may not use that spell again even if it's for a different Warscroll.

The League is structured Swiss Format. Winners play winners and losers play losers.

If you can't field quite enough wounds to meet a required level but are close, you can simply take a handicap. Thus if you can only field 24 Wounds for a 25 Wound game you can still participate.

Major Victory benefits will be used for winners while Sudden Death options will be used in overmatched formats. (Must be within 5 wounds or scale down)

All guidelines listed will be amendable based on what we see to help balance gameplay. Any changes will be brought up online and through email before the next week. Our Group online is on Facebook under Austin Age of Sigmar.

Miscellaneous Errata-

Piling in must happen towards the closest warscroll. You may use this movement to wrap around your enemy OR move yourself close to another enemy. *Example: Your unit of Blood Warriors is 1" from a unit of Gors. Next to the Gors is a unit of Ungors who are 3" away from the Blood Warriors. The Blood Warriors could pile in along the Gors towards the Ungors and potentially be within range to strike both.*

War Machines with Crew- The player who controls the War Machine can choose whether the War Machine or the Crew are targeted. Once chosen, all damage from that attack must carry into either the Crew or War Machine, they cannot be divided. If an attack uses a Warscrolls Bravery, it always uses the Crew.

Line of Sight can be drawn through the warscroll that is firing but not other friendly warscrolls. Warscrolls that are elevated should use the eye test to see if the unit can see or if it is blocked by something. *Example: Skeleton Archers are packed together in a line aiming deciding between shooting at a Giant or Black Orc unit. The Giant is elevated and nothing blocks line of sight for the squad to it. The Black Orcs have placed a unit of Ghouls between them and the archers making them ineligible to be targeted.*

No Chain effects. This is a bit vague and if necessary you can call the Tournament Organizer over to help with the call. A chain effect would be summoning a demon, who then summoned a demon, who then cast a spell. Once the first demon is summoned, it cannot act during that phase(though it could charge, shoot or attack since those are different phases).

A 1 always fails to hit or wound and a 6 always succeeds. No matter any modifiers you can not get better than a 2+ or worse than a 6+.

No doubling same effects. If a unit is already effected by an ability, spell or effect, it can not be effected again by that same ability or effect. *Example: You can Mystic Shield anything but you cannot Mystic Shield the same unit over and over until it has a 2+ save.*

Model Requirements: We are looking to grow this community and have fun with it. Thus we aren't going to be heavy handed about model requirements. All models should follow these simple rules.

Proxy models are allowed.

Proxy models should resemble what they are (no Skaven Slaves representing Monstrous Cavalry) and be relatively easy to identify (a single small base spearman should not represent a monster that's 2 stories tall!).

If a Proxy model is unfinished it can still be used. We all know it takes time doing some models. But must still be properly represented using other bullets here.

A Proxy must have a miniature on it's base. AoS uses model distance not base distance for combat, as such you must have some model to gauge that distance. No empty bases.

If a models base is exceptionally large and has space on it a player can ask to base over it for combat purposes. Again this is because it is model to model fighting.

Non-Games Workshop miniatures are allowed but no Legos etc.

The tournament organizers reserve the right to allow or disapprove any models.

Terrain Rules: Special Terrain rules will be used. In order to avoid exploits the following rules apply. Any unit that could reach upon charge an opposing unit on terrain can engage said unit. In addition, any building or elevated terrain that holds a unit can be engaged if the unit bases the terrain.

Example, a unit of archers occupies the top of a hill with steep sides. Since units can't stand at an angle on the hills sides the base of the hill counts for basing and combat.

Costs and Prizes- Our first month is free to play so come in and try it. Future months will only be a one time \$5 fee for play during the entire month.

Prizes will be awarded for-

Best Painted Miniature (One Paint Pot)-Voted on by Players

Best Painted Army (3 Paint Pots)-Voted on by Players

Fellowship-Voted on by Players

Overall Score- Final month's results

Prize Pool is based on attendance-

0-4 Players- \$0

5-8 Players- \$25

9-12 Players- \$50

13-16 Players- \$75

17-20 Players- \$100

25+ Players- \$125



Faction Victory- The Faction that wins the Month will receive an in game bonus during the next month's season. Faction success will be weighted based on amount of players and overall battle reports. These will be small boons such as once per game you may reroll a single die.

Future Prizes: After the first month Prize Values will be raised based on attendance for games. More people, bigger and more prizes!