



NASHCON

AGE OF SIGMAR

GRAND TOURNAMENT

• Tournament Pack •

No changes to this pack will take place after August 9, 2025. Any major changes prior to August 9 will be announced, but please check regularly to make sure you are up to date.

*Last updated: 7/12/25

Introduction

Welcome to the Nashcon Warhammer Age of Sigmar Grand Tournament!

For this event, we will be hosting a two day, five game matched play tournament. We will be using the Matched Play Battlepack and Advanced Rules from the General's Handbook 2026-2027.

What is this Document?

This document contains what you need to bring, the schedule, army composition, and general information about the event itself.

If you have any questions regarding the pack, warscrolls, army selection, etc. please email nashconaos@gmail.com.

Ticket

Tickets can be found at www.nashcon.org

AoS GT tickets include Nashcon entrance fees as well as access to the tournament.

Venue

Sheraton Music City
777 McGavok Pike, Nashville TN 37214
615-885-2200

15th-16th August 2025

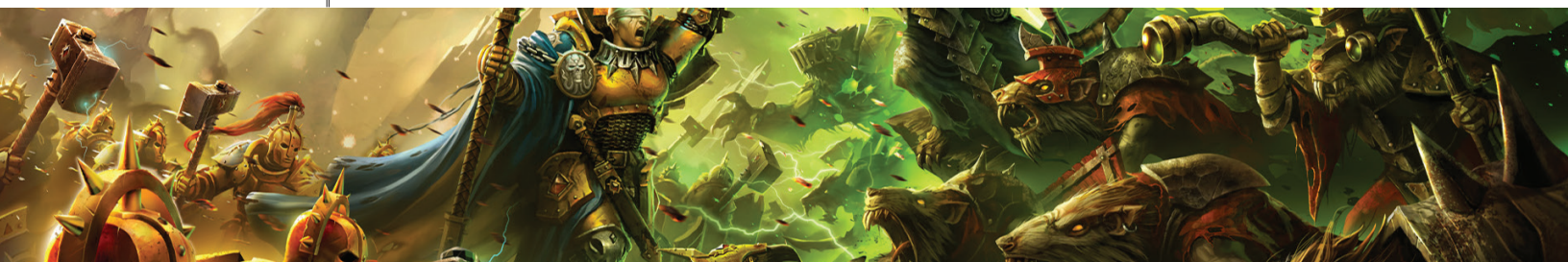
Schedule

Saturday 8/15

- Registration 8:00AM – 8:45AM
- Announcements: 8:45AM – 9:00AM
- Game 1: 9:00AM – 12:00PM
- Lunch: 12:00PM – 1:00PM
- Game 2: 1:00PM – 4:00PM
- Game 3: 4:30PM – 7:30PM

Sunday 8/16

- Announcements: 8:30AM-9:00AM
- Game 4: 9:00AM – 12:00PM
- Lunch & Paint Judging: 12:00PM – 1:00PM
- Game 5: 1:00PM – 4:00PM
- Awards: 4:30PM



Army Composition

Armies will be comprised of up to 2000 points using the Army Composition rules as described in the General's Handbook 2026-2027.

For this event, we will fix the unit costs on **August 9th**, and any new warscrolls released after this date will not be allowed.

Two List Submission

Players are required to bring two lists to the tournament. Both lists must be from the same Faction (i.e. you can bring two different Stormcast lists but not a Stormcast list and a Fyreslayers list). Players must use both lists **at least** once over the course of the 5 games. This two list mechanic will allow players to adapt to different scenarios and opponents on the fly. A different list could be as simple as a different Battle Tactics/Command Trait/Artifact or it could be an entirely different force.

- ***Battle Tactics Note:*** Now that Battle Tactics are a part of army lists, you may choose to keep the same Battle Tactics between lists or change them.

Terrain

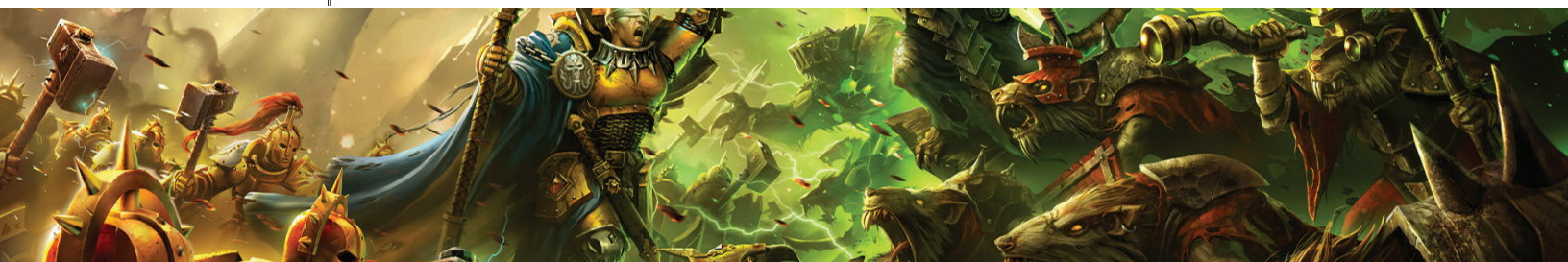
Every table will be set up with terrain prior to the start of the GT and between rounds. We will try to roughly adhere to the Battleplan Maps for each Battleplan. However, due to the size of some of the Nashcon terrain, we may not be able to match the maps perfectly. If this is the case, work with your opponent to agree on the what Terrain Abilities each piece should have. If needed, a TO can make the ruling for you.

Moving Terrain

The following two circumstances could necessitate the table terrain being moved. We ask that you use common sense here. The intent is that table terrain is moved the minimum distance required. Please consult a TO if there is a dispute.

1. If a player has faction terrain that is placed prior to set up, that player may nudge table terrain to allow faction terrain to fit.
2. A terrain piece is on top of an objective marker. Again, terrain can be nudged out of the way in this instance.

Note: Under no circumstance is terrain to be removed from the table.



Army Submission

Nashcon AoS will be using Best Coast Pairing (BCP) for round pairing and score keeping. Links to register on BCP and upload lists will be emailed out before the event. When submitting your list, we recommend using the AoS App or Sigdex.

Since Nashcon uses a two list format, to submit both lists, copy and paste the text of your first list in, then paste your second list in a few lines below (See images on pg 8).

Submit both army lists on BCP by August 9 by 11:59PM CST. Players that submit lists on time will receive one additional Tournament Point.

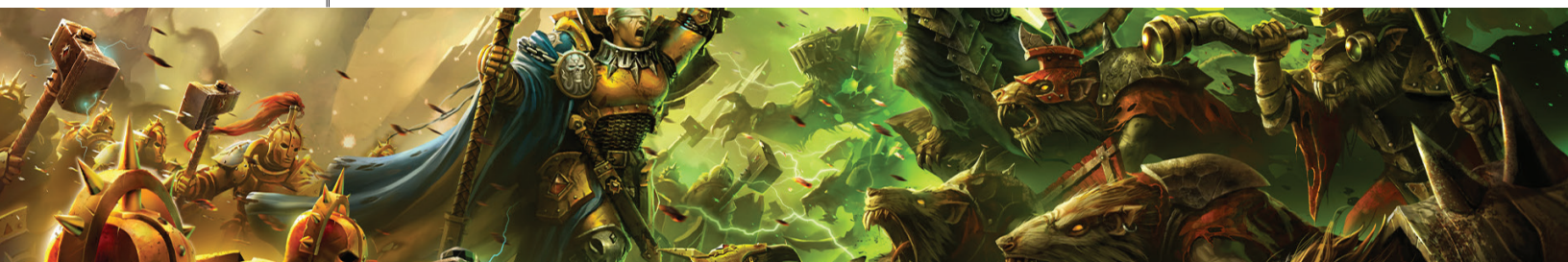
What to Bring

- Fully painted army. The minimum requirement for painting is 3 colors in a cohesive scheme with painted bases (Battle Ready). Any unpainted models will be removed from play.
- Models must be based on appropriate bases as described in Games Workshop's basing guide.
- All unit options (weapons, etc.) and command models must be represented correctly on the table - aka WYSIWYG (What you see is what you get).
- Proxies are not allowed. Alternative models and 3D prints are allowed, but a Free Guild Griffon representing a Terrorgheist will not work. If you are unsure, please email us beforehand, and we'll sort it out. We're happy to make concessions for particularly themed armies.
- Gaming aids:
 - Dice and tape measure
 - A set of the Rules or access to a PDF/App on a mobile device
 - The General's Handbook - either hard copy or digital
 - A copy of all your rules or access to the Warhammer app
 - Objective markers

Pairing System

Day 1, pairings will be done using random pairings within win brackets. Day 2 will use the Swiss pairing system.

If you'd like to grudge someone for round 1, email nashconaos@gmail.com by August 9 with your grudged opponent. Before emailing us, please make sure your opponent agrees to your grudge request.



Battleplans

We will be playing five Battleplans from the General's Handbook 2026-2027

Below are seven battleplans. We will choose five of these for the GT. The battleplans are not listed in any particular order - the order will be decided on the day of the tournament.

1. Warped Ruins
2. Treacherous Ground
3. Power of the Realms
4. What's Yours is Ours
5. Curse of the Gnaw
6. Caverns of Slaughter
7. Bloodstained Coasts

Scoring

We will be using the Victory system from the GHB 2026-2027 battleplans for all games. Game scores will be submitted through the BCP app.

Game Points

Major Victory: 15 TPs
 Minor Victory: 10 TPs
 Draw: 7 TPs
 Minor Loss: 5 TPs
 Major Loss: 0 TPs

**Additional
Award Points**

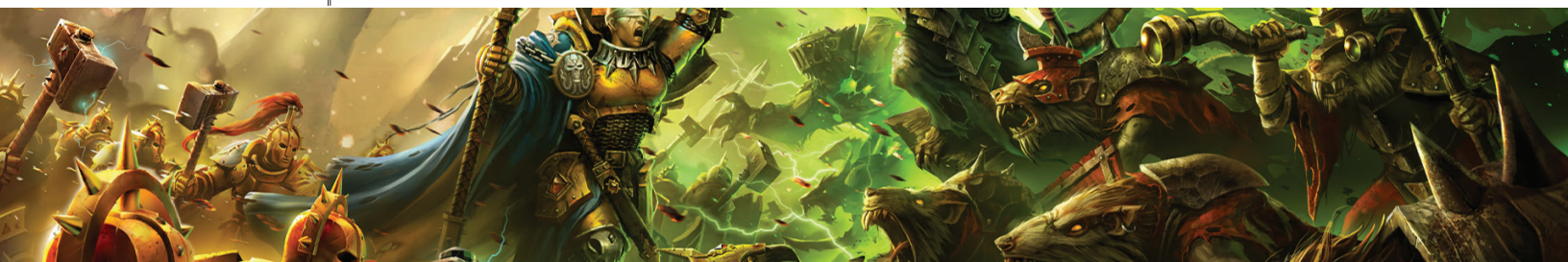
The following points will be given to the players that receive the below awards:

1st Place Best Painted: 5 TPs
 2nd Place Best Painted: 3 TPs
 3rd Place Best Painted: 2 TPs
 Painting Nomination: 1 TPs

1st Player's Choice: 5 TPs
 2nd Player's Choice: 3 TPs
 3rd Player's Choice: 2 TPs
 Player's Choice Nomination: 1TP

1st Place Best Sports: 5 TPs
 2nd Place Best Sports: 3 TPs
 3rd Place Best Sports: 2 TPs
 Favorite Opponent Vote: 1 TPs (only applies once)

On-Time Army List Submission: 1TP



Awards

Best Overall - Player with most TPs. Ties decided by the following tie breakers:

1. Battle points 2. Major victories 3. Battle Tactics 4. Strength of schedule

Best in Grand Alliance - Most TPs in Order, Chaos, Death, & Destruction not named Best Overall. Tie breaks same as Best Overall

Best General - Player that scores the most game points. Tie breaks same as Best Overall

Best Sportsmanship - Player that receives most Favorite Opponent votes. Ties decided by TPs.

Best Painted – Best painted army as judged by tournament judges. Judging will be conducted by TOs.

Player's Choice - Given to the army receiving the most player votes based on painting, theme, and overall aesthetic. Ties decided by TO judging.

Best Display - Give to the army with the most impressive army display. For this award, theme and narrative is more important than technical paint skill. The board should tell a story and represent impressive display building techniques.

Furious! - Most mortal wounds dealt to enemy units via Eruption of Fury rolls.

Master Assassin - Player that slays the most Generals and does not win Best Overall or Best in Grand Alliance. Ties decided by TPs.

Monster Slayer - Player that slays the most enemy Monster units and does not win Best Overall or Best in Grand Alliance. Ties decided by TPs.

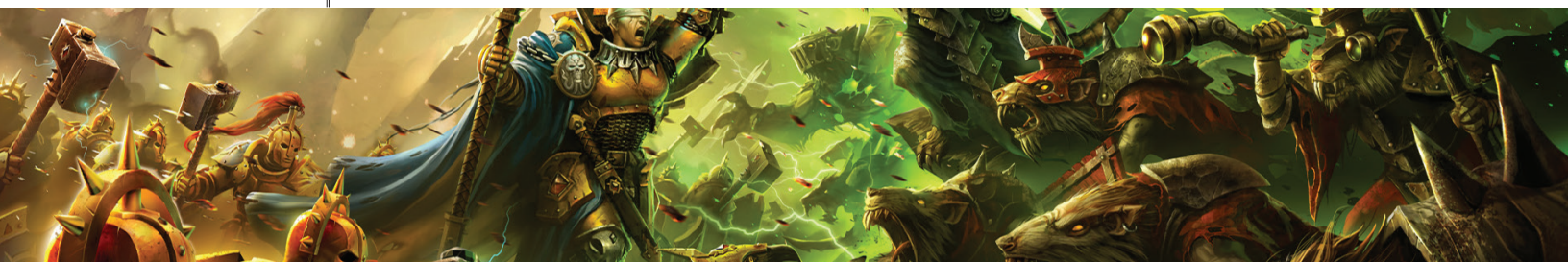
Best Painted Award

Best Painted judging will be conducted by the tournament organizers throughout the day on Day 2. Between games on Day 1, armies will be evaluated for painting quality, style, theme, and cohesiveness. After Game 4 on Day 2, the top 10% will be asked to display their armies. Players that make it to the top 10% will receive a Best Painted Nomination. 1st, 2nd, and 3rd place will be announced at the end of the tournament.

Player's Choice Award

During the lunch break after Game 4, players will vote on their single favorite army based on painting, modeling, and theme. Display boards are optional, but armies on display boards may influence voting. We strongly support cool conversions and out-of-the-box ideas as well!

The player with the most votes will win Player's Choice. Ties in votes will be decided by the tournament organizer. 2nd and 3rd place will be recognized at the end of the tournament as well.



Best Display Award

Best Display judging will be conducted by tournament organizers throughout the day on Day 2. Judges will be looking for exceptional display craftsmanship, cohesive army + display themes, and displays that tell a story. Due to square footage constraints in the hall, we recommend players stick to a 2'x2' footprint, but if boards are smaller or slightly larger, there is no penalty.

Players may only win only of the following: Best Painted, Player's Choice, and Best Display. If there is a situation where a single player is eligible for both, the tournament organizer will ask the player which award is preferred.

Slow Play

Players are expected to play in a timely manner that allows games to finish 5 turns or to the game's natural conclusion. I.e. at the end of time for the game, an agreement can be reached on the outcome.

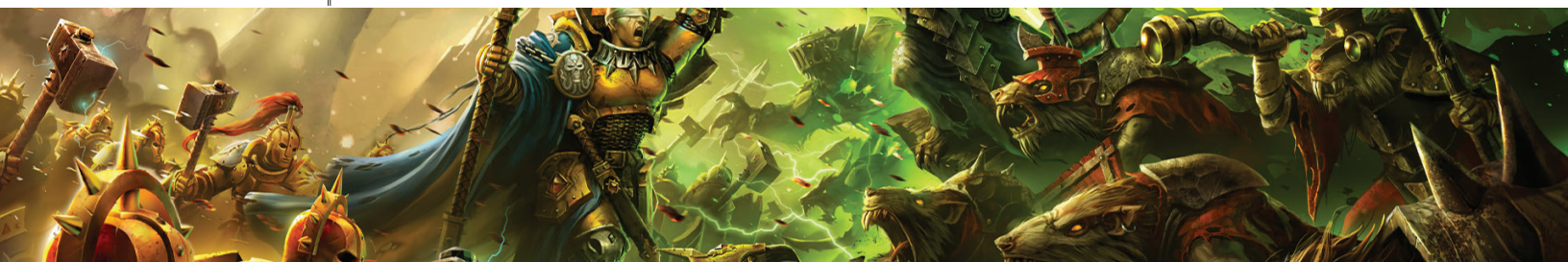
Complaints of slow play will be addressed by the TOs with the player at fault, and the TOs reserve the right to penalize repeat offenders.

If you feel that you may struggle to complete games on time, we strongly suggest choosing armies that facilitate quicker play (lower model count, etc.)

House Rules

See "Terrain" rules on page 3 of this pack.

FAQs





BCP
Registration
Guide

Copy and paste your 1st list in. You can then paste your 2nd list in a few lines below your 1st list. Upload both together.

