



NASHCON

AGE OF SIGMAR

GRAND TOURNAMENT

• Tournament Pack •

No changes to this pack will take place after August 13, 2022. Any major changes prior to August 14 will be announced, but please check regularly to make sure you are up to date.

*Last updated: 7/5/22

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.

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 David Griffin at dwgriff45@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

20st-21th August 2022

Schedule

Saturday 8/20

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

Sunday 8/21

- Announcements: 8:30AM-9:00AM
- Game 4: 9:00AM – 12:00PM
- Lunch: 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 composition rules in the Pitched Battles section of the most recent General's Handbook.

For this event, we will fix the unit costs on **August 13th**, and any new warscrolls released after this date will not be allowed.



Army Composition

Allegiance Abilities, Artifacts, Spells, Etc.

Grand Strategies, Command Traits, Enhancements, (Artifacts, Mount Traits, etc.) as well as any spells, prayers, etc. must be included on your lists when you turn in your lists for the tournament. These will not change throughout the course of the tournament.

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 Command Trait/Artifact/Spell or it could be an entirely different force.

Grand Strategies must be the same across both lists. Only GHB 22 Grand Strategies are allowed (see House Rules on page 7).

Summoning/Reserves/Endless Spells

If players wish to use summoned/reserve units, Endless Spells, scenery, etc. during games, these models must be fully painted/based to match the army and displayed with the rest of the army.

Realm Rules

The AoS GT will be using all the Realm Rules as described in the General's Handbook.

Terrain

Every table will be set up with terrain prior to the start of the GT. Ignore the "Terrain Features" section on page 11 of the GHB. Furthermore, players will not be setting up the terrain at the beginning of each game as described under "The Battlefield" section of each GHB battleplan.

All terrain will be pre-labeled with tokens using the Mysterious Terrain table (28.1.3). Do not roll on the table as described on page 11 of the GHB.

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. 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.

Similarly, if an objective marker cannot sit flat, or if an objective marker interacts with a terrain feature in a way that will lead to a negative play experience (on a hill, etc.), players may nudge terrain to accommodate the objective marker as long as both players agree.

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



Defensible Terrain

There will be a variety of types of terrain features used at the GT. Use rule 17.1.2 as a guide for what is and is not defensible. If there is still a question, we encourage players to resolve the issue between themselves. If there is still a dispute, the TO will decide if a terrain piece is defensible.

Army Submission

New this year, 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 two weeks before the event. Since Nashcon uses a two list format, we ask that you follow the instructions below when registering and uploading lists. You will need to select your faction, but instead of selecting a sub faction, just select your main faction again (See images on pg 8). When submitting your list, we ask that you use Warscroll Builder or the AoS App. From there, you can copy and paste your 1st list in. You can then paste your 2nd list in a few lines below your 1st list (See images on pg 8).

Both army lists are due **August 14 by 11:59PM CST. Submit to dwgriff45@gmail.com**. 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 and command models must be shown on the models. For example, if models in a Liberator unit have Sigmarite Hammers and a Grand Hammer, you cannot use the rules for Sigmarite Swords and a Grand Blade - aka WYSIWYG (What you see is what you get).
- Proxies are not allowed. Alternative models and 3D prints are allowed, but a Free Guild Griffin representing a Terrorgeist 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
 - Printed army lists for your opponent each game and TO

Swiss Pairing System

Players will be randomly drawn against an opponent in round 1 and then the Swiss chess system will be used to pair off entrants in subsequent rounds. You cannot play the same person more than once during the event. If you are drawn against someone you have previously played, a tournament official will swap you.



Awards

Best Overall - Player with most TPs. Ties decided by the following tie breakers: 1. Victory point differential, 2. Battle Tactics achieved, 3. 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 TPs for battle. Tie breaks same as Best Overall

Best Sportsmanship - Player that receives most Favorite Opponent votes while also meeting the Sportsmanship Points requirements (described in "Sports" section). 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.

Tactician - Player that completes the most Battle Tactics and does not win Best Overall or Best in Grand Alliance. Ties decided by TPs.

Master Assassin - Player that slays the most Generals (both chosen and not chosen generals will be counted) and does not win Best Overall or Best in Grand Alliance. Ties decided by TPs.

Bloodthirsty - Player that slays the most enemy Galletian Veterans units with Bounty Hunter units and does not win Best Overall or Best in Grand Alliance. Ties decided by TPs.

Indomitable - Player with the most Galletian Veteran units alive at the end of their games and does not win Best Overall or Best in Grand Alliance. Ties decided by TPs.

Scoring

We will be using the Glorious Victory system from the GHB '22 battleplans for all games. Only Battle Tactics from the GHB '22 will be permitted (see House Rules on page 7). Score sheets will be provided to each player to effectively track info needed for awards.

We will be playing five Battleplans from the GHB '22.

Battleplans

The five battleplans used at the GT will be chosen from the larger list of seven battleplans listed below. The battleplans are not listed in any particular order - the order will be decided on the day of the tournament.

1. **The Silksteel Nests**
2. **Close to the Chest**
3. **The Prize of Gallet**
4. **Battlelines Drawn**
5. **The Realmstone Cache**
6. **The Nidus Paths**
7. **Head on Collision**



Game Points

Major Victory: 25 TPs

Minor Victory: 20 TPs

Draw: 15 TPs

Minor Loss: 10 TPs

Major Loss: 5 TPs

Did No Play: 0 TPs

Grand Strategy: 5 TPs

Battle Tactic: 1TP for each achieved

Max score for any single round would be 35 points.

1st Place Best Painted: 15 TPs

2nd Place Best Painted: 10 TPs

3rd Place Best Painted: 5 TPs

Painting Nomination: 1 TPs

1st Player's Choice: 15 TPs

2nd Player's Choice: 10 TPs

3rd Player's Choice: 5 TPs

Favorite Opponent Vote: 1 TPs (only applies once)

On-Time Army List Submission: 1TP

Sports Scoring

Players will use the following questions to rate their opponent after each game:

- Did your opponent show up to the game on time?
- Was your opponent prepared for the game and have everything needed to play (i.e. dice, rule books, tape measure, etc)
- Did your opponent follow the rules of AoS and handle any rules disputes respectfully?
- Did your opponent play in a timely manner that allowed the game to finish to its natural conclusion. I.e. at the end of time for the round, there was a clear win/loss or agreement was able to be reached on the outcome of the game.

Players answer yes or no to each of the above questions. Each question will be worth 1 point. At the end of the tournament, only players with 18 or more points can qualify for Best Sportsmanship, and players must score at least 16 points to be considered for Best Overall.

Players will receive 1 TPs if they receive a Favorite Opponent vote. Multiple votes do not stack.



Best Painted

Best Painted judging will be conducted by the tournament organizers throughout the day on Day 1. 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

During the lunch break after Game 4, players will vote on their single favorite army based on painting, modeling, and theme. 2'x2' 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.

Players cannot win awards for both Best Painted and Player's Choice. If there is a situation where a single player is eligible for both, the tournament organizer will ask the player which award is preferred.

House Rules

ONLY Battle Tactics and Grand Strategies from the General's Handbook 2022 will be permitted for Nashcon. No faction-specific Battle Tactics or Grand Strategies will be allowed. We believe this appropriately levels the playing field for all players and eliminates the chance of certain armies being favored because they have access to easier objectives.

FAQs

We will use all available Games Workshop FAQs.



BCP Registration Guide

When picking your faction, instead of selecting a sub faction, just select your main faction again.



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.

