Michigan Grand Tournaments
Age of Sigmar (7/30/15)

Basic Rules:

- The Age of Sigmar Rules and all relevant Games Workshop Errata and FAQs will be used. In the case of a conflict between a printed and digital versions, the most recent update or FAQ will take precedence. http://www.games-workshop.com/en-GB/Rules-Errata
- Each player must bring a copy of the Age of Sigmar rules, the most currently published rules for all units represented in their army and all materials needed to play a game/report the results including dice, measuring devices, and a writing implement.
- The models used in your army **MUST** be WYSIWYG and have a minimum of 3-colors.
- If illegal units or rules violations are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited.
- Tournament judge rulings are final and arguments or poor conduct by players will not be tolerated.
- Michigan GT reserves the right to remove players from the event or the Michigan GT itself with no refunds allowed.
- The Michigan GT is a "Full Disclosure" tournament. Players must answer all questions and provide relevant rulebooks/information at their opponent's request.
- Replace the mustering your forces rules from Warhammer: Age of Sigmar with the following army composition guidelines:
- Using Warscrolls from various Games Workshop publications, players will put together an army that adhere to the following composition restrictions and guidelines.
- **Please note:** Players must prepare an army list and will be using all of the models from the army list they have designed.

Army Composition:

- Armies must be composed solely of models containing keywords from either **Order, Chaos, Destruction** or **Death** factions. (I.e. You cannot have units that contain the **Destruction** keyword with units containing the **Death** keyword as a part of the same army.)
    a. In other words lists are generated from each Grand Alliance
        i. **Chaos**(Beastmen, Daemons of Chaos, Skaven, Warriors of Chaos, Chaos)
        ii. **Death**(Vampire Counts, Tomb Kings)
        iii. **Destruction**(Ogre Kingdoms, Orcs & Goblins)
        iv. **Order**(Bretonnia, Dark Elves, Dwarfs, High Elves, Lizardmen, The Empire, Wood Elves, Stormcast Eternals)
- Armies cannot exceed 125 wounds worth of models and are restricted to the following army composition:
    a. 1-4 Warscrolls with the HERO keyword.
    b. 0-6 Warscrolls with either **WIZARD**, **MONSTER**, or **WAR MACHINE** keyword.
        i. Wizards are one choice per spell level. I.e. If a wizard can cast two spells per hero phase then they count as 2 choices.
    c. Max of 3 of any individual Warscroll.
    d. Max 40 wounds per Warscroll.

e. No duplicate **NAMED HERO** choices.

f. Max 15 Warscrolls.

g. 0-3 Sylvaneth Wyldwoods may only be taken If an Order army contains at least 51 wounds with the Wanderer or Sylvaneth keywords.

h. 0-60 wounds worth of models with ranged attacks of 12" or more

***Note**: A model that has both the **HERO** and **MONSTER** keywords will count as 1 **HERO** choice AND 1 **MONSTER** choice. Similarly, model that has the **HERO**, the **WIZARD** and the **MONSTER** keywords will count as 1 **HERO** choice, 1 **WIZARD** AND 1 **MONSTER** choice.

- Where Warscrolls described unique models that may be taken, for example: Unit Leader, Hornblower, Standard Bearer, Icon Bearer, etc, then only ONE of each type may be taken. If a Warscroll described a unit may take either or a unique model, then the choice must be outlined in the player's army list.
- Models that reference other models in their keywords (i.e. Be'Lakor referencing Daemon Prince keyword) inherit the keywords of the models that are listed. In this example (Be'Lakor) he does not have the MONSTER keyword, however Daemon Prince does have the MONSTER keyword so Be'Lakor would also inherit the MONSTER keyword. Unit abilities, stat lines, etc... are NOT inherited, only Keywords.
- Summoning/Reinforcements: A player may only summon or bring into play (i.e. via reinforcements, Entombed) a single unit per turn, and that unit is limited to its minimum unit size, unless otherwise specified on the warscroll (I.E., Nagash can double the amount of a summoned unit.) A player can attempt to summon multiple times, however you cannot summon after your first successful summoning that turn.
- Models must be placed on bases they came with or similarly sized bases.

Army Specific Restrictions

Beastmen
- The Great Bray-Shaman's Savage Dominionability cannot be used to summon monsters that have the HERO keyword.

Bretonnians
- The Green Knight has the HERO keyword.

Demons of Chaos
- Kairos Fateweaver may only change a die roll to 1, 2, 3, 4, 5 or 6.
- Morbidex Twiceborn's ability to create a new Nurgling unit does count as summoning a new unit. If this ability is used to add Nurglings to an existing unit it does not count as summoning.
- A maximum of 3 individual Skull Cannons of Khorne may be taken in an army list. These may be in a single warscroll, or 3 separate units.

Lizardmen
- Engine of the Gods: Replace 18+ "get another turn..." result on the Cosmic Engine table with "Choose any results". If a result of 14-17 is rolled but the player has already summoned a unit with the Engine of the Godsthen count as having rolled a 10-13 instead.
- Lord Kroak counts as being 10 wounds for army composition purposes.

Ogres
- Greasus Goldtooth: Despite rulings that "flavour" abilities (outlined in FAQ) are automatically in play, you must literally bribe your opponent, and they must accept, for his "Everyone Has Their Price" Command Ability to take effect.

Tomb Kings
- If your only models on the table are Carrion that are still Flying or Tomb Swarm that are using the Scuttlers special rule, you immediately grant your opponent a Major Victory as if you had no models on the table.

Warriors of Chaos
- Glottkin counts as 3 choices for your 0-6 pool of HERO, WIZARD,MONSTER.He is a Level 2 Wizard (2), and a Monster (1).

Wood Elfs
- 0-3 Sylvaneth Wyldwoods does not count towards the wounds count and does refer to the 2 citadel woods per Warscroll. Therefore, an army with at least 51 wounds worth of Sylvanethor Wanderer models may include up to 6 citadel woods. If you are summoning Wyldwoods, they MUST BE the model from Citadel Woods. These are deployed after players have chosen sides, but before deployment has begun. At least 50% of the Sylvaneth Wyldwoods must be deployment within your deployment detailed in the specific scenario.

Vampire Counts
- The Strigoi Vampire's Grave Calldoes not apply to the summoning restrictions outlined above in the Generalsection.
- Nagash counts as 5 choices for your 0-6 pool of HERO, WIZARD, MONSTER.He is a Level 3 Wizard (3), a Monster (1), and we're considering him an extra wizard level from The Nine Books of Nagash.
- Nagash is also restricted to only being able to summon one unit per turn, with the minimum unit size, as outlined in the General section above.
- Konrad will never speak back (see "Flavor" rules) under any circumstances. This rule can be disregarded on a game-by-game basis as long as **both parties agree.**

Appearance Scoring:

The following scoring matrix will be used to judge appearance.

Initial Overall Impression Points	There is at least one model in the army unfinished. If something is unfinished favor this one.	0
	The army is fully painted, but only to the most basic of tournament requirements. There is still the possibility of impressive basing or conversion work.	15
	Army is fully painted and there has obviously been effort put into detailing the army beyond the minimum tournament standard. Give benefit toward this choice unless unfinished models.	25
Display Base Points	No display base, Rubber Maid lid, etc.	0
	Basic, just one flock.	2
	Multiple flock, or painted with highlights one flock, framed edge.	4
	Multiple flock, or painted with highlights one flock, terrain elements, shading and highlighting of elements.	7
	Intricate diorama that just 'wows' the judge.	10
Model Basing Points	Bare plastic bases.	0
	Basic one flock, no paint.	2
	Multiple flock, or painted with highlights one flock, no painting.	4
	Multiple flock, or painted with highlights one flock; with clean painted edges.	7
	Diorama-like bases with high attention to detail.	10
Conversions Points	No conversions.	0
	Minimal: The army has some basic conversions (head/weapon swaps, arm rotations) or a couple interesting swaps.	2
	Minor: Units have multi-kit conversions including head and weapon swaps on at least one entire unit.	4
	Major: The army has some difficult conversions that use things such as putty, plastic card, drilling, sawing, minor sculpts, etc. This could also apply to the entire army having very well done multi-kit conversions (see above)	7
	Extreme: The army has some extreme conversions, which could be: a scratch built conversion or sculpt of an entire model, a large amount of models with difficult conversions (see above), or the entire army is extremely converted.	10
Advanced Skills *	No advanced techniques.	0
	The models have a basecoat with a shade and highlight color.	3
	The models have been shaded using layering with highlights or blending (but the blending is not seamless)	7
	The models have been shaded using seamless blending	10
Exceptional Extras *	No extras.	0
	The army has rough freehand work, simple unit/army markings, and/or basic weathering.	3
	The army has quality transfer work and clean unit/army markings and or weathering.	7
	The army has stellar freehand detail work (banners, army/unit symbols, squad markings, etc.) and/or realistic weathering.	10

*These categories are ONLY judged if 25 points were awarded on Initial Overall Impression
Armies will be judged for appearance before rounds 1 and 2. The players with the top 5 scoring armies will be asked to set up their armies for player's choice voting between rounds 2 and 3.

Games/Missions Scoring:

- The Michigan GT AOS Championships will consist of 5 games lasting 3 hours each.
- Time remaining in each round will be announced periodically. Players should not attempt to start a new game turn if they do not feel that both players can finish the turn. When the 5-minute warning is given, no additional game turns should be started.
- Each mission will be unique, but all missions will share the following characteristics:
  ◦ If one player is wiped out or concedes, the game immediately ends at the end of that game turn.
  ◦ At the end of the game, players will compare their VP totals. Battle points will be awarded based on the VP difference between the two players. If a player's opponent concedes, the other player will receive bonus battle points (to a maximum of 50/game).
- Pairings for the first game will be randomly determined. Subsequent games will be seeded by Battle Points first, then by Battle Record and then randomly within those divisions.

Sportsmanship Rating:

At the end of each game players will give their opponent a "Thumbs Up" or "Thumbs Down" rating. Players who receive 2 "Thumbs Down" will receive a warning from the Michigan GT staff. Players who receive 3 "Thumbs Down" will be disqualified from any awards and may be ejected from the event at the discretion of the Michigan GT staff.

Total Points:

Battle: 150
Appearance: 75

Awards:

- **Age of Sigmar Champion: Battle + Appearance**
- **Best Army: Appearance + # of Player's Choice Votes**
- **Champions of the Alliance: Battle + Appearance (Order, Death, Destruction, Chaos)**

Frequently Asked Questions

- You cannot overlap the bases of multiple models.
- Bases need to align with old versions or what they come with. See Appendix 1 for compatible base sizes.
- Ranges are measured from the edge of models' bases.
- A unit that grants a Magic ability (e.g. Summon Terrorgheist) must be in play (on the table) at the start of the game for your wizards to gain access to that spell.
- If unit dies, you CANNOT use the Magic entry in its profile.
- An Organization is NOT deployed as a single drop, each unit is deployed separately.
- "Flavor rules" (e.g. Fateweaver's +2 to cast, Thane re-roll, etc..) the rule is automatically applied – however, if you'd like to act them out, HAVE FUN!
- Saves cannot be improved past 1+ by any means. Save rolls of 1 always fail.
- Keywords account for things like "DEATH WIZARDS" if the model contains the Keywords "Death" & "Wizard". For example, for Epidemius' tally "Nurgle models" refers to models with the "NURGLE" keyword.
- Summoned units count total wounds killed for overall victory conditions as opposed to only counting models. For example, a Terrorgheist counts for 14 wounds compared to your total wound pool (e.g. 150) rather than 1 model out of whatever number of models you field. They do not however increase the starting wound pool size for determining losses.
- Warscrolls that allow for "any number of models" must be a minimum of 1 model.
- Unit sizes must respect minimum model count when a minimum is indicated in the warscroll.
- Victory conditions are based on number of wounds and not models.
- Sudden Death victory conditions will not be used unless explicitly specified in the scenarios.
- Newly created or summoned models cannot cast spells the turn they arrive.
- Models can only use special rules from their own army. i.e. DEATH WIZARDS cannot summon zombies if the player has no zombies in play but the opponent does.
- If a unit is granted an ability to pile-in/attack multiple times in a Combat phase, it does so back-to-back.
- Pile in moves **must** end closer to the nearest model, but you not have to be directly towards.
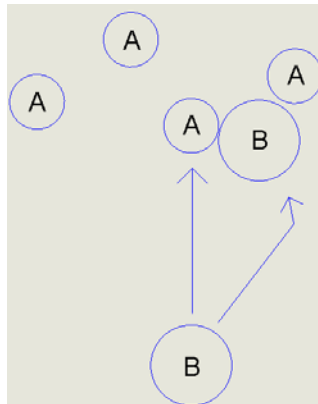
APPENDIX 1: LIST BUILDING

Preparing an Army List

If a Warscroll describes that one of two unique models may be chosen (e.g. Icon bearer vs standard bearer) then the choice must be outlined in the army list. The number of wounds per warscroll must be indicated in brackets before the unit then followed by the unit name X the number of models. If a player wishes to indicate that a unit will be using exclusively one weapon type versus another (because they may be modelled differently) then this must be outlined in the army list. If you do not specify, then they will be treated as modeled. If an army organisation is used then it must be indicated at the end of the army list.

Jill's Order Army List (125 wounds)

HEROS (1-4)
(5) Belegar Ironhammer
(5) Josef Bugman
(5) Dwarf Lord - Rune Weapon and Ancestor Shield.
(5) Runelord

MONSTERS (0)
None

WIZARDS (0)
None

OTHER
(30) Hammerers X 30 - Throng Musician, Standard Bearer, Keeper of the Gate
(30) Ironbreakers X 30 - Ironbeard with hammer and gromril shield, Icon Bearer, Drummer
(15) Irondrakes X 15 - Ironwarden with trollhammer torpedo, Icon Bearer, Hornblower
(15) Quarrellers X 15 - Veteran, Standard Bearer (Clan Banner), Drummers, Dwarf Bucklers.
(8) Gyrocopter X 2 - Steam Guns
(7) Dwarf Cannon and Crew X 4

ORGANISATION: (IF ANY)

APPENDIX 2: BASE SIZES

Please reference the ETC Base Size chart for the 8th edition/square base that models came with -
https://www.dropbox.com/s/82gbt5z20btzjdd/Warhammer%20base%20size%20chart.pdf

See the chart below to outline the equivalents of square to round bases in the event that you wish to convert your army to round bases, or use models currently on round bases with a square based army.

Square Base Round/Oval Base Equivalent

Square Base	Round/Oval Base Equivalent
20mm	25mm
25mm	25mm or 32mm (Player Choice/AoS book reference)
40mm	40mm or 50mm
50mm	50mm
25mm x 50mm	25mm x 70mm or 30mm x 75mm
50mm x 75mm	60mm
60mm x 100mm	120mm x 92mm (Flying Stand)
100mm x 150mm	170mm x 105mm (Imperial Knight)

If there are any questions/concerns, or you feel that an exception should be granted, please contact the TOs with your petition.