



Battle Between the Lakes

Penticton, British Columbia

Age of Sigmar 5 Round Grand Tournament

Location - Penticton Trade and Convention Center

Date - October 31st and November 1st

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Tournament Overview

- 2 days of Age of Sigmar and each player is guaranteed 5 games!
- The Best Coast Pairings app and website will be used for the tournament. Each player must have the app or website available.
- Age of Sigmar 4.0 rules will be in use. GHB Season 26/27
- 2000-point list using the rules and restrictions provided in the latest Pitched Battle Profiles document and Army Composition rules.
- Any kind of ability you can choose before the game **must be chosen before** the event and recorded on your army roster clearly. These choices are made for the entire tournament and cannot be changed during the event.
- Players are encouraged to bring tokens to denote buffs/debuffs/effects and scenery rules. **And please bring your GHB objectives and cards!**
- Rules cut-off is **October 23rd**
- Lists must be entered into Milarki by **October 23rd**, and must be properly formatted with all units/points/enhancements/equipment/terrain/lores/Secondaries etc noted.

First round is at 8:00am. Please arrive by 7:30am.

Models

- Models do need to be painted to a **3 colour min**. (Really low requirement for “3 colours” just no grey models, basing not required) 2 prizes based on paint scores.
- Proxies are allowed but must be an appropriate representation and size of the official model. **Please contact the TO's before the event for proxies.** (There were significant difficulties with this previously, please don't put me in a position on Day 1 where I need to disqualify you.)
- Please leave your army out during lunch on the first day to be judged.
- All models must be on correctly sized bases.
- Ensure units can be clearly distinguished from each other and within units to identify champions, banners, musicians, special weapons etc.
- Ensure variations of units are clearly identifiable (ie spears vs swords; different gargants, unique vs non-unique hero variants)
- Dice must be standard D6. They should be 1-6 cubes, with symbols only allowed in place of a 6. Symbols on any other face are not allowed. TO's have final say if dice are allowed.

Ticket Prices

- Ticket prices are \$75
- To secure a spot, go to www.just4fun.com to pay Sean and Joe. Ticket also includes pass to Penti-Con.
- Players can cancel before **September 30th** and receive a full refund. Cancellations after this date may not be refunded.
- If the registration for the event is full, please request through milarki and it will place you on a waitlist (you do not need to e-transfer for the waitlist) and we will contact you if anyone drops/cancels.

Awards

- Best General: The player with the best total game scores throughout the event.
- Best Sportsman: The player who achieves the best sportsmanship scores.
- Best Painted: The player who is voted to have the best painted army! Display boards are encouraged!
- Other awards: Depending on attendance, there will be additional prizing for top 3 placings and other awards.

Schedule

Please arrive by 7:30am on Saturday

Saturday	7:30am	Doors Open
	8:00am	Round 1
	11:00am	45 minute break
	11:45am	Round 2
	2:45pm	15 minute break
	3:00pm	Round 3
Sunday	9:30am	Doors Open
	10:00am	Round 1
	1:00pm	45 minute break
	1:45pm	Round 2
	4:45pm	Prizes and Clean-up

The Location:

- The location is at Penti-Con! Address is Penticton Trade and Convention Center.
- Look at Penti-Con website for details of the event, parking etc.
- Food can be purchased at the venue!

The Player's Code

- Always be polite and respectful.
- Always tell the truth and never cheat.
- Arrive on time with all of the things you need to play the game.
- Avoid using language your opponent might find offensive.
- Offer your opponent a chance to examine your army roster before the battle starts.
- Answer any questions your opponent has about your army and the rules that apply to your army.
- Measure moves and distances carefully and accurately.
- If a player announces something they were going to do in the correct phase and time passes, please show consideration to your opponent, unless too much has occurred and it would greatly alter the gameplay. If in doubt, contact a TO.
- Give your opponent the chance to examine your dice rolls before picking up the dice.
- Remind your opponent about rules they may have forgotten to use or that they have used incorrectly, especially when doing so is to your opponent's advantage rather than your own.
- Never deliberately waste time during a game.
- Avoid distracting an opponent when they are trying to concentrate, and be careful to respect their personal space.
- Never complain about your bad luck or your opponent's good luck.
- Never collude with an opponent to fix the outcome of a game.
- Don't be a jerk.

Pairings

Pairings will be random in the first round. The second through penultimate rounds will be random within your win bracket. The final round will be swiss (top-down) pairings.

Round Timing

Each round is 3 hours. If a game has not reached a conclusion by the end of the round, the players must come to an agreement (math-hammer) on who would win and which auxiliary objectives would be scored if the game had concluded 5 full battle rounds. If agreement can not be made by the time a TO arrives to collect scores, the TO will make a decision on the winner, and the TO's decision will be final.

Player Concedes

If a player concedes, they receive a loss and their opponent receives a victory. Their opponent also scores all possible Battle tactics and denies all remaining battle tactics.

Player Tabled

If a player is tabled, the game does not immediately end. The remainder of the game should be played out, or the players should come to an agreement (math-hammer) on who would win and which battle tactics would be scored if the game had concluded 5 full battle rounds.

Late Arrivals and Byes

- If more than one player arrives late for the first round, the late arrivals will be paired against each other.
- If there is an odd late arrival in the first round, they will receive zero points.
- If a player arrives more than 15 minutes late for a round other than the first, they score zero for that round

Terrain

Each battleplan will use terrain maps from the General's Handbook. The rules for setup are then:

- After objectives and terrain have been set up, the **attacker** picks which territory is their territory. The other territory is the **defender's** territory. The players then resolve the deployment phase. The **attacker** begins deployment.
- Each terrain board has small and medium terrain labelled underneath for what they represent (ie cover, place of power)
- Walls with open facing doors and windows are treated as terrain that is unstable and <1" in height. Therefore units can pass through them without movement penalties but cannot end their movement on that terrain.
- 'Wobbly model syndrome' - due to many of the terrain pieces having awesome little bits, if a large base can be placed on it with relative ease (ie a small mushroom or log causing base to be slanted) that is appropriate and the unstable rule would not apply in that circumstance.
- Terrain is meant to add an element of immersion but also an element of tactical benefit for players but if rules are ever in doubt, please ensure you and your opponent discuss if terrain costs movement to cross, impassable etc at the start of the match and if any questions come up, please contact a TO.

Missions

In order for the event.

Escape from the Coast

Caverns of Slaughter

Curse of the Gnaw

Avalanche of Ash

Power of the Realms

FAQ - TO Rules and Interpretations

Please recheck these rulings the day of the event as these are a work in progress and may change pending official GW rulings.

Appendix: CHESS CLOCK RULES

The purpose of the clock

- Full games of Age of Sigmar are expected to finish within the 3-hour round time limit.
- The purpose of a chess clock is to ensure a full game can be played and encourage speedy resolution of in-game actions. The chess clock is meant to ensure a roughly equal distribution of time between two players. Chess clocks should not be thought of as an easy way to auto-win a game or a way to time your opponent out.
- If one player requests a chess clock be used at a table, both players must use and abide by these chess clock rules.
- If you do not have a chess clock, approach a TO to request a chess clock for your table.

How to use a chess clock

- Below you will find guidelines on how to use a chess clock. In Age of Sigmar, each player takes actions in the other player's turn; therefore, these guidelines should not be thought of as a perfect measure of each player's time used during a game but rather a way to ensure a roughly equal distribution of time between players.

Pre-game

- The clock should be started as soon as the roll to decide attacker and defender is made (i.e. before deployment).
- The clock time runs off of the defender's time as they place terrain on the board (but after choice of terrain types have been determined [see TERRAIN section above]), time is passed to the attacker as they pick sides and makes their first deployment. Once all of the models from the attacker's first deployment are placed on the table time is passed to the defender and their first deployment is made. Time is then passed back to the attacker. This procedure is alternated until all units are deployed.
 - If a player is setting up a large unit, the opponent can choose to switch the clock and start setting up their own unit. For example, Player A starts setting up 40 Clanrats and starts their clock. After 10 rats are placed, it is obvious where the remaining 30 will go, so player B switches the clock to their time and sets up their own unit. Player A finishes setting up the rats on player B's time (unless B finishes setup before the 30 are down). Players should be encouraged to take actions simultaneously if possible.
- Who takes the first turn is determined by the player who finished deploying first and the clock runs on their time while the decision is being made.

During the game

- By default, the clock runs off the time of the player who is taking their turn.
- During a player's turn, time is passed to the player not taking their turn when the following scenarios occur.
 1. If the player not taking their turn uses an ability during the other player's turn, time is passed to that player while this ability is being resolved and then once resolved time is passed back to the player currently taking their turn.
 2. When a player makes a save/ward roll of any kind, time is passed to the player making the save/ward roll.

3. If the player not taking their turn inquires about the rules of the army of the player who is taking their turn, time is passed to the player not taking their turn until the rules are explained.
- However if possible, and if both players agree, either player may take actions whilst another player is also taking an action. For example a player may start rolling their next attack at the same time as their opponent is removing casualties from the previous attack.
 - A player may always choose to forgo rolling to determine the results of a combat, starting with the player whose turn it is. If they choose to save their time this way, their opponent may decide the results of the combat. This can range from leaving the enemy unit unharmed, up to removing the entire unit involved in the combat. This must be decided before any rolls are made in the combat.
 - Any major rule dispute results in a paused time scenario. The time is to remain paused until a formal judge is called to the table and resolves the dispute.
 - If a player's time runs out, they may finish resolving the ability they are currently resolving. For the rest of the game, they may not use any optional abilities or FIGHT abilities. Passive abilities will continue to apply their effects, and mandatory abilities other than FIGHT abilities must still be used.