



Age of Sigmar Chamon All Ye Faithful

Christchurch - 7th December



Overview

Chamon All Ye Faithful will be a 3 round one day event held on Saturday 7th December

Event Details

Date: Saturday 7th December

Starting Time: 9:00am

Venue: Woolston Club: 43 Hargood Street, Woolston, Christchurch

Lists Due: 8pm Wednesday, 4th December

Payment Due: Saturday 7th December

Entry Fee: Free

<https://www.milarki.com/tournaments/chamon-all-ye-faithful?tab=main>

TO: Jamie Knipe (jbknipe@windowslive.com)

Prize Support: Hugs for those that like

Event Schedule

Day 1 – Saturday 7th December

09:00 – 09:15	Arrival and Briefing – relevant TO announcements
09:15 – 11:45	Round One - Shifting Objectives
11:45 – 12:30	Break for Lunch
12:30 – 15:00	Round Two - The Jaws of Gallet
15:15 - 17:45	Round Three - Starstrike

Food and refreshments

Woolston Club rules state no food or drink purchased from outside the club is not to be brought on to the premises. Woolston Club has a fully licenced bar, cafe and restaurant available to order from after 11am for drinks and 12pm for bar meals.

List Composition

- 2000 point Matched play lists as per GHB 24/25
- Available forces are locked as of December 1st .
- Command Traits, Artefacts of Power, Spell Lore and Battalion selections for each unit must be clearly shown on your list and cannot be changed over the course of the event.

Army Composition:

All Current Battletomes and battlepacks can be used. no legends units.

Submitting Your List

Please use the Age of Sigmar Official app to create your lists and upload to the tournament on Milark

Submit all lists to Milarki by 8pm Wednesday 4th December.

Presentation Standard

There will not be any painting requirements for this tournament

Ruleset: Generals handbook 2024/2025

Games will be played on 44"x60" tables with rules as described in AoS Core Rule Book and Generals handbook 2024

Missions have been predetermined as detailed in the mission pack.

Players should make available all faction rules, warscrolls and artifacts as detailed in their army list to their opponent(s) if requested. Please bring your Battletome.

Terrain rules will be used in accordance with the Core Rules.

Faction Terrain can be used and should be setup as per the warscroll.

Time Limit

Each game has a strict time limit of 2.5 hours in accordance with the schedule within the Player Pack. Players may end their game early by both teams agreeing the result, please notify the TO.

If a player forfeits, the result will be Major Victory which will be awarded to the opposing player. Late arrival, there will be a 10min grace period for the start of each round.

Missions and Event Scoring

Players will submit their own scores. Please ensure you have a login for Milarki.

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