

The Dragon's Den Age of Sigmar Tournament 72221 CA-111 #101a, Palm Desert, CA 92260, USA August 30, 2025

10:00 AM

Tournament Rules

- Milarki.com website will be used for the tournament. Each player must have it accessible.
- Age of Sigmar 4.0 rules will be in use. ● 2000 point list using the rules and restrictions provided in the Pitched Battle section from the General's Handbook 2025-2026.
- Any kind of ability you can choose before the game must be chosen before the event and recorded on your army roster clearly along with your battle tactics. These choices are made for the entire tournament and cannot be changed during the event.
- There are no paint requirements, but models must be appropriately based.
- Each Player must adhere to the Player's Code.
- Chess clocks will be available. See Chess Clock rules.
- Lists must be entered into Milarki by Thursday August 29, and must list all battle formations, points, terrain, manifestations, armies of renown, regiments of renown, enhancements, lores and battle tactics.
- Dice must be standard 1-6 cubes, with symbols only allowed in place of a 6. Symbols on any other face are not allowed.
- First round is at 10:30. Please arrive by 10:00.
- The Gorechosen Champions Army of Renown will not be allowed for this event.

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.
- Make a respectful, non-touching, gesture to your opponent before and after the game, such as offering a salute or air-fist bump.

- 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.
- 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. **ROUND SCORING** Each round is scored based on the outcome of the battleplan (as defined by the battleplan), plus bonus points for scoring battle tactics.

Scoring/ Ranking Methodology

Battle Points = A total of 4 battle points are divided between the players based on who wins and Victory Size.

Major Victory = Winner gets 4 points / Loser gets 0 points.

Minor Victory = Winner gets 3 points / Loser gets 1 points.

Draw = Both gets 2 points.

Tiebreakers

If multiple players have the same Battle Points, the following tie breakers are used:

- 1 Victory Points Diff
- 2 Victory Points Total
- 3 Sos

After each round, you should submit your results to Milarki.

PAIRINGS

Pairings will be random in the first round. Subsequent pairings will be by player record then by win path. **ROUND TIMING** Each round is 2:45 hours, other than the final round at 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 major loss and their opponent receives a major victory. The opponent also scores all possible remaining battle tactics and denies all of the conceding player's remaining battle tactics. For example, if player A concedes after the top of turn 2 (having taking turn 2), their opponent would score 4 rounds of battle tactics [rounds 2,3,4,5], plus 3 rounds of denies [rounds 3,4,5], plus any points they had already achieved for battle tactics up until that point.

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 auxiliary objectives 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 (and the opponent scores a major victory).
- If there is an odd number of players, one player will receive a Bye. In the first round of the tournament the Bye is chosen at random and receives a major victory. In the subsequent rounds the result of a Bye receives a major victory **TERRAIN** Each battle plan will have 8 pieces of terrain.
- 2 will be **OBSTACLES** (1.4.1) Ruins, debris, statues, or barricades give the ability of cover and unstable.

● 2 will be OBSCURING (1.4.2) Wyldwood or fortress walls give the ability of cover, obscuring and unstable. Note for wyldwoods - trees can not be removed/moved by players.

● 2 will be AREA (1.4.3) Hills will give the ability of cover and obscuring

● 2 will be PLACES OF POWER (1.4.4) Structures will give the ability of cover, place of power, unstable and obscuring. Players should begin by determining which terrain pieces are obstacles, obscuring terrain, area terrain, place of power and faction terrain. Each battleplan (later in the pack) has a terrain map for the round. After rolling for priority, the defender will place the terrain pieces on the table, matching the map as closely as possible. The defender can choose which terrain piece (and so terrain feature) goes where. GHB rules must still be followed - terrain is placed 3" from table edge, 6" from other terrain and 3" from objectives. Defensible terrain must be 6" from an objective. Once set up, the attacker can then choose which deployment zone to play on. FAQ - TO Rules Interpretations Please recheck these rulings the day of the event as these are a work in progress and may change pending official GW rulings. The event will use the FAQ rulings outlined in aosfaq.com.

Round 1– Roiling Roots

Each player scores victory points at the end of each of their turns as follows:

- Score 5 victory points if you control at least 1 objective.
- Score 3 victory points if you control any pair of objectives.
- Score 2 victory points if you control more objectives than your opponent.

TWIST: If you are the underdog, you must use the “Tangling Tendrils” ability:

TANGLING TENDRILS: Declare: Pick a pair of objectives to be the targets. Effect: For the rest of the battle round, units (friendly and enemy) have STRIKE-LAST while they are contesting either target objective.

Round 2 – Cyclic Shifts

Each player scores victory points at the end of each of their turns as follows:

- Score 5 victory points if you control at least 1 objective.
- Score 3 victory points if you control 2 or more objectives.
- Score 2 victory points if you control more objectives than your opponent.

TWIST: If you are the underdog, you can use the ‘Unpredictable Evolution’ ability:

Once Per Battle Round, Start of Battle Round

UNPREDICTABLE EVOLUTION: Declare: Pick a pair of objectives to be the targets.

Effect: The target objectives are no longer controlled by either player (if they were) and they cannot be controlled this battle round.

Round 3 - Surge of Slaughter

Each player scores victory points at the end of each of their turns as follows:

- Score 5 victory points if you control at least 1 objective.
- Score 3 victory points if you control any pair of objectives
- Score 2 victory points if you control more objectives than your opponent.

TWIST: If you are the underdog, you can use the “Defense of the Realm” ability:

DEFENSE OF THE REALM: Pick a pair of objectives to be the targets. Effect: For the rest of the battle round, add 1 to the Rend characteristic of friendly units’ melee weapons while they are contesting either of the target objectives.

Round 2 – Cyclic Shifts

Each player scores victory points at the end of each of their turns as follows:

- Score 5 victory points if you control at least 1 objective.
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- Score 2 victory points if you control more objectives than your opponent.

TWIST: If you are the underdog, you can use the ‘Unpredictable Evolution’ ability:

Once Per Battle Round, Start of Battle Round

UNPREDICTABLE EVOLUTION

Declare: Pick a pair of objectives to be the targets.

Effect: The target objectives are no longer controlled by either player (if they were) and they cannot be controlled this battle round.

CHESS CLOCK RULES

The purpose of the clock

- Full games of Age of Sigmar are expected to finish within the 2.45-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 mysterious terrain and 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 wishes to use an ability/or reaction command 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 the player not taking their turn activates a unit to attack during the combat phase, time is passed to that player then passed back to the player currently taking their turn.
3. When a player makes a save/ward roll of any kind, time is passed to the player making the save/ward roll.
4. When a player makes a battleshock roll time is passed to the player making the battleshock roll.
5. If the player not taking their turn inquires about the rules of the player of the who is taking their turn army, 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 not perform any actions except for those listed below. The only exception is if they are in the middle of moving a unit, they may finish so that the unit is placed legally on the board. As an example, this can include moving a unit in the movement phase, finishing moving a unit into combat (note they will not be able to attack), or consolidating a unit. Any other action is immediately stopped. A player who has ran out of time may only perform the following actions: a. Making saving throws and taking a battleshock test if required to. b. Scoring objectives that they have already achieved or already hold.