



# NASHCON

## AGE OF SIGMAR

### GRAND TOURNAMENT

• Player's Pack •

No changes to this pack will take place after May 21st 2017. Any major changes prior to May 21st will be announced, but please check regularly to make sure you are up to date.



**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 the 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](mailto:dwgriff45@gmail.com).

**Ticket**

Tickets are on sale now at [www.nashcon.org](http://www.nashcon.org)

Tickets include access to any additional games at Nashcon and a FREE Shadespire tournament on Friday night - see the Nashcon website for details.

**Venue**

Franklin Marriott Cool Springs  
700 Cool Springs Blvd, Franklin, TN 37067, USA  
(20 minutes south of downtown Nashville, TN)

**Schedule**

2nd-3rd June 2017

Saturday 6/2

- Registration 9:00AM – 9:45AM
- Announcements: 9:45AM – 10:00AM
- Game 1: 10:00AM – 12:45PM
- Lunch: 12:45AM – 1:45PM
- Game 2: 1:45PM – 4:30PM
- Game 3: 4:45PM – 7:30PM

Sunday 6/3

- Announcements: 8:00AM-8:15AM
- Game 4: 8:15AM – 11:00PM
- Lunch: 11:00PM – 12:00PM
- Game 5: 12:00PM – 2:45PM
- Awards: 3:00PM

**Army Composition**

We will be using the Matched Play rules in the General's Handbook 2017, including army composition, triumphs, and unit costs. Compendium entries can be used following the point values and entries in the Compendium Update released with the General's Handbook 2017.

For this event, we will fix the unit costs on May 28th, and any new warscrolls released after this date will not be allowed.



### ***Allegiance Abilities, Artifacts, Spells, Etc.***

Command Traits & Artifacts, as well as any Battletome specific 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 with the same Grand Alliance. 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. Note: A different list could be as simple as a different Command Trait/Artifact/S spell or it could be an entirely different force.

### ***Summoning/Reinforcements***

If players wish to summon units or scenery (like the Balewind Vortex) during games, these models must be included on the list, fully painted/based to match the army, displayed on a 2'x2' display board with the rest of the army, and taken out of reinforcement points.

Please do not go overboard with this. Only bring models that can reasonably be summoned in game. I.E. **Do not bring your entire collection.**

### ***Army Size***

The total Army size for both lists will be 2000 points chosen from a single Grand Alliance. Example:

<b>Allegiance: Stormcast Eternals</b>
Leaders
<b>Lord-Celestant On Stardrake (560)</b>
- General
- Command Trait : Staunch Defender
- Stormbound Blade
- Artefact : Mirrorshield
- Stardrake Trait : Keen-clawed
<b>Knight-Heraldor (120)</b>
<b>Lord-Relictor (80)</b>
<b>Lord-Relictor (80)</b>
<b>Knight-Heraldor (120)</b>
Units
<b>5 x Liberators (100)</b>
- Warblades
- 1 x Grandblades
<b>5 x Judicators (160)</b>
- Skybolt Bows
- 1 x Shockbolt Bows
<b>5 x Judicators (160)</b>
- Skybolt Bows
- 1 x Shockbolt Bows
<b>6 x Vanguard-Palladors (440)</b>
<b>3 x Vanguard-Raptors with Longstrike Crossbows (180)</b>
Total: 2000 /2000
Allies: 0 / 400
Leaders: 5/6 Battlelines: 3 (3+) Behemoths: 1/4 Artillery: 0/4



## Army Submission

Army lists should be in the format below:

Name – Grand Alliance  
 Warscroll Name, Number of Models, Points  
 Total Points

Tools like the Azyr app and Scrollbuilder.com are great to use for list submission.

## What to Bring

We think games of AOS look best when all models are fully painted and modeled to represent what they should on the battlefield.

- Fully painted army. The minimum requirement for painting is 3 colors in a cohesive scheme. Any unpainted models will be removed from play.
- Models should also be based on appropriate bases. We **strongly recommend** that all models be based on round bases. Any armies with models on square bases will be disqualified from the Best Painted award.
- Please refer to the base size guideline below as a reference.
- You can pick up cheap MDF bases many places online, like eBay.

Square Base	Appropriate Round Base
20mm x 20mm	25mm Round
25mm x 25mm	32mm Round
25mm x 50mm	75mm x 46mm/ 60mm x 35mm Oval
40mm x 40mm	40mm Round
50mm x 50mm	50mm Round
50mm x 75mm	90mm x 52mm Oval
50mm x 100mm	105mm x 70mm/120mm x 92mm Oval
150mm x 100mm	170mm x 105mm Oval

\*Please note there is a bit of play in this (for example, if you decide to put a character of the next size up, this is fine, but you should never go down in size). It is best to contact us if you have concerns. As a general rule, if Games Workshop packs the model on that base, it should be minimum on that size.

- 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 are more than welcome, 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





## Becoming the Tournament Champion

- 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

The Tournament Champion will be the person with the most Tournament Points at the end of 5 games of Age of Sigmar. 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

We will be awarding the following:

Best Overall

Best in Alliance - Most TP's in Order, Chaos, Death, & Destruction not named Best Overall. Ties decided by Sportsmanship.

Best Sportsmanship - Most Sportsmanship Points. Ties decided by TP's.

Best Painted – Most Best Painted votes

Super Schemer - Player who completed the most Schemes. Ties decided by TP's.

## Scoring

We will be using Major Victory/Minor Victory system as defined in the General's Handbook to determine the winner of each game. Each Battle Plan outlines the rules for determining the winner for each game. If a player wins a Major Victory, their opponent scores a Major Loss. If a player wins a Minor Victory, their opponent receives a Minor Loss. A draw can only happen if players are tied on the major objective, schemes, and kill points.

### Schemes

In addition to the Major/Minor Victory objective as determined each round by the Battle Plan, Nashcon will be utilizing Schemes for each player to achieve every game. Schemes are asymmetrical, hidden secondary objectives each player will try and achieve each game.

Upon checking in to the tournament Saturday morning, each player will be asked to draw 7 Scheme cards out of a larger set of 19 Schemes. These Schemes will comprise their deck for the tournament.



Before the start of each game, players must choose one scheme to achieve in their game. This Scheme is to remain a secret and not be shared with their opponent. Once picked, a Scheme can never be chosen to use in another game the rest of the tournament.

Players will score tournament points at the end of the game if they successfully complete their Scheme.

## Game Points

**Major Victory: 15 TP**

**Minor Victory: 10 TP**

**Draw: 7 TP**

**Minor Loss: 5 TP**

**Major Loss: 0 TP**

**Scheme: 9 TP**

## Sports

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

- Did he/she show up to the game on time and with all the necessary items to play?
- Did he/she adhere to the rules of AoS and handle any rules disputes or questions respectfully and agreeably?
- Most importantly, did your opponent conduct themselves in a manner that made the game an enjoyable experience?

Players will use these questions to determine a rating on a 1-5 scale after each game. The player with the highest score after 5 games will win Best Sports.

***In order to win Best Overall, players must have scored at least 19 sportsmanship points.***

## Best Painted

During the lunch break after Game 1 all players should display their armies for judging. During this time, 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 will inevitably get more votes. We strongly support cool conversions and out of the box ideas as well!

The player with the most votes will win Best Painted. Ties in votes will be decided by the tournament organizer.

Additionally, the 2nd and 3rd place Best Painted nominees will receive Tournament Points equal to a Minor Loss, while the winner of Best Painted will receive





Tournament Points equal to a draw.

## Scenarios

We will be playing the following Pitched Battles Battleplans out of the Generals Handbook:

1. Knife to the Heart
2. Battle for the Pass
3. Total Conquest
4. Starstrike
5. Duality of Death

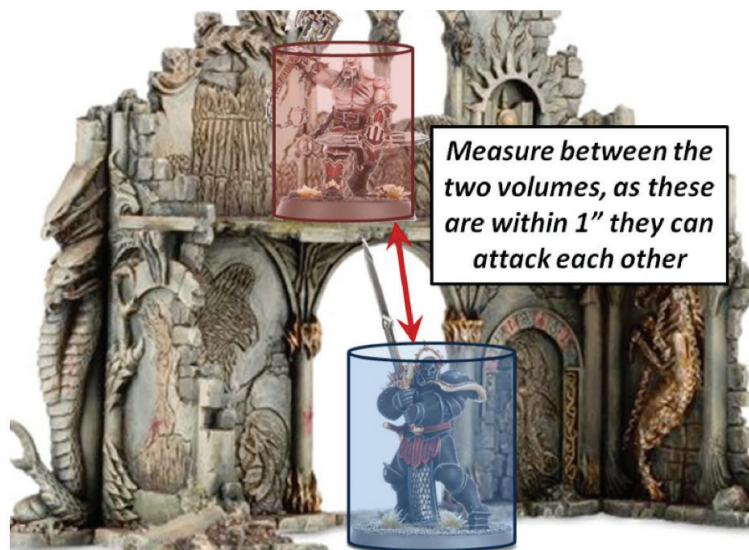
## Event FAQ & House Rules

House rules in addition to General's Handbook and Age of Sigmar Rules:

- Where multiple entries for the same unit exist, use the most up to date version.
- A unit with no more than 20 Wounds worth of models and a single model with the Hero keyword may garrison a building. Behemoths cannot garrison buildings.
- The additional Allegiance Abilities from the Firestorm supplement will not be in use.
- No more than 1 Feculent Gnarlmau can be set up within 6" of an objective marker, and no Feculent Gnarlmau can be set up within 3" of an objective marker. This is done to prevent players from zoning off objective markers.

### Measuring Distances

- Measure base to base, not model to model. Any model to model measuring rules or FAQs are disregarded. Bases can never overlap. Base sizes for models should be within reason, but never smaller than the bases the models were supplied on.
- When measuring distance vertically, you will use a volume from the base footprint as high as the model's head (or torso), whichever is the highest point (please note this excludes limbs, wings, weapons, banners, etc.). Reference image below for clarity.



Sylvaneth Wyldwoods must be the exact size of the Games Workshop Citadel Wood bases, including the holes for trees, and players must have trees or equivalent. During the game, players may remove trees to simplify measuring, but models cannot be placed inside the holes where trees are supposed to be.

Legion of Nagash Gravesites - All measurements and ranges will be measured from the center of the gravesite. We recommend using markers that obstruct gameplay as little as possible. If in doubt, small, flat tokens work best.

Balewind Vortexes - A Balewind Vortex cannot be placed anywhere within 7" of an Objective. If an objective lands within that distance (such as from Starstrike), then you will move the Vortex and accompanying Hero by shortest route away from the Objective until it is no longer within 7".

If models on tall scenery pieces (i.e. towers) cannot be reached in melee combat, use the Garrisons rule from the Watchtower warscroll to determine melee distance.

Q: Can I use scenery warscrolls in my games?

A: We will not be using the scenery warscrolls. Each piece of scenery will still be rolled for on the Scenery Table (Arcane, Mystical, etc.). The exceptions are Sylvaneth Wildwoods, Gnarlmaaws, or Balewind Vortexes that players have painted, modeled, and included in their army lists.

Q: How do the abilities with off the table effects work?

A: Any rule that requires an out of game, quirky action, such as dancing, staring, shouting, etc. will always be in effect as if the person had done the required action already. The exceptions to this are:

- Any rule that must obtain permission from your opponent for something to work. These rules will be played as per the rule, so you must gain permission.
- Any hidden dice based rule – these rules will be played as written. Settra's rule where the person loses the games if he kneels is ignored.

Q: What Monster can a Great Bray Shaman summon using the Savage Dominion spell?

A: Any Warscroll which has the Chaos and Monster keywords except for Warscrolls with the Hero keyword.





## Schemes

The following list of Schemes make up the total number of Schemes players could have to achieve in game. Before the tournament, these 19 Schemes will be given physical cards. Saturday morning, at sign up, players will be asked to draw 7 cards, which will comprise their Scheme deck to use for the duration of the tournament.

### ***Scheme List***

#### **Securing the Sacred Site**

Your mission is to claim a sacred site for your people. Upon choosing this scheme, select a single piece of terrain outside of your deployment zone. To succeed on this Scheme, you must control this piece of terrain at the end of the final battle round of the game. You control the terrain by having more models on or within 6 inches of the objective than any other player.

If you have control of the terrain piece at the end of the last battle round of the game, you may reveal this scheme as successful.

#### **Murdering Your Protégé**

Before the start of the game, after all units have been deployed, choose a single HERO in your army that is not the General. This model must be killed by the enemy before the end of the game for this scheme to be successful.

If the chosen HERO is killed by the enemy, you may reveal this scheme as successful. If the HERO is killed in any other way (including by your forces or by wounds they deal to themselves), then this scheme fails.

#### **Secret Messenger**

Before the start of the game, after all units have been deployed, choose a single HERO in your enemies' army that is not the General. This model must survive the game for this scheme to be successful.

At the end of the game, if the chosen HERO is not killed, you may reveal this Scheme as successful.

#### **Vendetta**

Your general must kill the enemy general. If your general deals the final wound to the enemy general, this Scheme is successful.

If your General deals the last wound to the enemy general (removing them from play), you may reveal this scheme as successful. If any other model kills the enemy general (including itself), this scheme fails. If the enemy general returns to play for any reason after the last wound is dealt, this scheme may not be revealed until the final wound is dealt and the model is removed from play and does not return.

#### **The Tomb King's Curse**

Before the game begins, select one of your units, this unit is Cursed. If the Cursed unit is destroyed, the unit that killed them (or dealt the last wound to them) is now Cursed. This repeats, i.e. if the current cursed unit is killed or destroyed, the unit that destroyed them is now Cursed.

This scheme is revealed the first time that the Curse changes units. At the end of the game, if you do not have any Cursed units, you may reveal this scheme as successful.

#### **Making an Impression**

You must destroy the enemy unit with the highest point cost. If multiple units are tied for highest point



cost, you may choose one, which must be noted before the game begins.

If the highest point cost enemy unit is destroyed (i.e. completely removed from the table and does not return), you may reveal this scheme as successful.

### **Too Valuable to Die**

Before the game begins, select one of your non-HERO or non-MONSTER units. To succeed on this scheme, that unit must avoid Close Combat.

At the end of the game, if the chosen unit has not engaged in Close Combat (i.e. never been attacked or attacked in the Close Combat phase) and at least one model from that unit is still alive, you may reveal this scheme as a success.

### **Plant the Flag**

Your goal is to reach the enemy deployment zone with a unit you control with the TOTEM keyword or a banner/standard.

At the end of the game, if a unit you control with the TOTEM keyword or a unit banner/standard is alive in the enemy deployment zone, you may reveal this scheme as successful.

### **Map Maker**

Your goal is to explore the game board by reaching all four corners of the play area with any of your units.

If at any point in the game, you have touched all four corners of the play area (i.e. come within 1" of the corner of the play area with any of your units), you may reveal this scheme as successful.

### **Et Tu Brute**

Your goal is to get your General killed by the enemy forces before the end of the game.

If your General is killed by an enemy model and removed from play without returning for any reason, you may reveal this scheme as successful. If your general is killed or removed from play for any other reason, this scheme fails.

### **Thirst for Blood**

One of your units has an insatiable lust for blood and your goal is to make sure that they are attacking the enemy forces in each battle round. At the start of the game, nominate a single unit you control. This scheme is successful if the chosen unit makes an attack roll against an enemy unit during each battle round that they are alive.

At the end of the game or if the chosen model dies, you may reveal this scheme as a success if the chosen unit made an attack roll during any phase in each Battle Round of the game that they were alive. If a full Battle Round passes without this model making an attack roll for any reason, this scheme fails.

### **Outmaneuver**

Your goal is to have more units in the enemy deployment zone at the end of the game than your opponent.

If at the end of the game, you have more units in the enemy deployment zone than the enemy, you may reveal this scheme as a success.





## Schemes cont'd

### **Blood for the Blood God**

At the start of the game, nominate a single piece of terrain. This contains the hidden altar to Khorne. Your goal is cause as much bloodshed on that Terrain piece as possible.

If at any point in the game, at least 40 wound have been dealt either to units on the chosen terrain or by units on the chosen terrain (enemy or friendly) you may reveal this scheme as successful.

### **Rule Through Fear**

Your goal is to make as many models as possible flee the battlefield from failed Battleshock tests.

If at any point in the game, you have caused at least 3 different enemy units to fail a Battleshock test (i.e. lose at least 1 model during the Battleshock phase), you may reveal this scheme as successful.

### **Treacherous Progression**

Your weakest hero has a plan to catapult up the ranks. At the start of the game, nominate a HERO with the lowest point cost. If multiple HEROES are tied for lowest point cost, you may choose which hero is nominated. Your goal is to have this HERO be the only HERO in your army that is alive at the end of the game.

At the end of the game, if the nominated HERO is the only HERO in your army that was not killed (i.e. removed from play for any reason without returning), you may reveal this scheme as successful.

### **Some Gave All**

Your goal is to make sure that each of your units participates in the bloody battle and is wounded in the process.

At the end of the game, if none of your units are at their full starting wounds (i.e. because of lost models or wounds on models with multiple wounds) you may reveal this scheme as successful.

### **King of the Monsters**

Your goal is to have the only monster alive on the battlefield at the end of the game.

At the end of the game, if no other player has any units with the MONSTER keyword on the battlefield, you may reveal this scheme as successful.

### **Survival**

Your goal is to have as much of your army as possible survive the battle.

At the end of the game, if you have at least 50% of your total army alive on the table (units that are not currently on the table for any reason do not contribute to this total), you may reveal this scheme as successful.

### **Booby Traps**

At the start of the game, nominate one of your Non-MONSTER units as Trappers. Your trappers are trying to lay traps on notable terrain. Your Trappers can trap a piece of terrain by ending their movement in the Movement Phase on a piece of terrain outside of your deployment zone.

If at any point in the game, you have Trapped at least 3 piece of terrain outside of your deployment zone, you may reveal this scheme as successful.



## In-Game Walkthrough

### *Before the Battle Begins*

#### List Reveal

Once players have been drawn for the round and are at their assigned table, each player will choose the list they want to play for that round. Players will discuss both of their potential lists with their opponent, so both sides know what they could be facing in the game.

When ready, both players simultaneously reveal their chosen lists. This could be as simple as counting down “1,2,3” and flipping your list over. The simultaneous reveal keeps one player from switching their list last minute to counter their opponent’s.

#### Scheme Choice

After lists have been chosen and revealed, players choose which Scheme they will pursue in their game. This card is then removed from their deck and placed face down on the table.

### *In the Midst of Battle*

#### Scheme Reveal

Once a player completes a Scheme, they will flip their card face up on the table. For some Schemes, this may not occur until the end of the game. Each card will outline the criteria for the reveal.

### *The Battle Ends*

#### Recording Scores

Once the game is complete, each player will tally their scores for the round. This will include the primary objective and the Scheme objective. Players will sign their opponent’s score sheet to confirm the scoring.

Additionally, each player will rate their opponent on Sportsmanship. Keep in mind that this Sportsmanship score is based entirely on your opponent’s behavior during the game, not on the list played. We want to reward stellar tabletop behavior, not punish hard lists.

## Special Thanks!

We’d like to acknowledge the following people for their assistance:

Vince Venturella (@warhammerweekly) for Schemes

Tom Lyons (@WHWeeklyTom) for Schemes





