



The Crown of Champions Tabletop Community is proud to announce our international 72-Players Warhammer Age of Sigmar Team-Tournament

“Game of Crowns”

Where:

Our Location will be the gym of the AV03 in Speyer.

Address is Raiffeisenstr. 14, 67346 Speyer, Rhineland-Palatine, Germany

When:

This event will be a 2-Days-Event and takes place the 3rd to 4th July in 2021.

How to Enter:

This is a Team Tournament. We offer 24 slots for Teams to register. Each Team consists of 3 members.

Each Team is asked to announce a Team captain. This Team Captain will register the Team, and he will also be responsible for the communication and all questions coming up regarding his Team.

The registration fee is 150€ per Team.

Each Team will need to process a primary payment of 50€ with its registration. This won't be refundable.

The secondary payment of the remaining balance has to be processed by 30th of April 2021.

The registration fee will cover the cards for your Team, the special hidden Agendas and a pack of "Crown of Champions" dice for the team.

Please send the registration fee via paypal to alex.zwissler@gmx.de .

The registration of your Team is fixed once the whole amount is paid.

If the case comes up that we receive more registering teams than team slots are available, then the order of received payments will rank the registration.

In this case we will refund any transferred amounts to those teams that did not earn a spot.

All your questions, also army lists, please send them to crownofchampions@gmx.de

Army composition:

Each team member will fight 5 single matches using a 2000 points army following the matched play rules in the Generals Handbook. Artifacts and relics of the realms are usable for army composition.

Please note: No allegiance may be used twice in a team, and no player will be allowed to use a warscroll for building his list that doubles with another team member.

Examples:

Player 1 – Idoneth, Player 2 – Stormcast, Player 3 – Stormcast

→ Not OK

Player 1 – Daughters of Khaine, Player 2 – Ironjawz, Player 3 – Fyreslayers.

→ OK

Player 1 – Big Waaagh, Player 2 – Bonesplitterz, Player 3 Ironjawz

→ OK

→ but, if units should be used twice (eg. Ardboys for Players 1 and 3), then it's not OK

Player 1 – Slaneesh, Player 2 – Nurgle, Player 3 - Chaos undivided

→ OK

→ But, also no doubled warscrolls!!

The rule above is used for army construction only. Summoned units during the games are not subject to this rule.

Due Dates for the lists:

The Team-Captains have to submit the allegiances of his team by 31st of march 2021 via email.

The Lists have to be submitted latest by 15th of June 2021.

Please use crownofchampions@gmx.de

Lists have to be created with the warscrollbuilder, then copy and send it as a running text via email. Please, don't use Azyr.

Deadline for FAQ / Errata nd Battletomes will be 12th of June 2021

The pairings for Round 1 will be drafted live via Youtube a week prior to the event.

General Information / Pairing:

Teams will fight 5 Matches in total (3 on Saturday, 2 on Sunday), and all of those will be single match-ups for each team member.

TO will pair the teams according to the ladder.

The Team Captains will receive a tournament pack on Saturday mornings.

These packs contain the promotion dice, the secret mission cards and the player cards needed for pairing.

Pairing the single team members will happen through a little game of “poker”.

How to play?

The Teams (acting through their team captains) will choose their first player to fight and put this card face down. After both teams have done so, cards are revealed. Then each team decides which of the two remaining armies in their hands will face the army the opposing team put down first.

Again, these choices are put face down, then revealed. Having done so, two match ups are visible. The third match will be fought by those players both Team captains have still in their hand.

Example:

Team 1: Fyreslayer, Stormcast, Gloomspite Gitz

Team 2: Sylvaneth, Legions of Nagash, Khorne

Team 1 puts down Stormcast, Team 2 Sylvaneth. Now reveal.

Team 1 now decides whether Fyreslayers or Gloomspite Gitz will face the Sylvaneth of Team 2.

Team 2 chooses if either Legions of Nagash or Khorne will face the Stormcast of Team 1.

Team 1 decides to put down Fyreslayer to fight the Sylvaneth of Team 2.

Team 2 puts down Legions of Nagash to face the Stormcast of Team 1.

Automatically Gloomspite Gitz of Team 1 will fight Khorne of Team 2.

Secret Missions:

Each team will receive 5 secret mission cards with their packs.

These secret missions will be distributed among the team after pairings are done. Each player must at least pick one secret mission, and one player may take up to three missions.

Here are the secret missions:

Kingslayer	Kill the enemy general or two leader units latest by the end of round 2
Linebreaker	Destroy at least 3 enemy Battleline units
Outnumbered	Score this secret if mission if you have at least double the number of models on the battlefield at the end of the battle.
Invader	At the end of the battle, you must have at least one unit with minimum 3 models within 9" of the opposing players edge of the table.
Attack!	Destroy at least two enemy units in your turn. You need to announce this at the beginning of your turn.

Scores:

Major Victory	-	60 Points
Minor Victory	-	40 Points
Draw	-	30 Points
Minor Loss	-	20 Points
Major Loss	-	0 Points
Secret Mission	-	10 Points per successfully scored secret mission

So, each team may score up to 230 Points per round.

Teams are capped at 200.

In case of equal scores we will use the number of scored secret missions as Tiebreaker 1, then uncapped total Points and finally Killpoints.

So, keep track of destroyed units.

Schedule:

Starting now	Registration and primary payment
31.03.2021	Declaring the allegiance of each player
30.04.2021	Full payment
12.06.2021	Deadline FAQ/Battletomes/Errata
15.06.2021	List submission
26.06.2021	Pairing of Round 1 match-ups live via Youtube
03.07.2021	7.30 opening the registration / pick up Tournament Packs 8.30 – 11.30 Game 1 11.30 – 13.00 Lunch 13.00 – 16.00 Game 2 16.00 – 17.00 Break 17.00 – 20.00 Game 3
04.07.2021	9.00 - 12.00 Game 4 12.00 – 13.30 Lunch 13.30 – 16.30 Game 5

Crowning of winners and honouring of awards

Scenarios will be announced by TO shortly before the game starts.

We will have printed copies of the battleplans ready at each table. The realms will not be used.

We will prepare the tables with scenery and distribute the scenery rules.

Please don't move scenery.

In case any players should use faction scenery that has to be set up before any other scenery is placed, act as follows:

Place your faction scenery as indicated and desired. If necessary, move the scenery pieces on the table in a straight line, but not within 3" of any other terrain features.

Painting restrictions and Must-have:

Painted miniatures in a tabletop standard quality is mandatory. Also, bases are either sculpted/painted, or unitwise based on clear acrylic bases.

We will use base sizes as indicated in FAQ.

It's a long time to go till the event takes place, so everybody should be able to get his miniatures battle ready.

If any of you should ask us (and send in photos) whether the army might be painted or not, consider it as not fully painted.

Basically: What you see is what you get. So, skeletons with spears are skeletons with spears. Models without Shields don't have shields. Easy as that. This rule affects units with multiple weapons options.

What about models not from GW? No problem. In this case just send us an email with a photo and the warscroll you want to use it for. The alternate model you want to use should be able to represent the original one, incl. base size. And, the chosen weapon option has to be visible on our model.

Furthermore: No proof, no use!

This means, please have all rules at hand. Offline! Printed, Ebook, Hardcover, etc. and in English!

The same rule affects any kind of Buff, Debuff, Spells, etc. Please have Tokens at hand to indicate all effects.

If any contrairies should appear throughout the game, because your markers are not clear or not placed at all, consider we will not judge this in your favour.

Items of War / Sportsmanship:

Each player has to bring along:

- all models his army will use, fully painted and based
- Tokens, rang ruler, dice
- his army list, printed with 5 copies
- Battletomes, add. rules, warscrolls

Besides all that, we expect each participant to act honest, fair and polite throughout the whole event. We will not award this with Tournament points (as suggested in the Generals Handbook) as we consider this kind of behavior as mandatory.

Also: Know your army!!

Each Game is set for 3 hours of play. This includes Pairing, distribution of secret missions and set up.

Make sure you are able to act your army in a proper way to play 5 battlerounds. Use movement trays if necessary, don't lose time whilest set-up, etc.

You might also meet with your opponents 5-10 minutes prior to the indicated starting time.

As TO we consider 15 minutes as sufficient to pair, distribute secret missions and set up. We will keep an eye that all players have the full time to play the scenarios.

Lunch / diner and beverages:

Our location is attached to a restaurant/pub.

We will hand out a list, so each player can register for lunch and choose whatever he likes. Doing so it will be easier and faster at lunch break.

We will also have people walking around and take care of drinks.

We want to arrange free drinks (sparkling water) for each gaming round at each table, but we still need to handle this with the location.

In the evening we can sit together and have some german beer together 😊

Hotels:

Every team will need to organize their venue. Speyer has a lot of hotels and a youth hostel. Parking lots are available at the Event location.

And, Speyer is reachable by train. If necessary, contact us for pick-up.