



## AOS GT 2023

### Event Description

This will be a 2 day, 5 game event on Saturday and Sunday, July 8th-9th. Our location this year is at **100 East Onondaga Street Syracuse, New York 13202 USA.**

This event sold out last year so get your registration in early to be sure to get a spot! Results of this event will be submitted for ITC rankings.

Please note these rules are subject to change if GW releases a new Generals Handbook by 6/24/2023. If you have feedback please let us know at [josh.keal@gmail.com](mailto:josh.keal@gmail.com).

Our format will mostly mirror the battleback for GHB. All differences from the previous season are highlighted in blue. Numbers in parentheses highlight specific areas of variance from the tournament format described in GHB.

### Schedule

#### Friday, Jul. 7th

Check-In: 9:30PM-10:30PM

#### Saturday, Jul. 8th

Check-In: 8AM - 9AM

Round 1: 9:00AM - 12:00PM

Lunch: 12:00PM - 1:00PM

Round 2: 1:00PM - 4:00PM

Break: 4:00PM - 4:15PM

Round 3: 4:15PM - 7:15PM

### Sunday, Jul. 9th

Round 4: 9AM - 12:00PM

Lunch: 12:00PM - 1:00PM

Round 5: 1:00PM - 4:00PM

Break: 4:00PM - 4:15PM

Prizes + Other: 4:15PM - 6:00PM

## Missions

Missions will be revealed on the day of the event. All missions in GHB2022 are available for selection.

## Terrain Rules

Terrain will be provided by the TO for each table in accordance with the recommended amount of terrain for pitched battles (6-8 Pieces per table). Before sides are chosen, the defending player may adjust terrain to accommodate for the objectives of the mission in accordance with the rules found in GHB2022 (PG. 11). After provided terrain is set up, players roll off and take turns picking a piece of terrain for MYSTERIOUS TERRAIN rules, and roll a D6 to determine its MYSTERIOUS TERRAIN rules (CORE RULES 28.1.3).

In essence this does mean **DEFENDER SETS TERRAIN, but do not be egregious with placement**. As the attacker, if the defending player has created an unbalanced arrangement of the terrain (example: placing all terrain on one side of the map, all terrain on the edges of the map... etc) then please reach out to a TO and we will use our discretion to adjust terrain.

All forests will be WYLDWOOD TERRAIN (CORE RULES 17.1.4), and some terrain will be labeled as IMPASSABLE.

### **IMPASSABLE**

*You cannot move a model over this terrain feature unless it can fly or "move over", and you cannot move a model onto this terrain feature or set up a model on this terrain feature (even if it can fly).*

## House Rules and FAQs

**Games will last 5 turns or until time runs out.** Due to the adjustments in scoring for AoS 3.0, it is very important that you finish your game. We are making adjustments to the way that we handle timing so you can finish your rounds within the time limit that has been allotted. If your game runs to time, a TO will give you a 10 minute warning. If you pass the 10 minute mark, the TO will use discretion depending on the round to forcibly extrapolate the result of the game. This is the same model that Games Workshop uses in their US OPEN events.

## Army List Rules

This will be a 2000 point, Pitched Battle tournament using the latest warscrolls, erratas, values and restrictions for units supported by GH2022 as of **July 3rd**.

Army lists are due by 12:01 AM July 3rd and can be submitted through either the BCP app or to [josh.keal@gmail.com](mailto:josh.keal@gmail.com). Late lists will receive a minor penalty (5 pts) to their overall score. If you register after **July 3rd** your list is due the day you register and you will receive the late list penalty. Longer delays of submission will receive increasing penalties.

Due to recent updates, we will now accept lists from the Warhammer AOS app or Warscroll Builder. The output is much easier for us to work with. The Warhammer AOS App can be accessed via your Android or Apple device. Warscroll Builder can be accessed with the link below:

<https://www.warhammer-community.com/warscroll-builder/>

## Scoring

Scoring is broken down into three major categories: Gameplay, Army Presentation and Sportsmanship. There will be multiple award categories. A player will only receive one major award.

**Overall Champion:** Highest total score in the three categories; Battle Points, Sportsmanship, and Hobby.

**Best General:** Highest total wins with the following tie breakers (Battle Points, Victory Points, SoS)

**Best Hobby:** Judge choice for favorite army.

**Best Opponent:** Highest sportsmanship score among player votes and positive participation.

**Players Choice:** Players choice for favorite army.

We may add Best in Faction and/or other awards. Our aim is to find multiple ways to recognize different kinds of highly successful players whether they be astute generals, great artists, truly fun players, or the rare master of all three areas.

## Game Scoring

Battle Points from game play will be scored as (Major/Minor) Victory, Loss and Draw along with Grand Strategies and Battle Tactics. We encourage players to play out their games and not concede the remaining Battle Tactic and Grand Strategy points. Make your opponent work for their points and try to score your Battle Tactics and Grand Strategy even if the primary scenario is lost.

Battle scoring is as follows:

- Major Victory (25pts)
- Minor Victory (20pts)
- Draw (15pts)

- Minor Loss (10pts)
- Major Loss/Concession (5pts)
- Did Not Play (0pt)
- Grand Strategy (5pts)
- Battle Tactic (1pt)

Max score for any single round would be 35 points (Major Win + 5x Battle Tactic + Grand Strategy).

## **Sportsmanship Scoring**

Sportsmanship will be scored in the first four rounds through rank choice voting, player review and round by round feedback. We expect the average player to achieve 12-24 points. If you have an issue with an opponent of any kind that you think goes against the spirit of the players code, PLEASE BRING IT TO OUR ATTENTION ASAP. We cannot retroactively come to an unbiased decision on something that has passed and had no attention brought to it.

## **Hobby Scoring**

*Hobby* will be scored by judges using a rubric. We anticipate most armies will likely receive a score in the 15-20 range with scores capped at a maximum of 40. This score feeds the Grande Champion. The highest scoring armies will be set aside and a winner will be chosen by the judges. There is a copy of the rubric at the bottom of this packet.

All models submitted as part of your army list including Endless Spells must be presented to the judges during paint judging. Some armies are heavily based on summoning; you may choose to include summonable units for paint judging.

Hobby judges will be available between rounds for paint judging. Players will be expected to present their armies to a hobby judge for hobby points that contribute to the Best Hobby, Players Choice and Best Overall awards. If there is an aspect of the hobby you did not participate in, we kindly ask that you let our judges know so they can wave the points for that hobby category during the judging process. Partial hobby points can be awarded.

## **Players Choice**

The top 10 highest hobby scoring armies will be on display at the end of Round 4. Please bring a small placard (i.e. index card) indicating your name and theme. Players will be asked to vote for their favorite army on the sportsmanship survey.

For both Sportsmanship and Players choice awards, it is important to vote prior to round 5. If you plan to drop from the event and don't vote, it only hurts your fellow players so please drop by the TO table and vote!

## **Hobby Related Rules**

## Painting Standards

*All models that are on the table (including summoned units) must be painted to a “battle ready” minimum (GHB2022 Pg. 18).* If you have unpainted models you will be asked to remove them. Colored spray prime, a few spot colors and washes or Contrast paints can meet these minimum standards fairly quickly.

## Basing Standards

All models must be on the correct sized base according to the latest FAQ from Games Workshop.

## Conversions

Conversions are encouraged, but should be clear to a new opponent and must be based properly. If in doubt send us some pictures to review. Player brought terrain must be the actual GW model no proxies allowed, minor conversions of a GW piece to customize it are allowed. Forgeworld models should either be the actual GW model or have been previously approved by our AoS team.

## Non-GW/Proxies

Models from Non-GW ranges or Proxies are allowed (2), but should be clear to a new opponent and must be based properly. If in doubt send us some pictures to review. Forgeworld units are not allowed to be proxied.

You can not use the same proxied model to represent multiple different unit types in the same army. (Example: If you are proxying Sequitors with swords as actually having maces you can't have some Sequitor units with swords who are armed as swords.)

## Stay Connected

If you have questions about the event please email us at [josh.keal@gmail.com](mailto:josh.keal@gmail.com) (please include Salt City GT in your email title.).

## Alcohol/Food Policy

There is a bar and kitchen on site for food and drinks, we welcome you to enjoy the food there. We expect participants to drink responsibly.

## Hobby Rubric

Document is used for a reference to determine hobby scores that feed Best Painted and Grande Champion. Partial points are possible.

### Theme

Army has a clear theme across all models. +3

Army has unique features beyond the original sculpt that contribute to the theme. +2

### Modeling + Conversions Work (Swaps, Sculpting, Adjustments to Stance)

Models are well constructed (components aren't missing, moldlines aren't noticeable and gaps are filled). +2

Some units have well executed conversion work. +3

All units have some well executed conversion work. +3

### Standard Painting Skills

Army is painted to a *Battle Ready*\* Standard or better. +2

Army is painted to a *Table Top*\*\* Standard or better. +3

Key models are painted to a *Table Top Plus*\*\*\* Standard or better. +1

Army is painted to a *Table Top Plus*\*\*\* Standard or better. +3

### Advanced Painting Skills (OSL, NMM, TMM, Decals, Weathering, Freehand... Etc)

Key models have well executed advanced techniques applied. +2

Majority of models in the army have well executed advanced techniques applied. More than one type of advanced technique is used throughout the army. +3

### Basing

All Models are properly based (Example: Texture + Paint). +2

All centerpiece models have additional basing details beyond texture (Grass Tufts, Skulls, Stones). +3

All bases have additional basing details beyond texture (Grass Tufts, Skulls, Stones). +2

### Display Board

Display board has texture and/or is fully painted. Entire army fits on board and the board matches the theme. +3

Display board has multiple levels, terrain features, lighting and/or other details that improve it beyond texture. +3

Total (40 Max)

*\*Battle Ready: Models have their main areas colored and a simple finish on their bases.*

*\*\*Table Top: Battle Ready\*, but in addition other techniques such as washes and dry brushing are applied to give additional flair*

*\*\*\*Table Top Plus: Table Top\*\*, but in addition painting is clean and layer paints are used to create contrast/highlight key aspects of the miniature*