

WARHAMMER AGE OF SIGMAR

GRAND TOURNAMENT SERIES



ORLANDO



FLORIDA

AUSTIN



TEXAS

NEW
ORLEANS



LOUISIANA

WELCOME TO THE 2021 US OPEN GRAND TOURNAMENT SERIES!

This event pack provides information to prepare for Grand Tournaments in the 2021 US Warhammer Open Series of events. The Warhammer Age of Sigmar 3 events in Orlando, New Orleans, and Austin each use these guidelines.

These tournaments have been carefully crafted to present a format that appeals to the broadest variety of players possible. Separate paths to victory exist within the same event for all player types – competitors, powerful list builders, generals who wish to achieve more with less, top tier painters, fun-loving chatterboxes looking to make new friends, true Renaissance

folks looking to espouse all aspects of the hobby equally, and the bulk of attendees: those looking to have a great time rolling handfuls of dice on beautiful [yet most definitely war-torn] battlefields from the 41st Millennium.

So strap in: let's walk through the Rules of the Road[show] so you can get yourself best prepared!



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1.0 EVENT ESSENTIALS

System: Warhammer Age of Sigmar Pitched Battles

Important Dates and Times

Check in: Friday of each tournament from 7:00 PM - 10:00 PM and Saturday of each tournament from 7:30 AM - 9:00 AM.

Late Arrival: If you arrive or check in late, the tournament will begin without you, though you will still be paired and will continue with your tournament experience. Late Arrivals will cede their spots to attendees on the Waitlist where relevant.

Tournament: Saturday of each tournament at 9:30 AM through Sunday of each tournament at 5:00 PM.

Location: Orlando: Hyatt Regency Orlando, Windermere Ballroom.
New Orleans: Hyatt Regency New Orleans, The Elite Hall
Austin: Fairmont Hotel Austin, 5th Floor

Battle Size: 2000 points

Board Size: 60" x 44"

Missions: Pitched Battle Battleplans from the Generals Handbook 2021

No. of Games: Five

Army Selection: See the Battlehost restrictions on the Pitched Battle chart in the Generals Handbook 2021

Tools of War: Attendees are expected to bring their army, dice, a tape measure, all relevant rules publications, and at least physical copies of their army roster (one for the GT and one for each opponent).

If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.

2.0 ARMY CONSTRUCTION AND PAINTING

2.1 Army Construction

You will require an army of no more than 2,000 points to play at this event.

Details for choosing your army can be found in the Pitched Battles section in the General's Handbook 2021.

When building your army, use all the most up to date Warhammer Age of Sigmar rules found in the following Games Workshop and Forge World publications prior to a publication date of August 7th, 2021 for Orlando; September 25th, 2021 for New Orleans; and November 13th, 2021 for Austin.

Army lists should be presented in an easy to read format, including all relevant weapon selections and unit upgrades with limited extraneous information.

2.2 Modeling and Painting

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. With this in mind, all miniatures in your collection must be Games Workshop or Forge World miniatures (excluding basing or scratch-built components), and be fully assembled and painted to at least a Battle Ready standard. Below are some examples of models painted to a Battle Ready standard. (More information on Battle Ready can be found at [Warhammer-Community.com](https://www.warhammer-community.com))



Each model must accurately represent its entry on your army roster. This is commonly referred to as 'What you see is what you get' or WYSIWYG for short. For example, if your army includes a Stormcast Seiquitor armed with a Stormsmite Greatmace, the model must be equipped with a Stormsmite Greatmace.

2.0 ARMY CONSTRUCTION AND PAINTING (cont.)

2.3 Converted and Forge World Models/Units

Many players “scratch build” or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit from converted models, but may incur penalties.

For any converted or scratch built models, you must seek permission from useventlistssubmission@gwplc.com including photos of the models in question where possible, at least two weeks before the event (Orlando - July 30, New Orleans - September 17, Austin - November 5). If you do not obtain permission for conversions before this date, you run the

risk of them being removed from play, or possibly incurring score penalties.

Please note that any Forge World models must be the actual models and not conversions to look like Forge World models.

A Note on Basing: Many models are no longer produced on the bases they originally came with. Wherever possible, base your models according to their current boxed kit. As with other exceptions, if you wish to have a model reviewed, please e-mail useventlistssubmission@gwplc.com for approval.



3.0 POLICIES

3.1 Judges

Judges will be prominently visible in the tournament hall throughout the event (we're going to be wearing brightly colored shirts, so we'll be easy to find) and hold the final say on all game rules and tournament issues. Individual rulings, however, are never binding precedent - it's a game, not a court of law. Rulings will always be based on correct rules interpretations rather than adhering to previous precedent. When calling for a judge's assistance, please be prepared to provide any relevant rules to the particular question.

3.2 Player Conduct Policies

The battles set in the realms of Warhammer Age of Sigmar are fast, furious, and sometimes unforgiving, but they present an incredible opportunity for fun and friendship! The excitement of doing battle on the tabletop combined with our community of passionate players help make every game of Warhammer memorable. With that in mind, our events team is always on the lookout for examples of how players make the games better for their opponents and others around them. Special collectible awards and recognition may be given at random for displays of superior sportsmanship.

CARDINAL RULES

Always be polite and respectful.

- Always tell the truth and never cheat.
- Principles
- Arrive on time with all of the things you need to play the game.
- 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.
- Ask permission before touching any of your opponent's miniatures.
- 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 fix the outcome of a game.

3.0 POLICIES (cont.)

3.2 Player Conduct, Judging, and Penalties (cont.)

A Note on Active Judging. At the US Open events, judges are empowered to actively stop instances of illegal play, with or without a player's specific request for intervention. If a player has concerns at any point, they are always welcome and encouraged to call a judge. While we will not have judges at every table, and we cannot stop every instance of a minor misplay, our goal here is to make sure all the games at the Open Series are enjoyable for everyone.

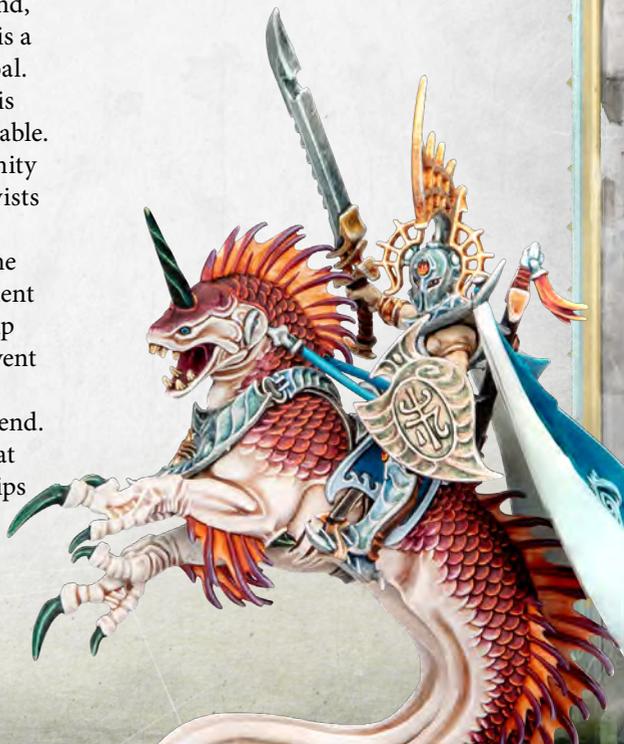
Everybody Loses from Time to Time.

Finally, be ready to lose a few games of Warhammer! It seems an odd thing to say, but it is in the nature of a 5 round tournament that out of 128 players, only a few (at most!) will finish the weekend without a loss. Barring ties, half of you will lose your very first game of the weekend, in fact! Winning with skill and grace is a rewarding and perfectly acceptable goal. Losing with skill and grace, however, is both more challenging and more laudable. These events present you the opportunity to build friendships with fellow hobbyists who share your interests - friendships you can renew and celebrate every time you travel to another Grand Tournament or local event. A single great friendship built out of your experiences at this event outweighs any number of individual victories across your battles this weekend. In fact, if you do your best, have a great time, and build some lasting friendships ... you haven't really lost at all!

3.3 Quit Policy

The battlefields of the Mortal Realms can be brutal at times and the whims of the dice can be unforgiving for both the units in your army and the generals controlling them. There will be times when the battle simply does not go your way due to these and other factors. It is always a true display of sportsmanship and guts to see a battle through even when it is not going your way and sometimes that display of tenacity can help shift the whim of the dice gods in your favor! We hope that players will be able to see every game through to a natural conclusion. If a player wishes to concede a game before it has reached its natural conclusion, a Judge must be called to help calculate the final score.

Of course, if you have some kind of emergency that means you can't proceed, just let the event staff know right away.



4.0 TOURNAMENT FORMAT

Both Warhammer 40,000 and Warhammer Age of Sigmar will follow identical schedules, milestones, and time calls on Saturday and Sunday to prevent confusion and ensure smooth running throughout.

4.1 Scoring

At the end of each game, use the provided score sheet to record your results and provide them to the judges table. There will also be an option for reporting your results digitally on the day.

Many players enjoy tracking their progress at Warhammer tournaments across multiple events. To this end, scores and final results will be reported to independent rankings organizations, such as ITC, where appropriate. ***Once you submit your scores, they cannot be changed. If you and your opponent discover a scoring error after submission, the default stance of Judges is there will be no change.***

4.2 Event Schedule

Saturday August 13, 2021

9:30-12:30 Round 1

12:30-1:30 Lunch

1:30-4:30 Round 2

4:30-5:00 Break

5:00-8:00 Round 3

Sunday August 14, 2021

9:30-12:30 Round 4

12:30-1:30 Lunch

1:30-4:30 Round 5

5:30-6:00 Award Presentations

4.3 Game Speed Milestones and Time

Outside of tournaments, most players do not complete their games against a set clock. As a result, when a loudspeaker shouts “two hours remaining,” most folks don’t naturally think “Shoot, we should almost be done with the entire first Battle Round!” To help with this, rather than simply calling time left, event staff will call time based upon the place in the game you should on average be at (don’t fret, we’ll also tell you how much time is left). These time calls exist to help keep the flow of play moving, and are not binding. These “milestones” break down as:

3:00	Start round (Formally)
2:50	Complete pre-game
2:30	Deployment Complete, Begin Round 1
1:50	First Battle Round Complete, Begin Round 2
1:10	Second Battle Round Complete, Begin Round 3
0:40	Third Battle Round Complete, Begin Round 4
0:20	Fourth Battle Round Complete, Begin Round 5
0:10	Do not begin a new Battle Round without Judge Permission

4.0 TOURNAMENT FORMAT (cont.)

4.3 Game Speed Milestones and Time (cont.)

For clarity, this provides each player with, on average, the following time breakdown for the typical game:

- Pre-Game Mission, Review army lists: 5 Minutes
- Deploying your actual models: 10 Minutes
- Playing your First Turn: 20 Minutes
- Playing your Second Turn: 20 Minutes
- Playing your Third Turn: 15 Minutes
- Playing your Fourth Turn: 10 Minutes
- Playing your Fifth Turn: 10 Minutes

Judges have access to a variety of mechanisms for speeding up or ensuring game completion should milestones be repeatedly missed. All players are expected to finish their games, and to attend with an army list they feel comfortable playing a complete game within 3 hours. You must not intentionally leverage the clock to disadvantage your opponent.

A Note on Lateness: Should you arrive late to Round 1 of the event, you may lose your spot to a person on the Waitlist. Assuming your spot is still available, you will be paired with any other late arrivals (again, where relevant) with a mandate to complete your game in the original Round time. A subsequently incomplete game may result in point penalties. If you arrive late to the first round on Day 2 or 3 of the tournament, you may incur a penalty.



4.0 TOURNAMENT FORMAT (cont.)

4.4 Event Awards

The Warhammer Age of Sigmar hobby is multi-faceted; including social, gaming, and artistic components. With that in mind, the overall winner is determined by equal parts artistic and competitive score. Both scores are normalized, then added together. The highest score wins Best Overall.

The player with the most Victories will be the Best General. In the case of a tie the players will be split using the following tiebreakers: Major Victories, Minor Victories, Grand Strategies completed, Battle Tactics completed, and Victory Points.

Both the winner of Best Overall and the Best General will have their names engraved on the plinth of the epic Warhammer Open trophy to be revered and adored for all time. We consider these awards to be equal in prestige.

The other AoS GT awards include:

- Best Painted winner and runner up
- Best in Faction

Awards and recognition may be given at random for superior sportsmanship. Players may be disqualified or removed from the event for consistently poor sportsmanship.

4.5 Win-Path Pairing

Your opponent for your first game will be randomly determined. Subsequent rounds will use “Win-Path” to pair opponents in each round. This pits players both against someone with the same record and who won and lost their games in the same rounds. For example, a player who lost Round 1 and won Rounds 2 and 3 will play an opponent who did the same, rather than someone who won their first two and only lost in the third Round. This is done both to ensure players with a similar strength of schedule pair off and to ensure an increasing level of skill parity and sportsmanship with each subsequent round, as they face people who have had an increasingly similar play and outcome experience across the event.

[War]Hammering Home the Point: This format has been carefully designed to permit every player type an opportunity to gain the most fun from their experience. The format isn't all about the top winners, nor does it discard their achievements. No matter how you enjoy Warhammer 40,000, you'll find your path to glory and fun at a US Open.

A Note on Results Reporting. Many players around the world happily participate in independently-run, often local ranking systems. Where relevant (such as the ITC), we will submit results sorted by Generalship for these standings.

5.0 TERRAIN

5.1 Table Layouts

Terrain will be set out on tables prior to Game 1. The terrain should be set up before the battle as per the rules for THE BATTLEFIELD in the Battleplan. The Terrain Chart lists what Scenery Rules each piece of Terrain has. For example a Shattered Stormvault is considered to be Defensible and Garrisonable. If the terrain is based then that base is used to define if a model is Wholly On Terrain.

5.2 Faction Terrain

Every effort should be made to allow players to use their faction terrain that they have spent time to paint. If faction terrain cannot be placed then please speak to a tournament organiser who will adjust the battlefield to accommodate the piece.

5.3 Mysterious Terrain

The defender in the Battleplan should determine the Mysterious Terrain rules.



6.0 Health and Safety

At Games Workshop, the health and wellbeing of our staff, their families and loved ones, and the wider community in which we operate is our top priority. When you attend one of our events, you can rest assured that we will be doing everything we can to make it as safe and enjoyable a time as possible.

At a minimum, Games Workshop will always follow all CDC and local guidance in every area in which we operate. Where we feel we should include additional measures to further improve the safety of our community, we will.

Whilst we can't be certain what the exact rules will be for each of our events yet, at every event, you can certainly expect to see:

- Reduced capacities to help people can keep distanced where possible
- Organization to reduce crowding and bottlenecks in any particular area
- Measures to reduce sharing of equipment
- Sanitisation stations

Specific details will be communicated with all players closer to the event.