

NASHCON AGE OF SIGMAR GRAND TOURNAMENT

Tournament Pack

No changes to this pack will take place after August 11, 2024. Any major changes prior to August 11 will be announced, but please check regularly to make sure you are up to date. *Last updated: 7/16/24

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 this 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 nashconaos@gmail.com.
Ticket	Tickets can be found at www.nashcon.org
	AoS GT tickets include Nashcon entrance fees as well as access to the tournament.
Venue	Sheraton Music City 777 McGavok Pike, Nashville TN 37214 615-885-2200 17st-18th August 2024
Schedule	Saturday 8/17 Registration 8:00AM – 8:45AM Announcements: 8:45AM – 9:00AM Game 1: 9:00AM – 12:00PM Lunch:12:00AM – 1:00PM Game 2: 1:00PM – 4:00PM Game 3: 4:30PM – 7:30PM Sunday 8/18 Announcements: 8:30AM-9:00AM Game 4: 9:00AM – 12:00PM Lunch & Paint Judging: 12:00PM – 1:00PM Game 5: 1:00PM – 4:00PM Awards: 4:30PM



Army
CompositionArmies will be comprised of up to 2000 points using the Army Composition rules
in the 2024 Core Rules.

For this event, we will fix the unit costs on **August 11th**, and any new warscrolls released after this date will not be allowed.

Two List Submission

Players are required to bring two lists to the tournament. Both lists must be from the same Faction (i.e. you can bring two different Stormcast lists but not a Stormcast list and a Fyreslayers list). 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. A different list could be as simple as a different Battle Formation/Command Trait/Artifact or it could be an entirely different force.

Terrain Every table will be set up with terrain prior to the start of the GT. Ignore the Map Layout recommendations for each battleplan.

All table terrain will be pre-labeled with tokens using the Universal Terrain table from the 2024 Core Rules. Each terrain piece will have a token designating what type of terrain it is (Cover, Impassible, Obscuring, Place of Power, Unstable). Terrain tokens are not to be moved.

If a player has faction terrain that is placed prior to set up, that player may nudge table terrain to allow faction terrain to fit. We ask that you use common sense here. The intent is that table terrain is moved the minimum distance required. Please consult a TO if there is a dispute.

Similarly, if an objective marker cannot sit flat, or if an objective marker interacts with a terrain feature in a way that will lead to a negative play experience (on a hill, etc.), players may nudge terrain to accommodate the objective marker as long as both players agree.

Note: Under no circumstance is terrain to be removed from the table.



Army Submission	Nashcon AoS will be using Best Coast Pairing (BCP) for round pairing and score keeping. Links to register on BCP and upload lists will be emailed out before the event. When submitting your list, we recommend using the new AoS App. Since Nashcon uses a two list format, to submit both lists, copy and paste the text of your first list in, then paste your second list in a few lines below (See images on pg 8).
What to Bring	 Submit both army lists on BCP by August 11 by 11:59PM CST. Players that submit lists on time will receive one additional Tournament Point. Fully painted army. The minimum requirement for painting is 3 colors in a cohesive scheme with painted bases (Battle Ready). Any unpainted models will be removed from play. Models must be based on appropriate bases as described in Games Workshop's basing guide. All unit options (weapons, etc.) and command models must be represented correctly on the table - aka WYSIWYG (What you see is what you get). Proxies are not allowed. Alternative models and 3D prints are allowed, but a Free Guild Griffon representing a Terrorgheist will not work. If you are unsure, please email us beforehand, and we'll sort it out. We're happy to make concessions for 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
Pairing System	Day 1, pairings will be done using random pairings within win brackets. Day 2 will use the Swiss pairing system. If you'd like to grudge someone for round 1, email nashconaos@gmail.com by August 11 with your grudged opponent. Before emailing us, please make sure your opponent agrees to your grudge request.



Battleplans	We will be playing five Battleplans from the GHB 2024.
	The five battleplans used at the GT. The battleplans are not listed in any particular order - the order will be decided on the day of the tournament.
	 Shifting Objectives Feral Foray Star Strike Scorched Earth Jaws of Gallet
Scoring	We will be using the Glorious Victory system from the General's Handbook 2024 battleplans for all games. Game scores will be submitted through the BCP app.
Game Points	Major Victory: 15 TPs Minor Victory: 10 TPs Draw: 7 TPs Minor Loss: 5 TPs Major Loss: 0 TPs
Additional Award Points	The following points will be given to the players that receive the below awards: 1st Place Best Painted: 5 TPs 2nd Place Best Painted: 3 TPs 3rd Place Best Painted: 2 TPs Painting Nomination: 1 TPs 1st Place Best Sports: 5 TPs 2nd Place Best Sports: 5 TPs 2nd Place Best Sports: 5 TPs 2nd Place Best Sports: 3 TPs 3rd Place Best Sports: 2 TPs Favorite Opponent Vote: 1 TPs (only applies once) On-Time Army List Submission: 1TP



Awards	 Best Overall - Player with most TPs. Ties decided by the following tie breakers: Battle points 2. Major victories 3. Battle Tactics 4. Strength of schedule Best in Grand Alliance - Most TPs in Order, Chaos, Death, & Destruction not named Best Overall. Tie breaks same as Best Overall Best General - Player that scores the most game points. Tie breaks same as Best Overall Best Sportsmanship - Player that receives most Favorite Opponent votes. Ties decided by TPs. Best Painted – Best painted army as judged by tournament judges. Judging will be conducted by TOs. Player's Choice - Given to the army receiving the most player votes based on painting, theme, and overall aesthetic. Ties decided by TO judging. Best Display - Give to the army with the most impressive army display. For this award, theme and narrative is more important than technical paint skill. The board should tell a story and represent impressive display building techniques. Tactician - Player that completes the most Generals and does not win Best Overall or Best in Grand Alliance. Ties decided by TPs. Monster Slayer - Player that slays the most enemy Monster units and does not win Best Overall or Best in Grand Alliance. Ties decided by TPs. Spell Eater - Player that slays the most Manifestations in combat or shooting.
Best Painted Award	Best Painted judging will be conducted by the tournament organizers throughout the day on Day 2. Between games on Day 1, armies will be evaluated for painting quality, style, theme, and cohesiveness. After Game 4 on Day 2, the top 10% will be asked to display their armies. Players that make it to the top 10% will receive a Best Painted Nomination. 1st, 2nd, and 3rd place will be announced at the end of the tournament.
Player's Choice Award	During the lunch break after Game 4, players will vote on their single favorite army based on painting, modeling, and theme. Display boards are optional, but armies on display boards may influence voting. We strongly support cool conversions and out-of-the-box ideas as well!
	The player with the most votes will win Player's Choice. Ties in votes will be decided by the tournament organizer. 2nd and 3rd place will be recognized at the end of the tournament as well.



Pisplay judging will be conducted by tournament organizers throughout y on Day 2. Judges will be looking for exceptional display craftsmanship, we army + display themes, and displays that tell a story. Due to square e constraints in the hall, we recommend players stick to a 2'x2' footprint, boards are smaller or slightly larger, there is no penalty.
s may only win only of the following: Best Painted, Player's Choice, and hisplay. If there is a situation where a single player is eligible for both, the ment organizer will ask the player which award is preferred.
s are expected to play in a timely manner that allows games to finish 5 or to the game's natural conclusion. I.e. at the end of time for the game, an ment can be reached on the outcome.
aints of slow play will be addressed by the TOs with the player at fault, and a reserve the right to penalize repeat offenders.
feel that you may struggle to complete games on time, we strongly suggest ing armies that facilitate quicker play (lower model count, etc.)
errain" rules on page 3 of this pack.
l use all available Games Workshop FAQs.



BCP Registration Guide

Copy and paste your 1st list in. You can then paste your 2nd list in a few lines below your 1st list. Upload both together.

PARSED LIST

List #1 Army Faction: Stormcast Eternals - Army Type: Scions of the Storm - Army Type: Scions of the Storm - Army Type: Scions of the Storm - Army Subfaction: Hammers of Sigmar - Grand Strategy: Hold the Line - Triumphs: Bloodthirsty LEADER Knight-Draconis (300) - General - Command Traits: Master of Magic - Artefacts: Arcane Tome - Mount Traits: Celestial Instincts - Spells: Celestial Instincts - Spells: Celestial Instincts - Prayers: Translocation 1 x Dracothian Guard Fulminators (460) Stormdrake Guard (340) - Drakerider's Warblade 2 x Judicators with Skybolt Bows (600) TOTAL POINTS: (2000/2000) List #2 Army Type: Scions of the Storm - Army Subfaction: Hammers of Sigmar - Arefacts: Arcane - Mount Traits: Ligf - Drakerider's Warblack - Drakerider's Warblack - Prayers: Transloc - Drakerider's Warblack - Army Subfaction: Hammers of Sigmar - Army Subfaction: Hammers of Sigmar - Arefacts: Arcane - Mount Traits: Ligf - Drakerider's Warblack - Drakerider's Warblack - Army Subfaction: Hammers of Sigmar - Arefacts: Arcane - Mount Traits: Ligf - Drakerider's Warblack - Drakerider's Warblack - Drakerider's Warblack - Army Subfaction: Hammers of Sigmar - Arefacts: Arcane - Mount Traits: Ligf - Drakerider's Warblack - Drakerider's Warblack - Drakerider's Warblack - Drakerider's Warblack - Drakerider's Warblack - Army Subfaction: Hammers of Sigmar - Arefacts: Arcane - Mount Traits: Ligf - Drakerider's Warblack - Drakerider's Warblack - Drakerider's Warblack - Drakerider's Warblack -	AL PARSED
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