

# **AoS Worlds**

# **X**

# **Alliance Open**

**Singles event**

**- May 31<sup>st</sup> – June 1<sup>st</sup>, 2023 -**

**- RULESPACK AND INFORMATION -**



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## Location, Deadlines & Timetable

### THE EVENT TAKES PLACE AT

Van der Valk Schiphol A4  
A4 3. 2132 MA Hoofddorp, the Netherlands  
<https://www.hotelschiphol.com/>  
Tel +31 252 67 53 35

Parking can be done on site and we recommend travelling by car/carpooling. There is also a free shuttle bus from Schiphol airport to the Hotel if you book a room! Alternatively if you book a room, parking is free of charge. The hotel can be cancelled free of charge until 12.00pm on the day of the booking (it will say so on the website).

### IMPORTANT DATES

March 20<sup>th</sup>, 2023; Rulespack finalized

April 21<sup>st</sup>, 2023; Deadline day for singles ticket purchase

April 8th, 2023; Final cutoff date of new releases. Final cutoff date for errata. Last day to submit questions for the official AoS Worlds FAQ to the referee team. This is also the deadline for approval of 3d prints and conversions to the referee team.

April 15th, 2023; If a new battletome comes out before or on April 8th that has no official GW FAQ, the referee team will publish an AoS Worlds FAQ before this date.

April 22nd, 2023; Army roster Deadline at 23:59 (GMT+1). Submission via e-mail.

April 29th, 2023; Deadline for teams to check appointed AoS Worlds singles lists

Wednesday, May 30 <sup>th</sup>		
Start Time	End Time	Activity
09.00	09.15	Registration
09.15	09.30	Introduction
09.30	12.30	Round 1
12.30	13.30	Lunch + Painting nominations
13.30	16.30	Round 2
16.30	17.00	Break
17.00	20.00	Round 3
Thursday, June 1 <sup>st</sup>		
09.30	12.30	Round 4
12.30	13.45	Lunch + Best army on show voting
13.45	16.45	Round 5
16.45	17.00	Processing scores
17.00	17.15	Award ceremony





# 1.0 Event Overview

## 1.1 EVENT OVERVIEW

- The AoS World Singles Championship is a 5 round tournament.
- Players will be matched by the Swiss pairing system after the first round. The first round will be randomly drawn and announced the Monday before the event.
- Matches will take place on a standard 60"x 44" table using pre-generated terrain maps. These terrain maps are available at the tables and on the AoS Worlds website.
- The official language of the tournament is English. All books and material for reference during gameplay must be presented in English. Having a quickly accessible digital version of reference material is acceptable.
- The publication cutoff is April 8th 2023, 23:59 CEST. Materials released after this date may not be used at AoS Worlds for building army lists. FAQ's and related releases that come after the cutoff will still be enforced, unless indicated otherwise by the Referee team.
- AoS Worlds will use Punpun for list submission, event tracking & matchmaking. An email will be sent to all players with instructions and their Pincode before April 21<sup>st</sup> 2023. (<https://www.punpun.nl>)
- The FAQ from the AoS Rules Panel will be in play (available at <https://www.aosfaq.com>)
- Players must submit their 8 army lists at latest by 23:59 CEST on April 22nd, 2023.
- As of this year (2023, all teams participating in the AoS Worlds Team Championship will receive an equal amount of army lists that have been submitted for the AoS Worlds Singles GT to check. They will have until April 29th 23:59 CEST to do so. This is done to help the organization and referees to make sure both the Team lists and Singles lists are legal, without sharing the team lists among the teams.





## 2.0 List Building & Gaming Tools

### 2.1 LIST BUILDING

- Only Warscrolls with Pitched Battle Profiles may be used at the AoS Worlds. This includes Forge World models that have a Pitched Battle Profile. Note that Allegiance Abilities can and should be used. Compendium warscrolls are also allowed if they have a Pitched Battle profile. Warscroll Battalions are not allowed to be played (as of AoS 3.0) as are 'Warhammer Legends' models, even if they have a Pitched Battle Profile.
- Players make sure their army lists are submitted to the AoS Worlds Organizers via Punpun by 23:59 CET on April 22nd, 2023.
- The Warscroll Builder format **must** be used for the submission of your armylist. If there is any missing information, please adjust the list accordingly. After building the list, you can use the "?" symbol and the yellow "copy" button to copy/paste your list to Punpun. Here you can make adjustments as needed before submission. Mind that you can not view your armylist after submission, so make sure to double check before you submit. You can always resubmit a new list if the deadline has not passed yet.

The following is required (if applicable) on each list submitted. Warscroll will have most of these listed automatically, but please use this as a checklist:

- Player name (any nicknames can be added with " ", but full name is obligatory)
- Allegiance
- Sub-Allegiance
- Battlefield role headers
- Model count per unit
- Total points cost per unit
- General
- Command Trait
- Artifacts (If the artefact affects a weapon that needs to be picked, this needs to be mentioned on the army list)
- Mount traits
- Triumphs
- Grand Strategy
- Battalions used
- Reinforcement points indicated on units that are utilizing them
- Unique Enhancements
- Additional Enhancement picked with Magnificent / Ability choice from chosen Battalion
- Spells chosen from spell lores (warscroll spells not required)
- Prayers chosen from book lores (warscroll prayers not required)
- Abilities chosen if applicable, for example any Hidden Weapon Teams or Split and Split Again
- Weapon selection (not required if there is only one option)
- Command models and choice in the case that there are more than one option (e.g.: Unit Champions and 2 different types of musicians)
- Allies as well as Coalition Units
- Total points
- Units that are part of a battalion must be specified in army lists
- Faction terrain





## 2.2 MODELS

- All unit options and weapons must be shown correctly on the models (What You See Is What You Get). Models that are not official, do not fit the WYSIWYG profile, or considerably deviate from the norm MUST be presented to the AoS Worlds referee team. The deadline for model approval is the 8th of April, 2023. You may submit models for approval via the 2023 Host ([info@tabletopalliance.net](mailto:info@tabletopalliance.net)) or the AOS Worlds referee team ([aosworldsreferee@gmail.com](mailto:aosworldsreferee@gmail.com)).
- All models used must be fully painted (no primer showing), with a minimum requirement of 3 colors in an appropriate scheme applied to the model, with textured/painted bases. All models must be based on the correct round/oval sized bases. Models that are not painted or based correctly will be removed from play by the referees and will be unable to be used in the tournament.

## 2.3 DICE

- All dice used at the event must be easily legible from across the table.
- Custom Dice may be used during the event.
- GW faction dice are often not legible enough to be used however with your opponent's consent they can be used providing both players can read them easily.
- All of a player's dice with symbols must only have symbols on either the 1 or 6 facing and not both.

## 2.4 CHESS CLOCKS

Chess clocks will not be mandatory for the AoS Worlds Singles event, until the top 8 tables on day (these will be provided at the table). In addition, if one player wants to use a chess clock, both players are obligated to use it. This is to ensure that both players receive the same amount of time for game play in each round.





## 3.0 Battleplans , Pairings & Terrain

Round 1
Position over Power
Round 2
The Prize of Gallet
Round 3
In the Presence of Idols
Round 4
Ours for the Taking
Round 5
The Nidus Paths

### 3.1 TERRAIN AND OVERGROWN

At the start of the match, both matched players will roll off to determine who is attacker/defender for that battle plan. The defender can distribute 6 Mysterious Terrain markers, after which the attacker can choose sides. Two of the terrain features will have the “Overgrown” effect and do not gain an additional Mysterious terrain marker. The Overgrown effect will be as follows:

*“Visibility between two models is blocked if an imaginary straight line 1mm wide drawn between the closest points of the two models’ bases crosses over more than 1” of this terrain features. This scenery rule does not apply to models with a wound characteristic of 10 or more.”*





## 3.2 HOW TO USE CHESS CLOCKS

The following rules will be in use regarding chess clocks.

The responsibility is on both players to ensure time is used correctly.

The position of the chess clock cannot be moved without the consent of both players.

Players in the game and referees are the only people allowed to switch the use of time

The Active player is the player who is currently taking their turn and has the clock running on their time.

The Inactive Player is the player who is not currently taking their turn.

### ***Time Pausing***

Time on a chess clock may only be paused by an AoS Worlds referee.

### ***Changing Time***

Time may only be added/subtracted on a clock in two instances:

- By a referee
- To reset the time at the start of the round. Each player receives 1 hour and 30 minutes of time.

### ***Time Usage – Setup***

- The chess clock is activated once the roll for first deployment or deployment zones is made. The player who wins the roll begins the clock on their time. Only the active player can deploy their units.
- After armies are deployed, the Player who deployed first becomes the active Player and can decide who goes first or second.
- Any interruption caused by an ability can be carried out, and the Player, whose ability is triggered, becomes the active Player. Time then resumes with the player who is taking their turn (see below)

### ***Time Usage - During Game***

Time will always be used by the active player with the following exceptions.

- Switching time is the responsibility of both players
- An inactive player becomes active in the following cases:
  - The Inactive player asks active player to look up a rule
  - The Inactive player must roll save(s)/damage/ward(s)/attacks or make a dice roll during the Active player's time.
  - The Inactive player must remove/replace/move models
  - The Inactive player is unbinding prayers/spells
  - The Active player cannot continue to play until the Inactive player takes an action
  - A special rule that requires any action during the active player's turn (blood tithes charges, Lumineth shooting phase movement etc.)

### ***Time Expiration***

Should one player run out of time, they are not allowed to take any action in the game, and they immediately become the inactive player.

They cannot interact with the game except by performing the following actions:

- To assign wounds and remove models
- Any action that must be performed for the game to continue (e.g.: Armour or Ward Saves, etc.)

During these exceptions the active player may pause their time only during these actions.

Should both players run out of time; they will become inactive players with the mentioned exceptions above. If the players cannot agree on the outcome, a referee that will assess the situation is to be called.





In case a chess clock is broken, stop the game, take note of the time spent and call a referee. It is the referee's job to guide you to a solution.

### 3.3 DETERMINING THE OUTCOME

At the end of each game, players work together to determine the victory points achieved by each player during the battle. Once the total number of victory points is determined for each player; players then use a differential between those points to determine the margin of victory. The differential in points is referenced below and shows the score for each possible outcome.

During this event we'll make use of the following way to calculate your scores at the end of your battle. Every mission has its own way of scoring Victory Points and its own way of determining if you scored a Victory, Loss or a Draw. A win will gain you a 1.000 tournament points, a draw will gain you 500 tournament points and a loss will gain you 0 tournament points. Punpun will add the win/draw/loss points automatically, you only have to submit the differential score from the table below.

All these different outcomes give you a different secondary score in addition (example given below table), as follows:

Scoring table		
VP Differential	Winner score	Loser score
Draw	10	10
Minor Victory	11	9
1-2	12	8
3-4	13	7
5-6	14	6
7-8	15	5
9-10	16	4
11-12	17	3
13-14	18	2
15-16	19	1
17+	20	0

### 3.4 DETERMINING THE WINNER OF THE EVENT

#### **Overall winner**

At the end of the 5th tournament round, the winner of the AoS Worlds Singles Championship will be determined using the following system. In the case of a tie, the following criteria will be used as a tie breaker:

1. Amount of won games + differential total victory: The sum of the players total tournament points
2. Wins extended (Tiebreaker): Strength of Schedule

#### **Best Sportsmanship**

After round 5, all players will be able to vote for their favorite opponent via Punpun, using the code they were given to submit the results every round.

### 3.5 COMPETING FOR BEST PAINTED ARMY AND BEST ARMY ON SHOW

After round 1 (day 1), every player that wishes to compete for Best Painted Army and/or Best Army on Show, can set-up their army after this round on the table they have been playing at **before they go to lunch**. The referee and judging team will walk around and nominate armies/players to showcase their army on the second day after round 4. The winners will be announced during the Award ceremony. Don't forget to show your name next to your army somewhere so we know who the army belongs to.





## 4.0 DISCIPLINE AT AOS WORLDS

### 4.1 REFEREES

The event will be overseen by 5 main referees and a number of tournament organizers and assistants.

To avoid unnecessary calls for the referees, players are asked to follow this procedure:

Always search for the answer through the publications, like the rulebook, the Battletomes or the FAQs.

If an answer cannot be found within the documents, to solve the situation in a speedy manner, there is the option of rolling a die: on a 1-3 player A is right in this case, 4-6 player B is right in this case. This is final once rolled. This method is only to be used if both players agree to accept the result before rolling, without any objections. This is only to be done in case the players make decisions like allocating types of terrain or similar situations. If this solution feels unsatisfactory for one of the players, a referee is to be called. This call is final and cannot be altered at ANY time.

A Referee's word is usually final, but if a player does not agree with a certain (important) decision, they can petition a different referee for another opinion. Abuse of this right will not be tolerated. Warnings will be implemented to handle any disputes/issues (see penalty section 5.3).

### 4.2 PRE-EVENT PENALTIES

After the submission deadline, the lists will be checked for validity. Glaring errors might result in a reduction in points, under the purview of the Referees. Making correct lists and submitting them in the correct format should be no difficult task for seasoned players. After lists have been checked, they will be published on the AoS Worlds website for all to see.

Illegal lists should not be submitted in the first place, but in the rare case that an illegal list should be submitted, adequate penalties will be applied. Changes made to an illegal list will always have to be as minimal as possible (to be judged by the referee team). If a list is deemed illegal, a 10 point penalty can be subtracted from the total tournament score.

### 4.3 EVENT PENALTIES

Players who do not follow the rules or behave inappropriately will be warned for the first infraction. Each subsequent warning will transform into a penalty without negotiation.

In addition, if an individual player is responsible for 3 infractions during the event, they will be expelled from the event immediately, as soon as the 3rd infraction is confirmed by the referee crew. Any remaining games of that Player immediately are allotted a 0-20 score.

The referee crew has the right to escalate any infraction to an immediate expulsion or even a lifetime ban from the tournament depending on the gravity of the infraction and the situation surrounding the infraction.

A list of offenses follows below. Take note that the referee's main concern should always be that games are completed and played. This of course depends on the transgression, but the focus always lies on games to be played even if certain penalties will apply.

This way we are sure everyone gets their full complement of games in under normal circumstances.

#### **Time Issues:**

This is to ensure that the time is used correctly and not to give an advantage to a specific player and skew the results due to poor time management.

Should a player -or game- time out, then the appropriate actions and penalties will be applied. Penalties will be applied at the discretion of the referees if they feel clocks are not managed properly or if players try to abuse time management. For instance, it will be standard practice to give a warning to players for not bringing games to their natural conclusion.





### ***Excessive rules questions:***

If a player is found to be repeatedly calling referees over for rules questions which are clearly answered in any of the relevant game literature including the AoS Worlds FAQ, they will receive a warning. The number of rules calls required to gain such a penalty is determined at the discretion of the referees on a case by case basis - this prevents people being penalized for trivial issues resulting in such questions, and also stops a player from cheating the system by stopping before the threshold for a penalty is attained.

### ***Dice, movement or rules-cheating:***

Any instances of the following, or anything deemed as cheating within similar confines, witnessed by a referee and/or an impartial bystander (i.e. a person not associated in any way with either player) : dice cheating (loaded dice, incorrectly counting the number of passed or failed rolls, changing the value of dice rolled, etc) , movement cheating (moving too far, pushing models outside of their regular movement allowance, etc), rules cheating ( deliberately or consistently forgetting core rules for your OWN army and models, etc), will all result in an instant infraction and penalty. It is to be considered common practice to let your opponent roll ANY dice you also use during the game without the need for consent. Players that have issues with this can opt to use any other set of dice they feel comfortable their opponent also uses (unless other rulings prevent this, see COVID Guidelines). In regards to dice policy, players need to discuss how they will handle cocked dice, dice that land on top of each other or in terrain and such before the start of the game. If this does not happen, dice rolls will only count when the bottom of the die's surface is entirely touching the table or game mat surface. If a referee witnesses clear cheating (for example loaded dice, woefully miscounting or misrepresenting dice), the clock can be stopped and in consultation with the head referee a direct red card (thus ban) can be given.

### ***Illegal list***

In case a player is discovered to be playing a list that is illegal or deviates from the list submitted by the captain, the referee team will be forced to take action against this player. This will be done on a case-by-case action. If a list is completely different, the player and list might be banned from the rest of the event. If a list has models (for example the player forgot to list their endless spell) that are not on the initial army list, the model is to be taken off, a penalty will be applied (taking into consideration if the illegal model/unit has already impacted the game or not) and the model can not be used for the remainder of the event.

### ***Poor sportsmanship or negative/aggressive attitude:***

Any player seen to be acting in any manner not in-line with the expectation of friendly but competitive gaming at the tournament, as to be deemed by any referee in conference with at least 2 referees, will be immediately penalized with an infraction and a penalty. This is a civilized game played in a friendly but competitive manner. Aggressive or intimidating behavior towards the referee team or any of the tournament organizers will be met with severe penalties.

### ***Examples of poor Sportsmanship are:***

It is both players' responsibility to ensure mandatory things that happen in the game take place. If a player purposely fails to remind their opponent about certain obligatory rules (picking a battle tactic, for example) to gain an advantage, this can result in a warning.

A player forgets to announce they will use a certain rule, ability at the start of the turn or phase and remembers later in the turn or phase. No player is forced to allow their opponent to still make use of said rule or ability, but if the referee team feels a certain player is taking advantage of these types of moments too much or even deliberately, they can still be issued an official warning for unsportsmanlike conduct. All of this will be viewed by the judges within the confines of the turn or phase.

### ***Illegal Alternative Models:***

If a player uses alternative models that have not gained prior approval by the referees, then at the discretion of the referees those models will be removed from the board if an unfair advantage is gained in-game, or the models simply aren't up to event standards. The player will have the opportunity to replace them with the official GW models. If no models are immediately available they will continue the event without the use of said models. If a player subsequently is caught reusing said 'banned' models they will incur an immediate eviction from the tournament, counting all their scores (even retroactively) as 0-20.





***Illegal communication between player and spectator:***

Any communication between players and spectators should always be in English wherever possible and have no relation to strategic or tactical advice regarding any games in progress. Failure to do so will result in an infraction when reported. In some cases communication may not be possible in English, in such cases players should seek the assistance, where possible, of a referee who understands their language to clear up any confusion. If such a referee is not available, then it is up to the remaining referees to determine if illegal tactical or strategic advice has been given or not. Players can of course seek the approval of their opponents to confer with a countryman in their native tongue prior to starting a conversation.

Using mobile phones or other devices to discuss tactics and game situations once the pairing process has finished and matches have been assigned, are not allowed.

Players caught doing this will immediately receive a penalty or risk being disqualified.

