

# tSports Champions Event UK

## Tournament Pack

*18<sup>th</sup> & 19<sup>th</sup> June 2022*

THE  
**HONEST**  
WARGAMER

tSN

tSN  
STATS

# tSports Champions Event: UK – The Basics



## The Date:

- The tSports Champions Event: UK will take place over the weekend of the **18<sup>th</sup> and 19<sup>th</sup> of June 2022**



## The Location:

- The tSports Champions Event: UK will take place at the **tSN Arena** in Nottingham

### Address:

Carpeluduin House  
126 Lower Parliament Street  
Nottingham  
United Kingdom  
NG1 1EH



## The Timings:

- The timings for each day are as follows:

### Saturday 18<sup>th</sup> June

Sign In & Briefing	09:30 – 10:15
<b>Game 1</b>	<b>10:15 – 13:00</b>
Lunch	13:00 – 14:00
<b>Game 2</b>	<b>14:00 – 16:45</b>
Break	16:45 – 17:15
<b>Game 3</b>	<b>17:15 – 20:00</b>
Fun & Games!	20:00

### Sunday 19<sup>th</sup> June

Briefing	10:00 – 10:15
<b>Game 4</b>	<b>10:15 – 13:00</b>
Lunch	13:00 – 14:00
<b>Game 5</b>	<b>14:00 – 16:45</b>
Break	16:45 – 17:00
Awards	17:00



## tSN Arena Way:

- Thank you for agreeing to attend the tSport Champions Event: UK, we are really looking forward to everyone coming along for what we hope will be a great couple of days
- We work hard to make sure that every event we hold is as fun and enjoyable as possible, so we would really appreciate it if you could take some time to read through the details enclosed in this pack
- We operate an 'Open Question / FAQ' system for our events, so if there is something you are unsure of or would like clarification on, and the pack does not provide you with enough information, please get in contact with us and we will respond to you as soon as possible. Additionally, we will add your questions and the answers to the event FAQ (see Appendix 5)

### Contact Details:

- Email: [thetsportsnetwork@gmail.com](mailto:thetsportsnetwork@gmail.com)
- Twitter: [@t\\_sportsnetwork](https://twitter.com/t_sportsnetwork)

### Live Streaming:

- This event is due to be live streamed on Twitch by the tSports Network. By agreeing to take part in this event, you are agreeing to potentially having your game streamed live on the twitch platform

# tSports Champions Event: UK – General Behaviour



## Sportsmanship & Conduct:

- At the tSN Arena we expect our events to run as smoothly and as controversy free as any other AoS event. Please remember that people may take a different approach to the game than you experience in your local club or community. We expect all players to act in good faith during the event and for all disputes or disagreements to be resolved patiently and amicably
- If there are any situations where as players, you are unable to come to a decision, please seek out a Tournament Organiser who will review the situation and make a decision. Please note, If this situation occurs, the Tournament Organiser's judgement is final



## Table Etiquette, Time Keeping & Penalties:

### Army Information:

- If required, please take a few minutes before each game to allow your opponent to examine your list and ask any questions about the warscrolls, abilities or battalions you have taken. You do not need to reveal your 'game-winning' tactic, but a brief summary of your army and its capabilities will help to avoid any 'gotcha' moments during the game. Additionally, please have copies of your warscrolls in English to show your opponent if necessary

### Time Keeping & Gameplay:

- Chess clocks will be in use during this event. Each player will be allocated half of the 2hr 45mins allotted for each round (i.e. 1hr 22mins 30secs). Rules and guidelines for the use of chess clocks in competitive play are outlined later in this document (see Appendix 4)
- Matched play battleplans are designed to be played over 5 turns. Your list should be designed so that you are confident you will be able to complete all 5 turns in the time allocated to you as a player (see above). If your list has a high model count, longer than normal phases or a complicated ruleset for example, please take steps to ensure you can complete your turns in the allotted time (i.e. the use of movement trays, rules aids etc.)
- Announcements will be made throughout each round informing players of the overall time remaining though time-keeping via the 'on-table' chess clocks will take precedent
- During gameplay, all dice rolls, measurements & movements should be made in full view of your opponent. We recommend, where possible, that a 'play by intent' approach is adopted, meaning key rolls, movements etc are agreed in advance so the required outcomes of any roll or measurement is known beforehand

### Penalties:

- We expect all players to adhere to the above rules and to the commonly understood 'Social Contract' involved in any event of this nature. While certain tournaments may be competitive in nature, we want everyone involved to have an enjoyable experience
- If a player does not behave as expected, they may be subject to disciplinary action at the discretion of the Tournament Organisers. This may take the form of points being docked in game, a round/match being forfeit or, in extreme circumstances, the player being expelled from the event

# tSports Champions Event: UK – Lists and Models



## Lists:

- The following defines what information should be included in your list, the format we would like to receive it in and where and when you will need to submit it. All lists should be built in line with the GHB 2021 and use the most up to date points values available. All Battletomes **must have received their post-release FAQ by the submission deadline** in order to be deemed legal. If this is not the case, the old Battletome must be used instead.

### List Submission Date:

- The list submission deadline for the tSports Champions Event: UK is the **12<sup>th</sup> of June 2022**

### List Submission Format:

- While there are a number of list building programs that are used by the AoS Community, our preferred format for receiving lists is as a 'Full Army Summary' text output from Warscroll Builder. In order to generate the text output, build the list in Warscroll Builder, scroll to the top of the page and click on the '?' icon. This will generate an 'Army Summary' pop-up. Make sure the 'Full' box is highlighted and then copy the text of the army list and paste it into a word/text document

### Submitting Lists:

- Once you have saved the your list in the requested format, please email it to us at [thetsportsnetwork@gmail.com](mailto:thetsportsnetwork@gmail.com)

### Information to Include:

- Please make sure that your list submission includes Faction Allegiances, Battalions, Grand Strategy, Drops, Spells, Command Traits, Artefacts and any other enhancements included in your army. If built correctly in Warscroll Builder, this information should automatically be included in the text output



## Models:

### 3<sup>rd</sup> Party, 3D Printed & Converted Models:

- Players are not limited to using Games Workshop models only. Forge World, other companies and 3D printed miniatures may all be used as long as they clearly represent the respective battletome unit. Converted models are allowed if they are WYSIWYG and on the correct base size
- Miniatures that are incorrectly or inappropriately modelled for the sole intention of gaining advantage will be removed as a casualty
- All instances of non-GW models being used must receive pre-approval. To do so, please contact us at [thetsportsnetwork@gmail.com](mailto:thetsportsnetwork@gmail.com)
- If you are unsure about any models, please contact us before the event

### Painting Standards:

- All models must be painted to a 'battle ready' standard and based in such a way that they form a cohesive force. Any model or models not meeting this minimum standard risk being removed or excluded for a players list at the discretion of the Tournament Organiser

# tSports Champions Event: UK – Tournament Format & Scoring



## Tournament Format:

- The tSports Champions Event: UK will be a 5 game, 2 Day tournament played using 2,000pt single list armies constructed using the standard GHB 2021 ruleset, the most recent AoS FAQ's and the most up to date faction battletomes (where a battletome has received it's post-release FAQ)
- Unlike many standard tournaments, this event WILL NOT be using a 5 Rounds Swiss format. Instead, the tournament will be played using a 4 Group Round Robin format on Day 1 and a 2 Round Play-off format on Day 2 (see Appendix 1)

### Pre-Event – Player Draw Stage:

- Players will be placed into 4 Pots based on their final qualifying position in the tSN Player Rankings as of 9<sup>th</sup> May 2022. They will then be drawn into one of 4 groups, each group consisting of 1 player from each pot. The Draw to determine the groups will take place after lists have been submitted for the event

### Game Day 1 – Group Stage:

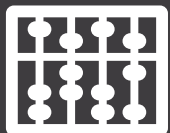
- Each player will play 1 game against each of the players in their group, for a total of 3 games (Games 1, 2 & 3) per player. They will be allocated points in line with the tournament scoring (see below) for each of these games based on the results achieved
- At the end of Day 1, the players will be ranked within their groups based on the points they have accumulated. These rankings will then determine which 'Play-off Set' each player will take part in during Day 2. For example, the 1<sup>st</sup> Ranked players from each group will be grouped together etc...

### Game Day 2 – Play-off Stage:

- Each player will take part in a Semi-Final (Game 4) and a Final (Game 5) to determine their Overall Placing at the event. The highest and lowest a player can finish the event will be defined by the 'Play-off Set' they qualified for following the Group Stage on Day 1

### Tournament Battleplans:

- A different battleplan will be played each round of the event with all players playing the same battleplan. The battleplans for the event will be announced on the **5<sup>th</sup> of June 2022** and will be drawn from the GHB 2021 and will follow the prescribed rules for the set-up, deployment and scoring



## Tournament Scoring:

### Game Day 1 – Group Stage:

- Each player will earn 3pts for a win, 1pt for a draw and 0pts for a loss for each of the 3 games played during the Group Stage on Day 1. Players on equal points at the end of the 3 games will be separated in their group rankings by Victory Points (using a differential scoring system – see Appendix 2), Total Battle Tactics Completed, Total Grand Strategies Achieved. Total Kill Points and Head to Head record in that order

### Game Day 2 – Play-off Stage:

- Each game must have a winner and loser. Draws will be resolved using Battle Tactics Achieved, Grand Strategy Achieved, Kill Points and Victory Points from Day 1 in that order

# tSports Champions Event: UK – Terrain Rules & Key Words



## Terrain Rules:

- 8 boards of terrain will be provided with scenery laid out in a standard pattern by the Tournament Organisers prior to the event. No piece of scenery will be laid out within 3" of a table edge or within 6" of another piece of terrain
- While the specific volume of scenery on each board may vary, it will not do so drastically. The scenery / terrain provided for each board will be cinematically themed to match the design aesthetic of the board and should not be switched between tables by the players
- Faction terrain pieces must follow all rules and restrictions for their deployment as stipulated on their warscroll. The only exception to this is for the Idoneth Deepkin, Ossiarch Bonereaper, Lumineth Realm Lords and Seraphon faction terrain pieces which **MUST** replace an existing piece of terrain in addition to following the rules on their warscroll. Sylvaneth Wyldwoods **MAY** replace an existing piece of terrain when initially set-up or when summoned at the controlling players discretion



## Key Words:

- The 'Mysterious Scenery' table will not be in effect during this event. Instead, terrain pieces may be allocated one of the following 'Key Words' at set-up by the Tournament Organisers (see Appendix 3 for a full descriptions of each Terrain Key Word)

### Obscuring:

- The terrain blocks line of sight if a 1mm thick straight line drawn from the base of the activating unit to the base of the target unit passes over it or it's footprint. Obscuring terrain has no affect on models with a wounds characteristic of 14 or more, either when targeting or being targeted

### Impassable:

- Models can not land on or move over the terrain or it's footprint. Units with the Fly key word may pass over the terrain but must finish their move wholly outside of the terrain and it's footprint. If any part of a models base is unable to do so, then the move cannot be made

### Cover:

- If a model/unit is wholly within the terrain it gains the benefit of cover (+1 to save rolls). Units ending a charge move in the terrain receive no benefit

### Garrison:

- A unit of up to 20 models, with a wounds characteristic of 2 or less may garrison this terrain piece. See Appendix 4 for full details on how to implement this rule

# Appendix & FAQ

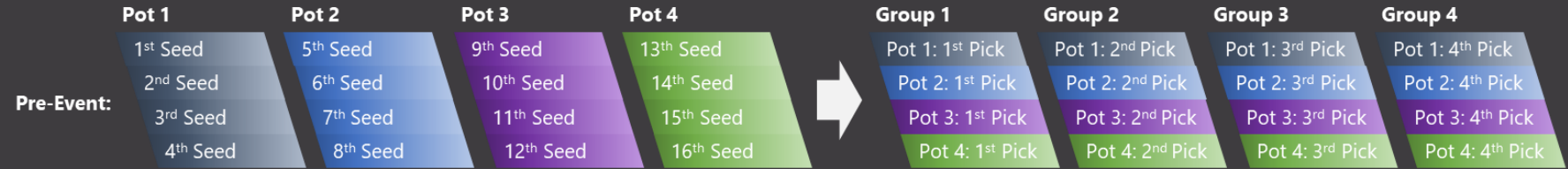
**tSports Champions Event: UK**

**18<sup>th</sup> and 19<sup>th</sup> June 2022**

# Appendix 1: Tournament Format Explained

## The Player Draw Stage (Pre-Event)

The 16 players are placed into 1 of 4 pots based on their seeding. The players are then distributed into 4 Groups, each containing 1 player from each pot



## The Group Stage (Game Day 1: Games 1-3)

Each player will play 3 matches, 1 against each other player in their group. After all matches have been played, the players will be ranked within their group based on their results

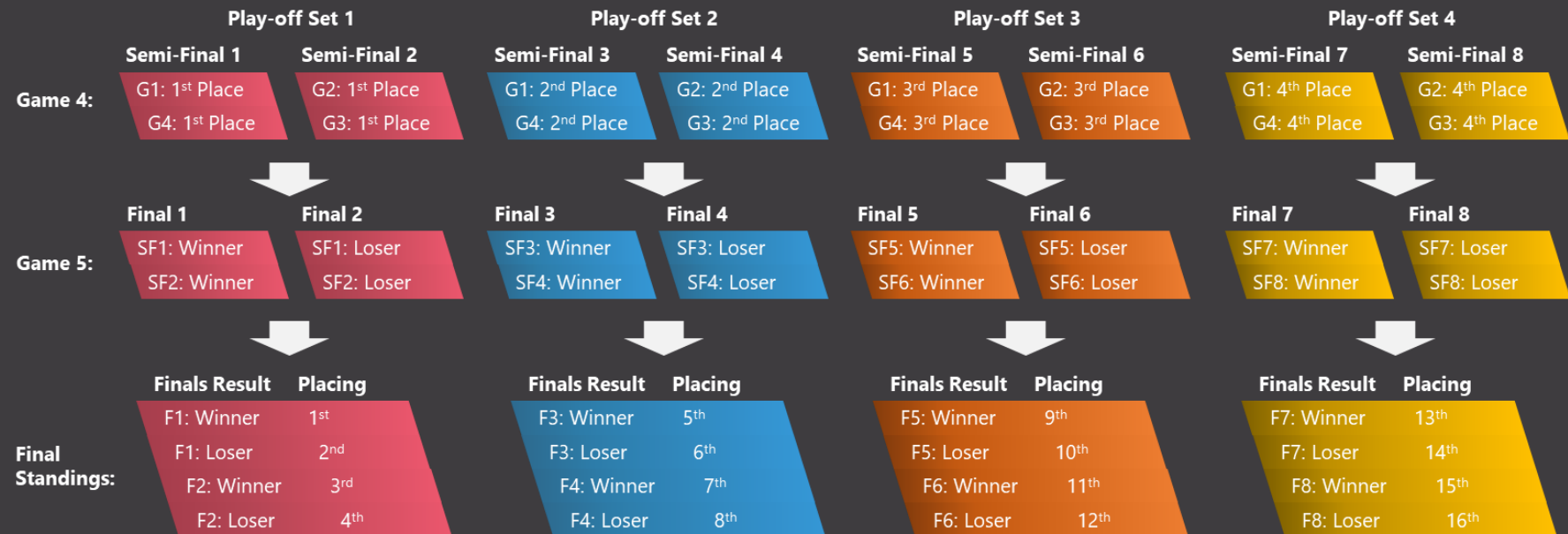


## The Play-Off Stage (Game Day 2: Games 4 & 5)

Based on their final group standings, players will take part in a Semi-Final and Final to determine their placing at the event.

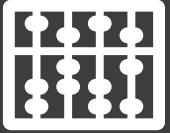
For example, those players finishing 1<sup>st</sup> in their group will play against each other, with the winners of the semi-finals playing in a final for Overall 1<sup>st</sup> place and the losers playing their final game to determine 3<sup>rd</sup> and 4<sup>th</sup> place overall.

This means that performance on Day 1 will determine the highest and lowest overall placing that a player can achieve for the event





## Appendix 2: Differential Scoring System



### Differential Scoring System:

- Players will be allocated a score for their match based on the difference between the Victory Points (VP) they achieved during the game versus the VP's their opponents achieved. If the match ends in a draw, both players will receive 10 points (as VP difference would be 0)

Victory Point Difference	Winning Players Points	Losing Players Points
0-1	10	10
2-3	11	9
4-5	12	8
6-7	13	7
8-9	14	6
10-11	15	5
12-13	16	4
14-15	17	3
16-17	18	2
18-19	19	1
20+	20	0

# Appendix 3: Terrain Key Words Explained



## Terrain Key Words:

### Obscuring:

- **Intent:** to reduce the effectiveness of spells and shooting during the game and to create a more dynamic gaming experience that allows players to use movement and positioning to reduce incoming damage
- **Rule:** The terrain blocks line of sight if a 1mm thick straight line drawn from the base of the activating unit to the base of the target unit passes over it or its footprint. Obscuring terrain has no affect on models with a wounds characteristic of 14 or more, either when targeting or being targeted

### Impassable:

- **Intent:** To create channels and fighting lanes that add some potential realism to scenarios
- **Rule:** Models can not land on or move over the terrain or its footprint. Units with the Fly key word may pass over the terrain but must finish their move wholly outside of the terrain and its footprint. If any part of a models base is unable to do so, then the move cannot be made

### Cover:

- **Intent:** To allow terrain that is suitable for models to be placed in to offer cover saves to models and improve the effect of terrain on battles
- **Rule:** If a model/unit is wholly within the terrain it gains the benefit of cover (+1 to save rolls). Units ending a charge move in the terrain receive no benefit on the turn they charge. Monsters and Behemoths do not benefit from this rule

### Garrison:

- **Intent:** To create interesting terrain options for scenery pieces that are not suitable for models to be placed on it
- **Rule:** A unit of up to 20 models, with a wounds characteristic of 2 or less may garrison this terrain piece. You can deploy a unit into garrison or move it into garrison if the unit starts its move wholly within 6". You may not teleport into garrison and the terrain piece counts as 'impassable' for the purposes of moving through it (see rules above). You may not enter and leave a garrison on the same turn. When a unit leaves garrison, it must be placed wholly within 6" of the terrain piece and 3" away from any enemy models. You may not leave garrison into combat. The terrain piece counts as the unit for the purpose of measuring ranges and attacks. When in garrison, the unit receives a +1 to its save roll and is -1 to hit

# Appendix 4: Chess Clock Rules & Guidelines



## Chess Clocks:

### The Basics:

- Each player is responsible for their own time. It is a player's right but not their obligation to make sure that their time is being handled properly
- Time starts when the first pregame action or dice roll takes place at the beginning of the round
- The players and the Tournament Organisers 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 their time. The 'Inactive Player' is the player not currently taking their turn

### Pausing & Changing Time:

- Pausing the time can only be done with the agreement of both the Active and Inactive player or by a Tournament Organiser. If it is agreed between both players, it is the responsibility of the players to inform a Tournament Organiser immediately
- Time may only be added or subtracted on a clock by a Tournament Organiser

### Time Usage:

- Time is always used by the Active Player with the following exceptions when time is switched to the Inactive Player
  - The Inactive Player asks the Active Player to look up a rule
  - The Inactive Player is required to make a roll (i.e. armour, damage, ward save etc) or take an action or special action (i.e. redeploy, out of sequence movement etc)
  - The Inactive Player must remove/replace/move models due to an action or event
  - The Active Player cannot proceed with their turn until the Inactive Player takes an action
- While these are obvious examples of when time should switch between players, we understand there may be other reasons for this to take place. We expect all players to use their judgement in these circumstances and to act in good faith as outlined in the 'Sportsmanship & Conduct' paragraph of the 'General Behaviours' section of this document

### Time Expiration:

- Should a player run out of time, they instantly become the Inactive Player and are not allowed to take any further actions in game with the exception of the following
  - To assign wounds or to remove models
  - To undertake any actions that are required for the game to continue (i.e. armour or ward saves, etc)
- During these exceptions, the Active Player may pause their time
- If both players run out of time, they are both considered Inactive Players, any remaining actions should be undertaken in line with the exceptions and then the players should agree the final outcome of the game. If they are unable to do so, situation will be assessed and a decision will be made by the Tournament Organiser

# Appendix 5: Frequently Asked Questions



## Frequently Asked Questions:

- Please see the below for answers to any questions that have been raised by players prior to the event

Question	Answer
Will this be a 'normal' event or will there be any 'comp' to list building, the battleplans that will be used or the way scoring will be done?	The event will not include any 'comp' to the way lists are built or the battleplans that will be used. These will be in line with the GHB 2021. The scoring system has been explained in the pack (see Tournament Format)