



Justice Series Grand Tournament

21st & 22nd August 2021

Welcome to the rules pack for the Justice Series Grand Tournament, to be held in Liverpool on 21st & 22nd August 2021. This pack covers the event rules and all other information that you will need to ensure that you have a great time. We look forward to welcoming you to our event and we can't wait to see you there!

Ticket Details

[Tickets can be purchased from our website – click this link!](#)

Tickets cost £35 and there are 40 places available for this event. Each entrant will receive a complimentary £5 JustPlay gift voucher!

Venue and Location

The event will be held in our newly expanded gaming space at [JustPlay](#) in Liverpool City Centre.

Schedule

Note: Due to AoS3 still being quite new, round times have been extended slightly to 3 hours to allow players a little extra time for looking up rules and interactions!

Saturday - Day One

- 0930 Doors open for registration
- 1000 Round 1 Begins
- 1300 Round 1 Ends
- Lunch Break & Painting Competition Judging
- 1345 Round 2 Begins
- 1645 Round 2 Ends
- 1700 Round 3 Begins
- 200 Round 3 Ends
- **SPECIAL!** Day 1 Afterparty at the Keystone – details to follow!

Sunday - Day Two

- 1000 Doors open
- 1100 Round 4 Begins
- 1400 Round 4 Ends
- Lunch Break
- 1430 Round 5 Begins
- 1730 Round 5 Ends, winners announced, and trophies awarded!

Event Rules

Core Rules

All core rules for are used. Matched Play rules are used. The Battlepack rules from the Generals Handbook 2021 will be in full effect, including the realm rules from *Region of War: The Ghurish Heartlands*.

The latest FAQ will always apply, regardless of how far in advance of a tournament that FAQ was released. We will use our discretion if this unduly affects a player (e.g. completely invalidating a pre-submitted list).

Battleplans

We will play 5 battleplans from the General's Handbook 2021. The battleplan will be announced at the beginning of each round.

Army Construction

Armies should be constructed as per Matched Play rules from the latest General's Handbook.

Compendium units may not be used.

Any new releases that are officially released on or before the 14/08/2021 will be allowed at this event.

Tables and Terrain

All of our tables feature premium neoprene gaming mats and a great mix of high-quality official and custom terrain. Tables will include a mix of Wyldwoods, Defensible Terrain, Area Terrain and Impassable Terrain. Boards will generally have **eight** pieces of terrain minimum. Games will be played in a 60"x44" area.

Signups and List Submission

After purchasing a ticket, sign up and submit your lists on **tabletop.to** at the following link:

<https://tabletop.to/justice-series-gt-august-20212>

All lists must be submitted by the **18/08/21, 11:59pm**. If you require any assistance with list submission, please contact us (see contact details at end of document). Interesting lists will be discussed on the [JustPlay Tabletop Wargaming Youtube Channel!](#)

Scoring, Ranking & Pairings

Scoring

Players earn a number of tournament points for each game, depending on their result. The number of points earned is as follows:

Major Victory	30
Minor Victory	15
Draw	10
Minor Loss	5
Major Loss	0

Additionally, players will earn tournament points based on the number of Battle Tactics completed during each game. These points will be scored as follows:

Complete at least 3 Battle Tactics	1
Opponent did not complete at least 3 Battle Tactics	1

This means that each player will score an additional 0, 1 or 2 tournament points during each game.

Therefore, there are a maximum of 32 tournament points available for each game.

Ranking

Players are ranked according to who has the **highest total tournament points**. Tied players will be ranked first by **Strength of Schedule**, followed by **Extended Strength of Schedule**, and finally by **Total Victory Points**. This is summarised in the table below:

Highest Total Tournament Points
Strength of Schedule
Extended Strength of Schedule
Total Victory Points

Tiebreaker Calculation

Tiebreak 1 - Strength of Schedule

To calculate strength of schedule for a player, add up the total tournament points earned by a players' first opponent, then divide that number by the number of games that that opponent played. Repeat this process for each opponent and add these numbers together. Then,

divide that total by the number of opponents. (This means that byes have no positive or negative effect on a players' Strength of Schedule as it is only based on games that were actually played)

Tiebreak 2 – Extended Strength of Schedule

To calculate extended strength of schedule for a player, add up the strength of schedule of each opponent. Then, divide this total by the number of opponents.

Pairings

Each round, starting with the players on the highest total tournament points, players are placed into a bracket with all other players who currently have the same total tournament points. Players are then randomly matched with another player in the same bracket whom they have not yet played at this event.

Painting and Modelling Scores

The minimum required standard for models used at this event is:

- Fully assembled
- Three distinct colours applied
- Coloured and textured base

Models that do not meet this standard may not be used.

At the end of the event, a number of tournament points will be awarded to each player for achieving the following painting standards

- **Painted: 10pts** – Your army has been painted with a minimum of three colours and has had appropriate extra work applied such as but not limited to wash, drybrush, highlighting, basic detailing, etc.
- **Based: 10pts** – Bases must be fully textured and painted. Transparent flying bases are excluded.
- **Cohesive Scheme: 10pts** – All models look like they all belong to the same army, for example they are painted in a cohesive colour scheme and/or cohesively based.

If you are unsure as to whether your models meet the above criteria, then please contact us in advance of the event.

Sportsmanship

We expect that all players will conduct themselves in a sportsmanlike manner whilst participating in this event. This means knowing and abiding by the rules of the game, ensuring that both players are always aware of the state of play of the game, and ensuring your opponent maintains the same standards. Stalling, not rolling dice correctly and fairly, constantly misplaying or misrepresenting rules, and any other form of unsportsmanlike conduct can and will be acted upon by the TO.

Sportsmanship also extends to good personal conduct at the venue. We play games for enjoyment and it is your responsibility to ensure that you and your fellow players are able to do so, by acting in a mature and reasonable manner at all times. Any players acting in an inappropriate manner will be warned and if the behaviour does not improve may be disqualified from the event or asked to leave the venue.

Any players who feel that unsportsmanlike conduct or inappropriate behaviour of any kind is taking place should speak to the TO. If you feel that the conduct may affect the result of a game in progress, please call or otherwise draw the attention of the TO during the game.

Tournament points may be deducted for poor sportsmanship, and in extreme cases players may be disqualified, at the judges' discretion.

End of Round Procedures

The round timer will be on display along with regular timing updates from the TO. Players should endeavour to play an equal number of turns in the allotted time where possible. When time on the round is called, you will have five minutes to submit your result to the TO. If you have not played an even number of turns when time is called, please call a TO who will assist you in making a decision on the outcome of the game and make a decision yourself if necessary.

A game of Age of Sigmar is intended to be played over 5 turns and all TO involvement in game result decision making will assume that 5 turns should have been played. Repeated failure to submit a result in time may incur a penalty.

Tournament Organiser Responsibilities

This event will be officiated by the JustPlay tournament organisers (TOs). It is the tournament organiser's job to ensure that everything runs smoothly and that all players have a great event experience. The tournament organiser's word is always final in all matters whether they relate to rules, conduct, or otherwise. If you have any problems, questions, or there is anything that you feel that you need help with or not sure about, please speak to your tournament organiser – we're here to help!

Judging

The TO's will be actively judging the event so please feel free to call us for any help you may need in your games from re-setting up terrain to complex rules questions.

Awards

There will be trophies awarded for the top 3 generals as per tournament ranking, and well as a trophy awarded for the best painted army as voted for on Saturday lunchtime!

Contact Details

If you want to get in touch with us regarding anything in this pack, questions about the event, queries about the venue, or even simply help with hotels or any other local knowledge then please do get in touch! You can contact us in the following ways:

Email: hello@justplaygames.uk

Phone: 07880 541 786

Twitter: @justplaygamesuk

Facebook: [Justplay Age of Sigmar Group](#)

Appendix

For clarity, if the new Stormcast and Orruk Warclans books are released on or before 14/08/2021 they will be in use. If this causes any issues for your list, please contact us.

Document Version

This is document version 1.1. Please check

<https://cdn.shopify.com/s/files/1/1381/2481/files/JusticeSeriesGTAugust2021.pdf>

for updates!