



Justice Series Grand Tournament

30th & 31st March 2019

Welcome to the rules pack for the Justice Series Grand Tournament, to be held in Liverpool on 30th & 31st March 2019. 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 £50 and there are 64 places available for this event.

Venue and Location

The event will be held at the [Holiday Inn Hotel & Conference Centre](#), located in the heart of Liverpool City Centre. It's directly opposite the national rail station (Lime Street) and with weekend parking for just £6 per day, it is extremely well suited for travellers. Likewise, if you stay in another area of the city centre or elsewhere in Liverpool the transport links and parking are ideal for hassle-free access.

Facilities

The well-equipped conference suite has a bar and restaurant where you can eat and drink, as well as being situated directly on top of a food court and shopping centre with a McDonalds, KFC, Subway, healthy options, chinese buffet, multiple coffee shops and more besides! Due to this easy availability we've decided not to include food with the event, so that you can choose what you'd like to eat.

Tables & Terrain

All of our tables feature premium neoprene gaming mats and a great mix of high-quality official and custom terrain. We want to offer a premium experience for attendees, and if you take a look at these pictures, I'm sure you'll agree that our tables are going to look fantastic!



Schedule

Saturday - Day One

- 9:00am Doors open for registration
- 9.50am Announcements and first round pairings.
- 10.00am Round 1 Begins
- 12.30pm Round 1 Ends
- Lunch
- 1.30pm Round 2 Begins
- 4.00pm Round 2 Ends
- 4.15pm Round 3 Begins
- 6.45pm Round 3 Ends
- 7:00pm Standings and Round 4 Pairings Posted

Sunday - Day Two

- 9:30am Doors Open
- 10.00am Round 4 Begins
- 12.30pm Round 4 Ends
- Lunch
- 1.30pm Round 5 Begins
- 4.00pm Round 5 Ends
- 4.15pm Award Ceremony and Final Standings Posted

Event Rules

Core Rules

All core rules for are used. Matched Play rules are used. Warscroll Battalions, Allegiance Abilities, and Pitched Battle rules are used.

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

Battleplans

We will be using 16 of the 18 missions in the General's Handbook 2018 matched play section for battleplans and the 5 used over the weekend will be announced at the start of the event

Excluded battleplans:

Relocation Orb will not be used. The scenario involves a degree of randomness that is not conducive to good, fair, competitive games.

Better Part of Valour will not be used. This scenario produces a large number of “the player who goes first wins” scenarios with little to no interaction.

Realms of Battle

Realms of Battle are used as per the rules in the Age of Sigmar Rulebook (page 241). This includes all **Realm Commands** and **Realmsphere Magic** with the following changes:

- **Realmscape Features** should be treated as if a 1 was rolled on the realmscape feature table.
- **Ghur, The Realm of Beasts:** Ignore the “Monstrous Beasts” rule.

Malign Sorcery

Spells of the Realms may be used as per the rules in Malign Sorcery (page 72)

Artifacts of the Realms are permitted and may be chosen as per the rules in Malign Sorcery (page 79)

Endless Spells are permitted and may be chosen as per the rules in Malign Sorcery (page 86)

Army Construction

Armies should be constructed as per the Pitched Battle rules for a **Battlehost** battle (Age of Sigmar Rulebook, page 310)

Armies must adhere to Matched Play rules as per the latest General's Handbook.

Compendium units may not be used.

Any new releases that are officially released on or before the 23/03/19 will be allowed at this event.

Signups and List Submission

After purchasing a ticket, sign up and submit your lists on tabletop.to [here](#). All lists must be submitted by the 20/03/19, 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 JustSaying Podcast!

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

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, and make a decision himself if necessary.

Tournament Organiser Responsibilities

This event will be officiated by the JustPlay team; Ritchie and Ian will be your tournament organisers (TOs) for the weekend. 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. We will be also be available at the end of each round to focus on end-of-round procedures and ensure players play an even number of turns to ensure that games are resolved in a fair manner.

Awards

Custom Trophies

We've partnered with Lambda Design to produce some awesome custom trophies for this event – here's a sneak peak of some of them, follow us on Twitter [@justplaygamesuk](https://twitter.com/justplaygamesuk), Twitter hashtag [#jsgt](https://twitter.com/hashtag/jsgt) and Instagram [justplay_liverpool](https://www.instagram.com/justplay_liverpool) for more sneak peaks and pics!



There will be awards and prizes for:

Gaming

The top ranked players at the event of the event will receive the following awards:

1st Place: Custom JustPlay Trophy and £100 JustPlay Store Credit

2nd Place: Custom JustPlay Trophy and £50 JustPlay Store Credit

3rd Place: Custom JustPlay Trophy

Best General in Grand Alliance (Swiss Top 3 Excluded): Custom Justplay Trophy

Painting & Hobby

The painting and hobby awards section of the Justice GT will feature:

Best in Show, the best painted army as selected and judged by our expert judging panel!

- Custom JustPlay Trophy and £50 JustPlay Store Credit

Coollest Army, the most awesome army as voted for by the players!

- Custom JustPlay Trophy and £50 JustPlay Store Credit

Favourite Opponent

At the end of round 5 each player will be asked to the opponent that they thought was the most fun to play against over the weekend. This maybe because of a hilarious interaction during the game, a really fun opponent or just a fantastically close game of Age of Sigmar – the criteria is up to you, and this is NOT a sportsmanship vote, but a vote for the game and opponent that you enjoyed the most!

The player with the most votes will receive a Custom JustPlay Trophy and £50 JustPlay Store Credit!

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](#)

Document Version

This is document version 1.1. Please check <https://s3-eu-west-1.amazonaws.com/justplay-downloads/Justice+Series+GT.pdf> for updates!