



JUST PLAY EVENTS

Justice Series

Welcome to the rules pack for the Justice Series! 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!

Event Rules

Core Rules

All core rules for Age of Sigmar are used. Matched Play rules are used. The Battlepack rules from the most recent General's Handbook will be in play.

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 3 battleplans from the most recent General's Handbook. The battleplans will be announced at the beginning of each round. The following missions will be in the pool for selection on the day.

1	Border War
2	Shifting Objectives
3	Battle for the Pass
4	Focal Points
5	Jaws of Gallet

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 at least 7 days before the event will be allowed at this event. This event will be played using the the AOS4 rules bear that in mind when reading the pack. This may effect scoring, timings and more! But we hope this pack allows you to understand the spirit and quality in which we run our events.

Tables & Terrain

All our tables feature premium neoprene gaming mats and a great mix of high-quality official and custom terrain. Tables and terrain will be well suited to the upcoming changes in AOS4 with some additional items being made to suit the maps we have seen for the new Battleplans.

Signups and List Submission

We will be using Stats & Ladders for our event signup You can do this [HERE](#). All lists must be submitted by 11:59pm on the Wednesday before the event. If you require any assistance with list submission, please contact us (see contact details at end of document).

Scoring, Ranking & Pairings

Ranking

Players are ranked according to who has the most wins. Tied players will be ranked first by Tournament points, Victory Points, finally Strength of Schedule. This is summarised in the table below:

1. Wins
2. Tournament Points
3. Strength of Schedule
4. Victory Points

Tiebreaker Calculation

Tiebreaker 2 - Tournament Points

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

Major Win	30
Minor Win	20
Draw	15
Minor Loss	10
Major Loss	5

Tiebreak 3 - 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 4 - Victory Points

This is the number of victory points you scored in each of your 5 games capped at 50 points per round. If your final game score was 53 - 12 the recorded result would be 50 - 12

Pairings

Rounds 1-4, starting with the players with highest number of wins, players are placed into a bracket with all other players who currently have the same number of wins. Players are then randomly matched with another player in the same bracket whom they have not yet played at this event. Round 5 Starting with the highest ranked player you play the player ranked below you that you have not played. i.e. 1 v 2, 3 v 4 etc.

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
- Cohesive Scheme

Models that do not meet this standard will not be allowed to be used in the event or points may be docked for lesser offences. We have had to do all the above before.

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

Schedule Round Timings

10:00am Doors open for registration
10:15am Announcements and first round pairings.
10:30am Round 1 Begins
13:15pm Lunch
13:45pm Round 2 Begins
16:30pm Round 2 Ends
16:45pm Round 3 Begins
19:30pm Awards and Home time!

Conduct

We expect all players to demonstrate sporting conduct throughout the event. In terms of games, this means knowing and abiding by the rules of the game, ensuring both players are aware of the state of the game and ensuring your opponent maintains the same standards. Stalling, rolling dice unfairly, consistently misplaying or misrepresenting rules and other forms of unsporting conduct will be acted upon by the TO.

This extends to good personal conduct. Players should act appropriately and do nothing to make any other person feel less than perfectly safe and welcome.

Any player who feels unsporting conduct is taking place should speak to the TO. If you feel the issue may affect the outcome of a game in progress, you must alert the TO during the game.

Always report cases to the TO it may not have effected you negatively but they may repeat this behaviour if unchallenged.

Unsporting conduct may result in deduction of tournament points, and serious or repeated offences may result in automatic game losses or disqualification.

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 themselves if necessary. A game of Age of Sigmar is intended to be 5 turns and all TO involvement in decision making will assume 5 turns would be played if our involvement is needed. Repeated failure to submit a result in time may incur a penalty. Failure to complete a game in time may result in the use of Chess Clocks for the remainder of your games.

Tournament Organiser Responsibilities

This event will be officiated by the Justice Series 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.

Awards

We have some amazing goody bags for all attendees, packed with useful gaming aids!

Gaming

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

1st Place: A custom Justice Trophy and Store credit*

2nd Place: Store Credit*

3rd Place: Store Credit*

Best Painted: A custom Painting Trophy!

You must accept my invitation to claim your prize. This will not be combined with any other invite.

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

Appendix

No unreleased miniatures may be used at this event.

Miniatures must be able to be placed on the table at all times. Heavy use of the impassable terrain rules will support the easy implementation of this.

After 5pm from the date 3 weeks in advance of the event refunds will no longer be offered for tickets bought before that time.

Disclaimers

This event is organised independently by JustPlay Events and is not affiliated with or administered by Games Workshop in any way. Any rights you may have are solely as against JustPlay Events and Games Workshop has no liability for any actions or omissions of the event organisers in connection with the event. In the event of any issues, please contact ritchie@justplay.events

The Warhammer World Championship event is organised by Games Workshop Ltd and is not affiliated with Justplay Events Ltd in any way. Any rights you may have regarding the Warhammer World Championship are solely as against Games Workshop Ltd and Justplay Events has no liability for any actions or omissions of the event organisers in connection with that event. The Golden Ticket prize is provided “as is” in cooperation with Games Workshop and Justplay Events Ltd are not responsible for the validity of the Golden Ticket entry to the Warhammer World Championship event and no reimbursement or compensation will be made by JustPlay Event Ltd for any issues arising with or from the use of the Golden Ticket or any changes made to the Warhammer World Championship event.

Please note that filming/photography will be taking place at this event for promotional and archival purposes. By attending the event, you agree that your likeness may be used for these purposes. The photographs and recordings made are likely to appear on our website or the Games Workshop website. If you would prefer not to be photographed or filmed, please let the event organiser or photographer know in advance of the event.

For further information or if you have any questions relating to data protection please contact ritchie@justplay.events

FAQ

Q: During 18.2 Allocating Damage if I remove a slain model and break coherency do I stop allocating damage, remove models till I am back in coherency range. Then continue allocating damage and removing slain models?

A: *Yes I believe at this time it is how the rule works.*

Its some peoples first few games of this edition and I will ask we dont gotcha people on this. i.e. someone picking up the wrong model when removing more. If you feel you were please call myself over and I will most likely rule in your favour and correct this on table.

Q: Can you use Tactical Gambit if you went second in the previous battle round as per the app or not are you using the physical rulebook wording?

A: *We will use the wording in the physical book/pdf. Lets presume a oversight for now.*

