

# WARHAMMER AGE OF SIGMAR



VII

## GENERALS OF THE NORTH

2000PTS WARHAMMER: AGE OF SIGMAR / 12 APR 2026

ENTRANCE €20 / BUURTHUIS WELGELEGEN

WILLEM LORÉSTRAAT 36-38, 8921 CK LEEUWARDEN

SIGN UP ON BCP (BEST COAST PAIRINGS) APP



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# 1. Introduction and general information

Welcome to the seventh 'Generals of the North' Warhammer Age of Sigmar tournament!

<b>Date</b>	<b>Location</b>
Sunday, 12 April 2026	Buurthuis Welgelegen Willem Loréstraat 36-38
<b>Entrance fee</b>	8921 CK Leeuwarden
€20,-	

There are a few important rules that we would like to specify ahead of time, particular to our venue but also to our wargaming club:

- Consider your fellow war gamers and attend to your personal hygiene. We are all human with bodily functions, but we'd like to all be present in the same room without detecting any foul odours or worse.
- Remember to have fun! This is a tournament, but playing competitively and having fun are not mutually exclusive.

This document contains all information needed to prepare and play the tournament. Please read all the information carefully. If you have any questions after reading this document, please contact us at: [info@leeuwardenminiaturegamers.nl](mailto:info@leeuwardenminiaturegamers.nl)

## 1.1. Important dates

- Sunday March 12th: Cutoff date for new releases.
- Sunday April 5th: Last day to turn in lists.
- Sunday April 12th: Game Day!

## 1.2 Payment

Please fulfil payment (€20) for your entry ticket to the tournament via the following link before April 5th:

<https://www.ing.nl/payreq/m/?trxid=XjVfk33G6PpeaG0TlfkzkSFD8yUzbui>

### 1.3. Disclaimer

Legends Rise will not accept any liability nor be held responsible for any damages or losses caused to you as a person or your belongings. The safety and security of your person as well as your belongings rest entirely with you.

### 1.4. What to bring

In order to run the tournament as efficient as possible we'd ask you to prepare properly and take with you the following:

- Your fully painted army, painted to at least battle-ready standard
- A tray of any kind to move your army
- Your army roster either printed or digital (if digital, still preferably 1 printed to show your opponent pre-game)
- All the official books (may be digital) of rules that you will be using (BattleScribe does not count)
- The latest FAQ and/or errata for your army, digital or printed.



- Install the Goonhammer **'Tabletop Battles'** app to keep track of scores during the game.

- Dice, tape measure etc.
- Stuff to take care of personal hygiene.
- A sporty and friendly attitude!

## 1.5. Timetables

The timetable is something we strive for, however the times are not completely set. And it should be no surprise if we finish later than anticipated.

08:30 - 09:00	Walk in, registration and set-up
09:00 – 12:00	Round 1
12:00 – 12:45	Break - set up your army for painting competition/judging
12:45 – 15:45	Round 2
15:45 – 16:00	Break
16:00 – 19:00	Round 3
19:00 - 19:30	Award ceremony

## 2. General tournament rules

### 2.1 Sign up

Signing up can be done by using the Best Coast Pairing player app. The app is available for both iOS and Android. You can search for 'Generals of the North V7' or use the following link: <https://www.bestcoastpairings.com/event/w2gczJlwLTwP>

### 2.2 Scoring

There are 3 battles to be fought during the day. The player with the most wins at the end of the day is crowned the '*Grand General*'. In case of a tie the following will determine the winner:

1. Number of Victories + points
2. Number of Draws + points
3. Strength of schedule (as determined by BCP)

#### 2.2.1. Gaming points

- Each mission you earn Victory Points (VP). This is a culmination of your objectives and battle tactics scored during a mission.
- You will be paired on account of your wins and losses. This to ensure after round 1, you are fighting equal opponents.
- If your opponent concedes for any reason you score an automatic maximum score victory. Regardless of the points earned until then.

### 2.3 Terrain

Terrain map and layout are displayed in the battleplan section. You can set up and change terrain according to the preferred layout in the battleplan. The table size is standard 44"x60".

### 2.4 Basing

Base sizes need to be the latest official Games Workshop size provided with the models.

## 2.5 Interference

All games are played by just you and your opponent! Interference from anybody, other than the referee, is not allowed. This means that any spectators should at no point directly interfere or influence the game in any fashion.

## 2.3 Painting requirements

The painting points are scored with the general appearance of your army. Playing with unpainted models, unpainted bases or models not up to a tabletop standard is not allowed and you will have to remove these models from the table. Note: Transparent flying bases are exempt. If you are not sure if you meet the minimum standard check the guideline below. If in doubt, send us an email with pictures.



This Space Marine is a good example of what we consider 'fully painted'. The model has the trusted method of base colour, shade and highlight. The base is finished with some texture, paint and tufts. Final details such as transfers have been added to complete the model.



This Space Marine is done to a more basic level with just the base coat of colours added. This is the basic minimum standard we would expect. Sometimes known as 'tabletop quality', at a distance it's fine. There's room for more however, and we would encourage everyone to add those extra few touches.



This Space Marine has been primed and washed. This level of painting wouldn't meet the minimum standards and wouldn't be permitted at gaming events.

**Note:** Playing with unpainted models or models not up to a tabletop standard is not allowed and you will have to remove these from the table.

## 3. List building requirements and restrictions

We want to create a level playing field in all areas with great armies.

### 3.1. Requirements and restrictions

- 2000 points, Matched play battlepack
- Generals Handbook 2025/26
- All advanced rules
- All the updated rules and errata as released by Games Workshop  
<https://www.warhammer-community.com/en-gb/downloads/warhammer-age-of-sigmar/>

### 3.2 Third party models and 3D prints

We are not the Games Workshop police. If you want to bring models other than the official GW product, that's completely fine. As long as it is a good representation of the original product, everything is clear for your opponents and the base size is the same.

## 4. Code of conduct

The Legends Rise Code of Conduct provides judges and players with the knowledge of appropriate player behaviour and procedures for handling infractions and adjudicating player disputes that occur during the course of a tournament. This section is made to maintain and ensure the integrity of events and to protect participants from abuse. All in all it basically comes down to be a nice guy and enjoy the game.

### 4.1. Pre-game

Before any dice are rolled, players adjust and define terrain on the board,

### 4.2. Game length, tabling & concession scoring

Each game lasts 5 Battle Rounds. At the game's conclusion, the player with the higher total VP points is the winner. If one player chooses to concede before the game has come to a natural conclusion, they automatically score 0 battle points and their opponent is marked as the victor. A judge has to be called and will, together with the players, determine the final scoring of the game.

If a player draws a bye due to an uneven number of players, this should go to the player with the lowest total score and that player receives a win and a score of max vp regardless.

### 4.3. How to play

#### 4.3.1. Judging philosophy

- **Natural justice:** it's important not to penalize players unfairly by applying the letter of a rule when that would contravene the spirit or the intention of the rule.
- **Flow of the game and player accountability:** a Judge should let the players play with the minimum number of interruptions but without losing control of the event. Letting the players determine the outcome of the game is of utmost importance as long as they play within the confines of the rules and player code of conduct.
- **Active judging:** Judges can actively officiate the core rules of Warhammer Age of Sigmar when they are present. Measurements, die rolls, deployment etc. when a player is not performing these actions correctly.
- **Passive judging:** judges passively adjudicate nuanced rules disputes between players when a solution between the two is not easily reached.

- **Time management:** Judges enforce and control the event clock.
- **Player conduct:** Judges police player's sportsmanship and their adherence to the social contract.
  - In gaming terms, the social contract is the agreement between players to follow basic decency and adhere to agreements made between them as part of the game.
- **Presumptive authority:** Judges are given full authority to make binding rules calls to arbitrate a dispute between players during a game, even if these rules calls are later found to be inaccurate. The judge exists to provide a neutral resolution when players arrive at a deadlock on a rules interpretation, with the first priority being a swift resolution of the issue, and the second priority being accuracy; obviously striving for accuracy but accepting that within the confines of a timed event that it is not always an achievable goal.
- **Enforcement:** Judges are given full authority to issue penalties to a player when they violate the letter or spirit of the event's rules, or rules of the game.
- **Judges conduct:** Judges are expected to perform their duties in a professional manner.

#### 4.3.2. The spirit of the game:

- The following guidelines and codes of conduct exist to ensure that the intended spirit and intent of the Warhammer hobby is maintained at all times.
- The Warhammer hobby is primarily a means for individuals to enjoy themselves. Interpersonal actions intended to lessen this enjoyment are not within the spirit of the game. For Legends Rise, the game of Warhammer Age of Sigmar is about sporting competition between two individuals. Any actions that are unsportsmanlike are not within the spirit of the game.

#### 4.3.3. Game state

- Players must announce their intent to roll a die/dice and apply the outcome. Their opponent is responsible for listening. Any dice rolled without announced intent may be ruled as void by a present judge and the player must re-roll it.
- A player must announce their intent to move a model/unit and for what purpose. Any model/unit moved without announced intent will be considered to be activated for that phase and the player cannot choose to activate another unit instead, or rewind their decision. It is not allowed to move a model/unit without announced

intent and outside of normal protocol for activating a model/unit. Players are accountable for their mistakes.

- A player may not manipulate, touch, or otherwise interact with any models currently active in the game unless they announce their intent to interact with the game state (such as charging, removing casualties, etc). When a model is placed in a precarious position, a player may adjust a model's position slightly to avoid falling, but this must be declared first and with the opponent's verbal authorization of acceptance. Any player interacting with models without announcing intent and in a legal manner has committed a foul. 5.
- Dice that do not land on the playing surface, such as dice that land on the floor, do not count for game purposes and must be rolled again. Players must roll dice in view of their opponent.
- After a roll. Players remove the negative results. This means that i.e. for a to hit roll of 3+, the controlling player would remove all the 1s and 2s rolled. This is to ensure that all dice rolls are as transparent as possible.
- A player must bring an official copy, digital or printed, of all requisite rules for his/her army. If a player cannot show a digital or printed confirmation of a rule, then he/she is considered wrong in any rules disputes involving a judge by default. Unofficial printouts of rules are not considered official sources of information.
- Verbal agreements between players that alter the rules, interpretation of rules, or the adjudication of disputes are binding and enforceable during the course of the game in which the agreement was struck. Both players must clearly announce their intent to enter into such agreements, and the players must also have a third party witness to such agreements.
- Any measurement must be acknowledged by the opponent as accurate and accepted. Once accepted, this measurement is considered to be the distance measured, regardless of what another measurement might yield. No player may move a unit without the benefit of a special rule back to its initial or an alternative position after it has been placed without the permission of that player's opponent.
- Each player must endeavor to complete his/her turn in a timely and efficient manner.
- Other than a judge, at no time may any 3rd party physically interact with models or dice during the course of a game.
- Persistent buffs/debuffs, from stratagems or psychic powers, should be clearly marked with a card or token when being applied to a particular unit.
- Remaining wounds on a model (after suffering the first wound) should be clearly marked by a dice at/near the model.

#### **4.3.4. Time**

- The round timer is determined by the Tournament Organizer and maintained by the judges and only the judges.
- The round timer is binding. Players may not start their games before the round has officially been called, nor may players continue to play their game after the round has officially been called. Tournament Organizers and judges are free to adjust this as needed.
- If a judge calls for “Hard Dice Down”, the game immediately ends, and no further actions can result in the game state.
- Players are expected to know and understand the suggested timeframe for a game at the event they are attending.

#### **4.3.5. Chess clock**

- We allow players to request a chess clock if they feel the game might not reach a natural conclusion. They will need to provide their own chess clock if they wish to use the chess clock rules. We will NOT provide these.
- Time starts when the first pregame action or dice roll happens.
- Games end naturally or at the start of a new game turn when both players have less than 05:00 minutes of time left on the clock.

#### **General rules:**

- 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.
- Any major rule dispute results in a paused time scenario. The time is to remain paused until a formal judge is called to the table and resolves the dispute.
- If a player’s time runs out, they may not perform any actions except for those listed below. The only exception is if they are in the middle of moving a unit, they may finish so that the unit is placed legally on the board. As an example, this can include moving a unit in the movement phase, finishing moving a charging unit (note they will not be able to attack), or pile in a unit. Any other action is immediately stopped.
- If a player runs out of time they may only perform the following actions:
  - Making saving throws.
  - Scoring objectives that they already hold.
- The most important rule is rule number 1. This is the most important rule because it puts time in your control, and fairly allocates time while players interact. It is each

player's right to pass the time to his opponent whenever they are making an action or spending time making a decision.

## 5. Battleplans

We will be playing missions from the latest Generals Handbook 2025-26.

Battle 1: Noxious nexus (*Table 2 Battleplan 1*)

Battle 2: Lifecycle (*Table 2 Battleplan 4*)

Battle 3: Creeping corruption (*Table 2 Battleplan 5*)

# Battleplan 1 - Noxious nexus

## BATTLEPLAN 1 (TABLE 2)

(2025-26)

### NOXIOUS NEXUS

**TWIST:** If you are the **underdog**, you can use the 'Caustic Sap' ability:

**✂ Once Per Battle Round, Start of Battle Round**

**CAUSTIC SAP**

**Declare:** Pick an objective. Each unit contesting that objective is a target.

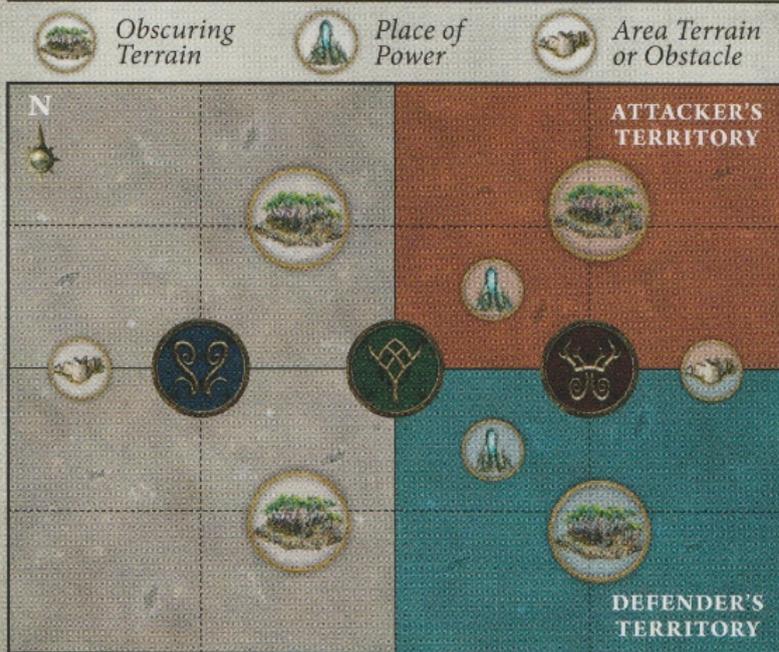
**Effect:** Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll. If you picked the **Heartwood** objective, roll a D6 for each target instead.

Objectives cannot be controlled in the first battle round.

Each player scores victory points at the end of each of their turns as follows:

- Score 5 victory points if you control the **Oakenbrow** objective.
- Score 3 victory points if you control the **Gnarlroot** objective.
- Score 2 victory points if you control the **Heartwood** objective.

In addition, at the end of the battle, a player scores 10 victory points if they control the **Heartwood** objective.



# Battleplan 2 – Lifecycle

## BATTLEPLAN 4 (TABLE 2)

(2025-26)

### LIFECYCLE

**TWIST:** At the start of the second battle round, the **underdog** must use the 'Lifecycle' ability. If there is no **underdog**, the players roll off and the winner must use the 'Lifecycle' ability:

**Once Per Battle, Start of Second Battle Round**

#### LIFECYCLE

**Effect:** Pick either the **Oakenbrow** or the **Gnarlroot** objective to be the primary objective. At the start of each subsequent battle round, the next objective in the cycle becomes the primary objective. The objectives before and after the primary objective in the cycle order (see right) are the secondary objectives.

#### CYCLE ORDER



Each player scores victory points at the end of each of their turns as follows:

- Score 4 victory points if you control at least 1 objective.
- Score 2 victory points if you control more objectives than your opponent.
- Score 4 victory points if you control both the **Oakenbrow** and **Gnarlroot** objectives (first battle round only).
- Score 2 victory points if you control the primary objective.
- Score 1 victory point for each secondary objective that you control.



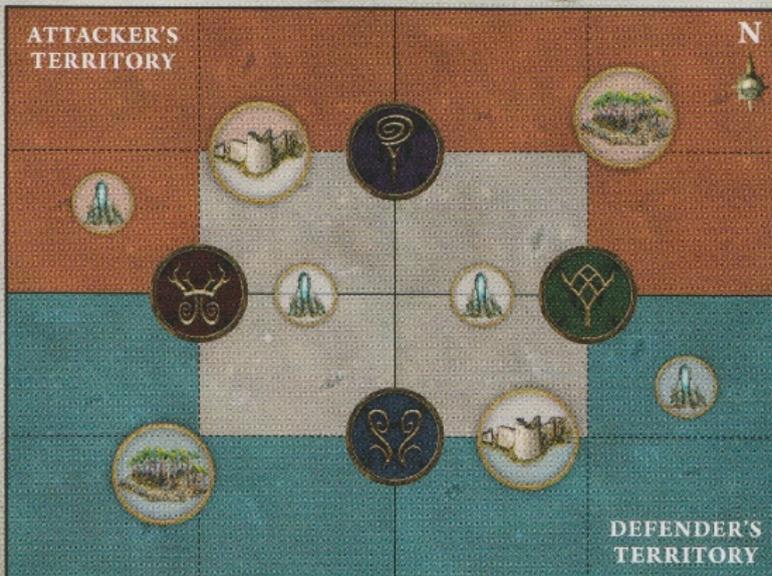
Obscuring Terrain



Place of Power



Area Terrain or Obstacle



## Battleplan 3 – Creeping corruption

(2025-26)

### BATTLEPLAN 5 (TABLE 2)

## CREEPING CORRUPTION

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**TWIST:** If you are the **underdog**, you can use the 'Pulsing Life Energies' ability:

**Once Per Battle Round, Start of Battle Round**

**PULSING LIFE ENERGIES**  
**Declare:** Pick an objective you control and 1 other objective (whether you control it or not). Draw a line between the centres of those objectives. Then, choose **propagation** or **corruption**.  
**Effect:** Apply the appropriate effect:  
**Propagation:** Add 1 to casting rolls, chanting rolls and banishment rolls for each unit crossed by the line for the rest of the turn.  
**Corruption:** Inflict D3 mortal damage on each unit crossed by the line.

Each player scores victory points at the end of each of their turns as follows:

- Score 5 victory points if you control at least 1 objective.
- Score 3 victory points if you control 2 or more objectives.
- Score 2 victory points if you control more objectives than your opponent.

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 *Obscuring Terrain*

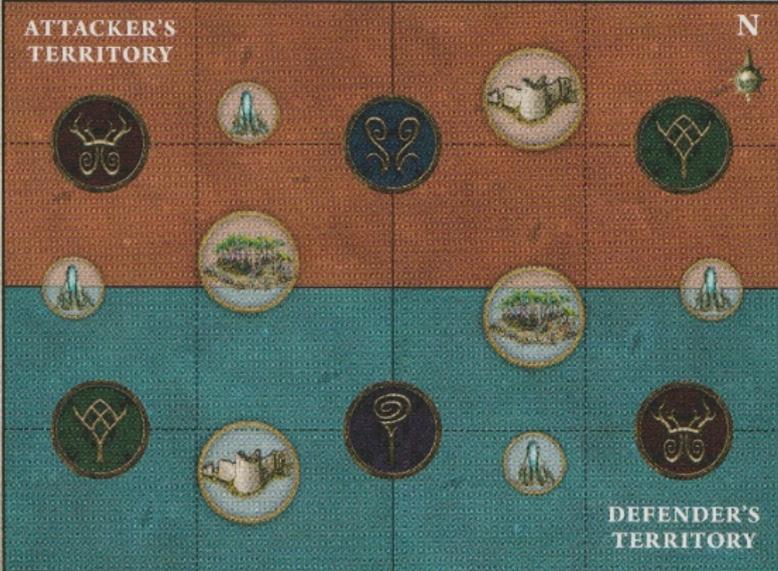
 *Place of Power*

 *Area Terrain or Obstacle*

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**ATTACKER'S TERRITORY**

**DEFENDER'S TERRITORY**



## 6. Prizes

We have a great prize pool, supported by **Spellekijn/Vliegeruit**.

There will be 6 prizes. 1 each for the top 3 players. 1 for the best painted army, 1 for the best painted model and we'll have 1 which we will give away in a lottery based on the final ladder. You can win both best painted prizes so put your best brush forward!

### **1<sup>st</sup> Place overall**

€50,00 Giftcard

### **Best painted - Army**

€50,00 Giftcard

### **2<sup>nd</sup> Place overall**

€40,00 Giftcard

### **Best Painted - Model**

€50,00 Giftcard

### **3<sup>rd</sup> Place overall**

€30,00 Giftcard

### **Lottery**

One miniature will be raffled. This will be drawn on the basis of the final ladder.

Best painted will be decided by the organizers/judges. There will be no voting for this. Armies/models that already have won best painted cannot win again. You can choose between a physical Spellekijn voucher or a digital Vliegeruit code.