

AoS Worlds 2025 Rulespack - Teams



AOS Worlds Leoben 2025 Rulespack - Teams

May 2nd - May 4th

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Time table for AoS Worlds Leoben 2025 - Teams		
Friday, May 2nd		
Start Time	End Time	Activity
08.20	08.40	Registration
08.40	09.00	Opening Ceremony - Introduction
09.00	13.00	Round 1
13.00	14.30	Lunch
14.30	18.30	Round 2
Saturday, May 3rd		
09.00	13.00	Round 3
13.00	14.30	Lunch
14.30	18.30	Round 4
Sunday, May 4th		
09.00	13.00	Round 5
13.00	14.30	Lunch
14.30	18.30	Round 6
18.30	19.00	Calculating scores
19.00	19.30	Award Ceremony


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
Where will the event take place?

Venue: P1 Tenniscenter Proleb

Street: Landesstraße 36, 8712 Proleb, Austria

Link to the bidding document with all additional information:

 [AoS Worlds 2025 Bid - Leoben Austria 6.0.pdf](#)

Important Dates	
Feb 1st, 2025	Rulespack finalized
March 1st, 2025	Deadline day for Team ticket purchase
April 3rd, 2025	Cut-off date for new releases & battlescrolls
April 16th, 2025	Deadline for list submission and model approval at 20:00hrs GMT+1
May 1st, 2025	Draw for Round 1
Important Links	
Team composition	 Team Composition AoS Worlds 2025
Chess Clock rules	 Chess Clock rules
List Building	 List Building & Gaming Tools Worlds Teams
Pairing System	 Pairing System
Penalties & Discipline	 Referees, Penalties and Code of Conduct - Teams
Code of Conduct	 Players code.docx

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Event overview

The AoS Worlds Team Championship is an 8-person Team event focused on National Teams representing their Nation to the best of their ability. The tournament has 6 rounds stretched out over 3 days with 2 rounds on each day respectively.

Each tournament round lasts a total of 4 hours. In these 4 hours Teams will complete the pairing process and play out the matchups as paired. Every round, 30 minutes of the round time are allocated to the pairing process. The remaining 3 hours and 30 minutes are allocated for gameplay. The pairing process can be found in the Important Links table above.

Matches will take place on a standard 60"x 44" table using pre-generated terrain maps provided by Games Workshop in the General's Handbook in play.

The event winner will be determined by the following means and tiebreakers, as follows:

- **Total won rounds (a round is won by scoring more differential points than the opposing team);**
- **Total earned points, capped to 120 per round;**
- **Total individual games won by a team.**

The event will utilize Swiss pairings.

The official language of the tournament is English. All books and material for reference during gameplay must be presented in English. Having a quickly accessible digital version of reference material is acceptable. Communication between opposing Players has to be in English. Exemptions to this rule are described in the Team Composition document, found in the Important Links table in this rulespack.

The rules for list submission can be found in the List Submission document that is linked in the Important Links table in this rulespack.

Please make sure to follow the guidelines from this rulespack and the documents linked in this rulespack to help the organization and referees to do their job as efficiently as possible.

AoS Worlds is completely run by volunteers. Volunteers are still human, and therefore can make mistakes. Please take this into account when encountering such a mistake and help us rectify these in a constructive manner.

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Battleplans per round				
Round	Battleplan A	Battleplan B	Battleplan C	Battleplan D
R1	Scorched Earth	Shifting Objectives	Border War	Jaws of Gallet
R2	Battle for the Pass	Limited Resources	The Vice	Feral Foray
R3	Close to the Chest	Starstrike	Focal Points	Better Part of Valour
R4	Jaws of Gallet	Focal Points	Close to the Chest	Shifting Objectives
R5	Better Part of Valour	Battle for the Pass	Scorched Earth	Starstrike
R6	Feral Foray	The Vice	Limited Resources	Border War

Scoring Table		
VP Point difference	Winner receives	Loser receives
Draw	10	10
Tied victory	11	9
1-4 PTS	12	8
5-8 PTS	13	7
9-12 PTS	14	6
13-16 PTS	15	5
17-20 PTS	16	4
21-24 PTS	17	3
25-28 PTS	18	2
29-32 PTS	19	1
33+ PTS	20	0