

WARHAMMER AGE OF SIGMAR •CHAMPIONS• THE TRADING CARD GAME

MAELSTROM

LIMITED FORMAT RULES

SECTION 01: DRAFT Drafting

- 1 Players are divided into equally sized groups of between 6 to 10 players (it can work with more or less players, but 8 is the recommended number to draft with) and sit in a circle.
- 2 Each player receives 4 booster packs of Warhammer Age of Sigmar: Champions.
 - 2.1 As of **01/01/2019** the recommended boosters to be used are 2x Champions Base Set and 2x Onslaught Set.
- 3 A Booster Pack for Warhammer Age of Sigmar: Champions is made up of 13 Cards. From front of the pack to the back, those are; **6 Commons, 3 Uncommons, 1 Rare, 2 Champion/Blessings, 1 Foil.**
- 4 They each open one of their boosters and remove the 2 Champion/Blessing cards and add them to their card pool.
 - 4.1 Those can be found towards the back of the booster between the Rare and the Foil.
 - 4.2 If there is a Champion or Blessing in the Rare or Foil slot of the booster, they stay in the pack.
- 5 Players then pick out **one** card from the booster and add face-down it to their card pool and pass the remaining cards in the booster to the player to their left.
- 6 They then pick out **one** card from the booster they received and pass the remaining cards in the booster to the player to their left.
 - 6.1 This process is repeated, until all the cards have been picked out and added to players' face-down card pools.

- 7 The players then open their second booster and repeat the above steps to pick the cards, however they pass them to the right instead of the left.
- 8 The players then open their third booster and repeat the above steps to pick the cards, passing again to the left.
- 9 The players then open their fourth (and last) booster and repeat the above steps to pick the cards, passing again to the right.
- 10 At this point players should have 52 cards in a face-down pile in front of them; proceed to deck construction.

Deck Construction

- 1 Players use their 52 card pool to construct a regular deck of Champions including:
 - 1.1 30 Action Cards
 - 1.2 4 Blessings
 - 1.3 4 Champions (*with a 20 point limit*)
- 2 You may use cards of any Alliance in your deck, in any combination.
- 3 In addition to the cards in the players' drafted card pools, they also have access to a pool of Generic Champions and Blessings that they can use to build their deck.
- 4 Cards from a player's card pool that were not used in constructing their main deck, become part of their side deck for use in between games during matches.

Game Rules

- 1 Game rules for Draft are the same as regular WARHAMMER AGE OF SIGMAR: CHAMPIONS RULES
- 2 The only rule change is to rule **2.6.3a**. You treat all Spell and Unit objectives with Tags in them as though they were just blank Spell or Unit objectives.

SECTION 02: SEALED Deck Construction

- 1 Each player receives 6 booster packs of Warhammer Age of Sigmar: Champions to form their card pool.
 - 1.1 As of **01/01/2019** the recommended boosters to be used are 3x Champions Base Set and 3x Onslaught Set
- 2 Players use their 78 card pool to construct a regular deck of Champions including:
 - 2.1 30 Action Cards
 - 2.2 4 Blessings
 - 2.3 4 Champions (*with a 20 point limit*)
- 3 You may use cards of any Alliance in your deck, in any combination.

- 4 In addition to the cards in the players' drafted card pools, they also have access to a pool of Generic Champions and Blessings that they can use to build their deck.
- 5 Cards from a player's card pool that were not used in constructing their main deck, become part of their side deck for use in between games during matches.

Game Rules

- 1 Game rules for Sealed are the same as regular WARHAMMER AGE OF SIGMAR: CHAMPIONS RULES
- 2 The only rule change is to rule **2.6.3a**. You treat all Spell and Unit objectives with Tags in them as though they were just blank Spell or Unit objectives.

COPYRIGHT

Warhammer Age of Sigmar: Champions © Copyright Games Workshop Limited 2019. Warhammer Age of Sigmar, the Warhammer Age of Sigmar logo, GW, Games Workshop, Warhammer, Stormcast Eternals, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likeness thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world, and used under licence.

PlayFusion, the PlayFusion Logo and related rights in and to the mechanics of "Warhammer Age of Sigmar: Champions", are proprietary to PlayFusion Limited, and are either ©, TM, ®, and or patent protected or pending, or subject to registered or unregistered design rights, variably registered or enforceable around the world, used with permission.