

MATCHED PLAY

WARHAMMER WORLD

WARHAMMER AGE OF SIGMAR

CONTEST OF HEROES



WEEKDAY WARHAMMER

AGE OF SIGMAR BATTLEPACK

Contest of Heroes is a single day tournament for Warhammer Age of Sigmar . Whether you're a newer player, an experienced veteran, or a fantastic hobbyist itching to show off your recently painted models, this event is a perfect opportunity to spend a day with like-minded hobbyists.

This document covers the specific details for this event. Please refer to the Weekday Warhammer Overview and Guidelines Document for full details regarding the policies, model requirements and the painting competition rules that will be present at this event, which can be found [here](#)

EVENT ESSENTIALS

System:	Warhammer Age of Sigmar
Registration:	Friday 24th January, 2025 at 10:00 AM
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Battle Size	1000 points
Board Size:	44" x 60"
Battleplans:	Selected from the 'First Blood' Battlepack found in the Core Rulebook
No. of Games:	Three
Army Selection:	Restricted to two regiments - see the Army construction section for more details.
Tools of War:	Attendees are expected to bring their army, dice, a tape measure, all relevant rules publications, and a copy of their army roster.

ARMY CONSTRUCTION

You will require an army of no more than 1,000 points to play at this event. Details for choosing your army can be found in the Army Composition guidelines found on pages 226 - 227 of the Core Rulebook

For this event, you will only be permitted to include two regiments within your army, though you may field as many Auxiliaries as you wish.

When building your army, use all the most up to date Warhammer Age of Sigmar Pitched Battle Profiles. We will also be using all of the latest FAQ and Errata documents found on Warhammer Community, with the cut off date for being in use 1 week before the event:

Army lists should be presented in an easy to read format. Please ensure you record all choices, relevant weapon selections and unit upgrades that should be selected prior to a game, such as who your General is, chosen lores and any enhancements.

SCORING AND PAIRING

The player with the most wins will be the winner. In the case of a tie the players will be split using the following tiebreakers, in order of priority:

- Major Victories
- Minor Victories
- Draws
- Total Victory Points scored in games (these are the cumulative points gained from objectives and battle tactics, not kill points from units destroyed).

Your opponent for your first game will be randomly determined. Subsequent rounds will be organised using a swiss system, following the above ranking. If you ever find yourself facing off against a player you have faced previously please contact a member of the events team.

PAINTING COMPETITION

During the lunch break between Game 1 and 2, all players will have a chance to display their armies on the table they played their first game on. Players will then have a chance to vote for the army they feel is the best, be that for painting, conversions or anything else worthy of recognition. The player whose army receives the most votes will win the Best Painted award. Any ties will be broken by the event organisers' vote. This is instead of the single miniature painting competition described in the Weekday Warhammer Overview and Guidelines Document.

SCHEDULE

10:00 - 10:25	Registration in the Gaming Hall
10:25 - 10:30	Event Briefing
10:30 - 12:00	Game 1
12:00 - 13:00	Lunch and painting competition voting
13:00 - 14:30	Game 2
14:30 - 15:00	Break
15:00 - 16:30	Game 3
16:30 - 17:00	Break
17:00	Awards Presentation
18:00	Warhammer World Closes

TERRAIN

Terrain will be set out on tables prior to Game 1. Before each game please adjust the terrain whilst following the rules to Set Up The Battlefield.

AWARDS

The awards for this event will be as described in the Weekday Warhammer Overview and Guidelines Document

