



MATCHED PLAY

WARHAMMER WORLD

# WARHAMMER

AGE OF SIGMAR

## CONTEST OF HEROES





# WEEKDAY WARHAMMER

## AGE OF SIGMAR

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 miniatures, this event is a perfect opportunity to spend a day with like-minded hobbyists.

This document covers specific information you will need for this event. Please refer to the Weekday Warhammer Overview and Guidelines Document for more information about the policies, miniatures requirements, and rules for the painting competition that will take place at this event: [link](#)

## EVENT ESSENTIALS

<b>System:</b>	Warhammer Age of Sigmar
<b>Registration:</b>	10:00am on Wednesday 10 December 2025
<b>Location:</b>	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
<b>Battle Size</b>	1,000 points
<b>Board Size:</b>	44" x 60"
<b>Battleplans:</b>	Selected from the First Blood Battlepack found in the <i>Warhammer Age of Sigmar Core Book</i> .
<b>Number of Games:</b>	Three
<b>Army Composition:</b>	Restricted to two regiments. See the Army Composition section for more details.
<b>Tools of War:</b>	Attendees are expected to bring their army, dice, a tape measure, all relevant rules publications, and a physical copy of their Army Roster.



## ARMY COMPOSITION

All armies taking part in this event must be assembled according to the *Warhammer Age of Sigmar Core Book* (pages 226-227). You will need an army of no more than 1,000 points to play at this event.

For this event, you will only be allowed to include two regiments within your army, and you may field as many auxiliary units as you wish.

When building your army, use all the most up-to-date Warhammer Age of Sigmar Pitched Battle Profiles. You may also use all of the latest FAQ and Errata documents found on Warhammer Community, with the cut-off date being one week before the event.

Army lists should be presented in an easy-to-read format. Please make sure you record all choices, relevant weapon selections, and unit upgrades beforehand. This includes choosing who your General is, chosen lores, and any enhancements.

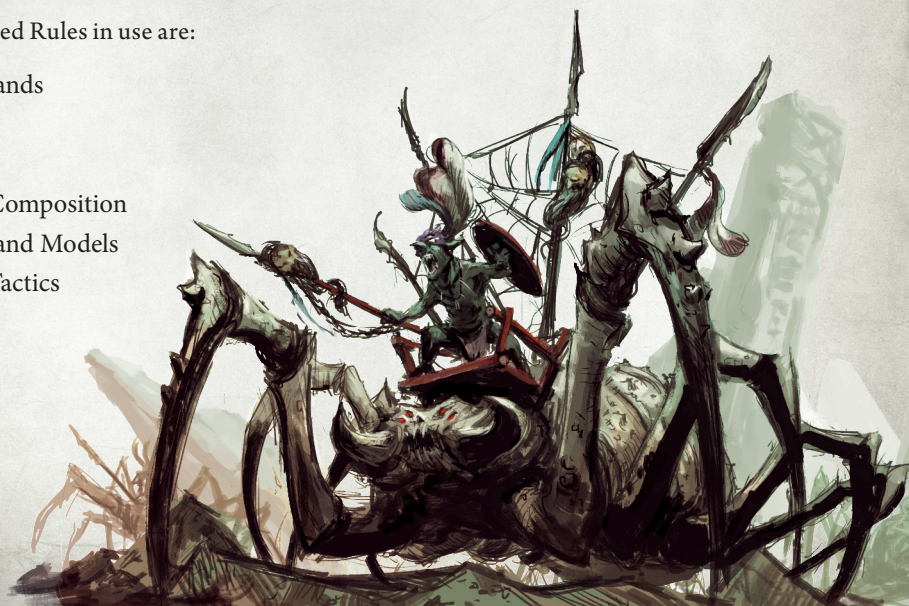
## FIRST BLOOD BATTLEPACK

This event uses the First Blood Battlepack found in the Core Book or on the Warhammer Age of Sigmar app. It's worth having a look over this before the event to familiarise yourself with the pack and Battleplans. Take note that:

- First Blood battles last for 4 battle rounds.
- Seasonal rules from the current General's Handbook will not be in use at this event.
- Only the Universal Battle Tactics from the Core Book may be used at this event.

The Advanced Rules in use are:

- Commands
- Terrain
- Magic
- Army Composition
- Command Models
- Battle Tactics





# SCORING AND PAIRING

The player with the most wins will be the winner. In the case of a tie, 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 find yourself facing a player you have previously faced, please contact a member of the events team.

# PAINTING COMPETITION

During the lunch break between the first and second games, all players will have the chance to display their armies on the table they played their first game on. Players may 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 - 12:15	Game 1
12:15 - 13:15	Lunch and painting competition voting
13:15 - 15:00	Game 2
15:00 - 15:30	Break
15:30 - 17:15	Game 3
17:15 - 17:45	Break
17:45	Awards Presentation
18:00	Warhammer World Closes

# TERRAIN

Terrain will be set out on tables before the first game. Before each game, please adjust the terrain according to 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.