



MATCHED PLAY

WARHAMMER WORLD

WARHAMMER

AGE OF SIGMAR

SPEARHEAD

HOUR OF RUIN



WARHAMMER AGE OF SIGMAR – SPEARHEAD HOUR OF RUIN

The Hour of Ruin is a single-day Warhammer Age of Sigmar – Spearhead event held at Warhammer World. This pack provides information to prepare for this event. Each player will need to demonstrate astute knowledge of the game and make sound tactical decisions to win their games. Our events are a celebration of the hobby – an attitude overflowing with good cheer, sincerity, and positivity is essential to have a great time rolling dice at the home of Warhammer.

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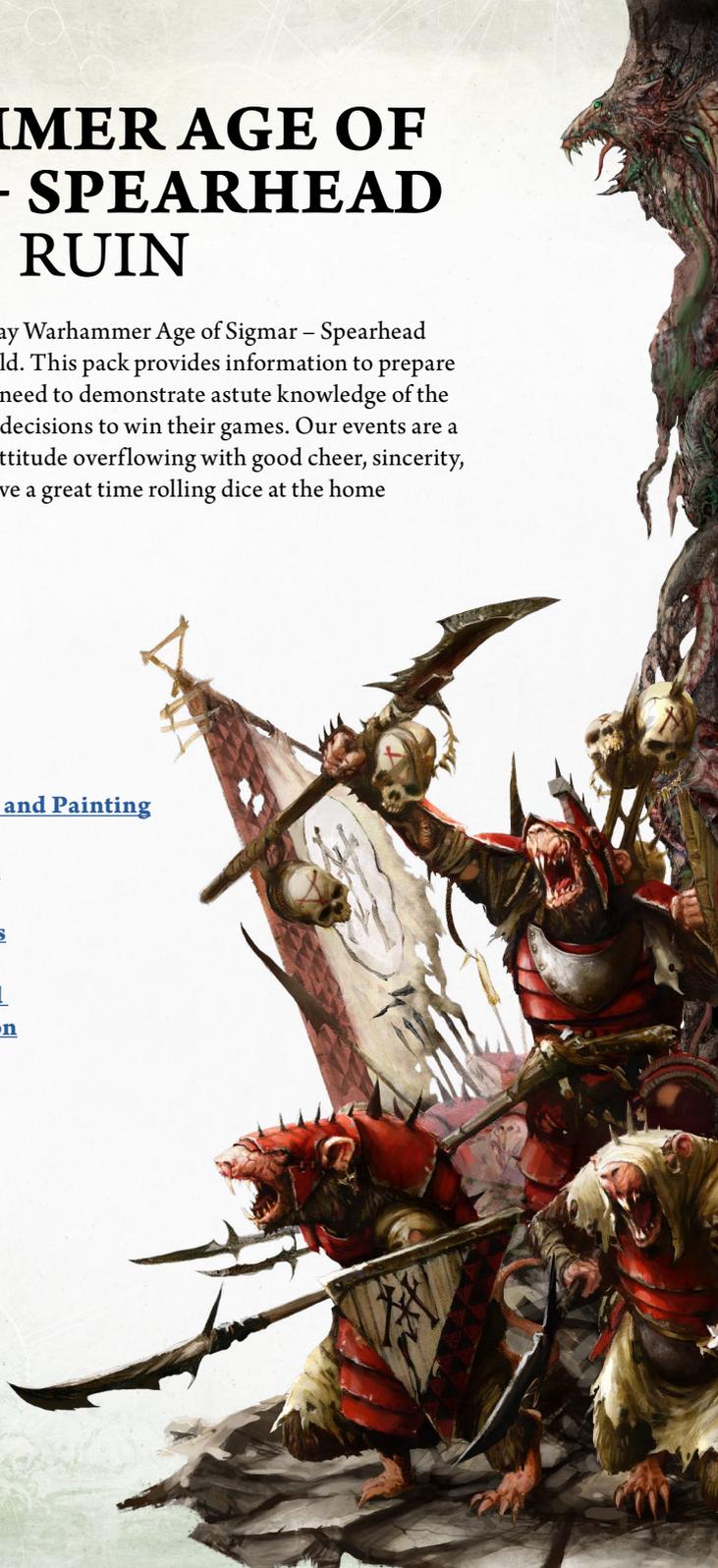
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1.0 EVENT ESSENTIALS

System:	Warhammer Age of Sigmar - Spearhead
Registration:	09:00am on Saturday 13 June 2026
Location:	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
Spearhead Selection:	Players may bring multiple Spearhead armies
Number of Games:	Four
Publications in Use:	The <i>Warhammer Age of Sigmar Core Book</i> , <i>Spearhead: Fire and Jade Gaming Pack</i> , <i>Spearhead: Sand and Bone Gaming Pack</i> , all up-to-date FAQs, and Errata.
Tools of War:	Attendees are expected to bring their Spearhead army, a Spearhead gameboard, terrain, card decks, dice, a tape measure, and all relevant rules publications.
Refreshments:	Lunch is included. A water refill station is available in the Gaming Hall. Drinks, snacks, and additional meals are available to purchase from Bugman's Bar.
Other Activities:	Favourite Spearhead painting competition and free entry to the Warhammer World exhibition.



2.0 SPEARHEAD SELECTION AND PAINTING

2.1 Spearhead Selection

Each player will need at least one fully painted Spearhead army to participate in this event. You may bring two Spearhead forces if you wish.

You will also need to bring a complete Spearhead Gaming Pack. This includes a Spearhead gameboard, accompanying painted terrain pieces, and a full card deck with twist cards and two sets of battle tactics cards.

Players may bring those found in the Spearhead: Fire and Jade Gaming Pack and the Spearhead: Sand and Bone Gaming Pack.

2.2 Modelling and Painting

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. Painting your miniatures – taking them from bare plastic to fully realised warriors – is also one of the most satisfying parts of the Warhammer hobby.

With this in mind, all miniatures you bring to the event must be Games Workshop or Forge World miniatures – excluding basing or scratchbuilt components – and be fully assembled and painted. The friendly staff at your local Warhammer store can help you find the paints you need and answer your questions.

For your miniatures to be considered suitable for events and tournaments, they should have their main areas coloured, and no primer should be left visible and unpainted. All bases must also be textured with a simple finish, and base rims should be neatly painted. Below are some examples of miniatures painted to a standard suitable for events.



2.0 SPEARHEAD SELECTION AND PAINTING (CONT.)

Remember that in a tournament setting, What You See Is What You Get – WYSIWYG. Each miniature must accurately represent its entry on your Army Roster.

Many players scratch build, or heavily convert, elements of their miniatures collection – this is a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most recent version of the miniature it represents. Players may not gain a benefit from converted miniatures, but may incur penalties.

You must seek permission from whworldevents@gwplc.com for any converted or scratchbuilt miniatures, including photos of the miniatures in question, where possible, at least two weeks before the event.

If you do not get permission for conversions beforehand, you run the risk of them being removed from play or incurring score penalties.

A Note on Basing

Many miniatures are no longer produced on the bases they originally came with. Wherever possible, base your miniatures according to their current boxed kit.

If you wish to have a miniature reviewed, please email whworldevents@gwplc.com for approval.



3.0 TOURNAMENT FORMAT

3.1 Battleplans

Once pairings have been determined for each game, players will need to establish which Spearhead Gaming Pack to use. If both players have bought different Spearhead gameboards, they must roll off, with the winner choosing which gameboard (and therefore which Gaming Pack) to use. Players should then select which of their available Spearhead forces they would like to play, and then follow the process set out in the relevant battleplan (Fire and Jade, or Sand and Bone).

3.2 Selecting a Spearhead

Before rolling to determine who is the attacker and defender both players must secretly decide which Spearhead they wish to play in the game. Players should make a note of this (for example by writing it down) and then reveal their choices simultaneously.

3.3 Pairing and Scoring

During the event, you will play four games of Spearhead, with 90 minutes to complete each game. Your first opponent will be randomised, and for your remaining games, you will be paired against an opponent with a similar ranking to you.

After each game, you will need to report the result (either a win, a draw, or a loss) along with your total Victory Points scored. Players will be ranked in order, first by the number of games they won, and second by the total amount of Victory Points they have scored. Even if you think you may lose your game, it's still worth trying to score as many Victory Points as you can!

3.4 Favourite Game

After your final game, you'll be asked to vote for the player you enjoyed playing against the most. Maybe they displayed excellent sportsmanship, were positive and friendly, or you simply had a fun and engaging game against them. The player who receives the most votes will win the Most Sporting Player award.



3.0 TOURNAMENT FORMAT

3.5 Event Schedule

Saturday 13 June

09:00 - 10:00	Bugman's Bar opens. Registration in the Gaming Hall
10:00 - 10:15	Gaming Hall and store opens, event briefing
10:15 - 11:45	Game 1
11:45 - 12:00	Break
12:00 - 13:30	Game 2
13:30 - 14:30	Lunch in the staff restaurant, favourite Spearhead painting competition
14:30 - 16:00	Game 3
16:00 - 16:30	Break
16:30 - 18:00	Game 4
18:00 - 18:30	Break
18:30	Awards presentation
20:00	Warhammer World closes

3.6 Arriving Late

Should you arrive late to the first round of the event, you may lose your spot to a player on the Waitlist. Assuming your spot is still available, you will be paired with any other late arrivals and must complete your game in the original round time. A subsequently incomplete game may result in point penalties. If you arrive late to the first round on the second day of the event, you may incur a penalty.

3.4 Event Awards

- First, second, and third place among the players who rank highest overall
- First, second, and third place Favourite Spearhead winners (player voted)
- Best Painted Spearhead (judge voted)
- Most Sporting Player – the player with the most Favourite Game votes, with the highest overall ranking as the tiebreaker



4.0 TOURNAMENT POLICIES

At Warhammer World, the home of Games Workshop, we place great emphasis on playing excellent games with like-minded people. We expect players to treat each other positively and demonstrate good sportsmanship to support this. When you arrive at your table for a game, greet your opponent, introduce yourself, offer them a copy of your tournament roster, and start the game promptly.

4.1 Judges

Event staff will be visible in the Gaming Hall throughout the event, and will have the final say on all game rules and tournament issues. Individual rulings, however, are never binding precedent – it's a game, not a court of law. Rulings will always be based on correct rule interpretations, rather than adhering to previous precedent. Be prepared to provide the events team with relevant rules relating to your questions when calling for assistance. If players do require us to make a ruling, the judge's decision is final.

4.2 Active Judging

At Warhammer World, judges are empowered to actively stop instances of illegal play – with or without a player's specific request for intervention. If a player has concerns at any point, they are encouraged to talk to a judge. While we will not have judges at every table, and we cannot stop every minor misplay, our goal here is to ensure every game played at Warhammer World is fair and enjoyable for everyone.

On rare occasions, players may intentionally or unintentionally make rule or sportsmanship mistakes during a heated or challenging battle. Behaviour such as bullying, rules abuse, moving miniatures illegally, picking up dice before an opponent has the chance to see the results, lying to judges or opponents, or any other form of inappropriate conduct, can result in substantial in-game penalties. Players may also receive an automatic loss, permanent removal of parts of their army for the duration of the event, or removal from the event itself.

3.2 Conceding

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede before the game has reached its natural conclusion, then the conceding player records a loss and zero Victory Points. The conceding player's opponent records a Victory and any Victory Points they have already scored that game. If you cannot proceed due to an emergency, let the events team know right away.



5.0 FAVOURITE SPEARHEAD PAINTING COMPETITION

During the lunch break, we will hold the favourite Spearhead painting competition to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable. To enter, all miniatures you submit must be modelled and painted yourself. Peer judging will take place, with the winner earning the Favourite Spearhead award. Appropriately sized diorama bases for Spearheads are permitted for this competition.

If you have brought multiple Spearheads, you must select only one to enter into the painting competition. You must also play at least one game with the Spearhead force you enter into the painting competition. The events team may specify additional requirements during the event for any unusual or particularly large entries.

If you have any questions, feel free to contact us before the event.

6.0 HEALTH AND SAFETY

At Games Workshop, the health and wellbeing of our staff, their families and loved ones, and the wider community in which we operate is important to us. When you attend one of our events, you can rest assured that we are doing everything within our power to make it as safe and enjoyable a time as possible.

At a minimum, Games Workshop will always follow government guidance in every area in which we operate.

7.0 CONTACT US

If you wish to ask questions, discuss conversions, or find out more about our events, feel free to get in touch with us via email at whworlddevents@gwplc.com. Catch up on all the latest Warhammer World news by finding us on Facebook at Games Workshop: Warhammer World.

For more information on our event privacy note, please follow the link provided here [Privacy Policy](#)

