

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 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.

EVENT ESSENTIALS

System:	Warhammer Age of Sigmar
Registration:	10:00am on Wednesday 19 August 2026
Location:	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
Battle Size	1,000 points
Board Size:	44" x 60"
Battleplans:	Selected from the Matched Play Battlepack found in the latest General's Handbook
Number of Games:	Three
Army Composition:	Restricted to two regiments. See the Army Composition section for more details
Tools of War:	Attendees are expected to bring their army, dice, a tape measure, and all relevant rules publications

ARMY COMPOSITION

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 (Advanced Rules) in the latest General's Handbook.

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

When building your army list, use all the most up-to-date Warhammer Age of Sigmar Pitched Battle Profiles. This event will use all up-to-date FAQ and Errata documents found on Warhammer Community.

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

Any rules updates* released on or after Wednesday 12 August 2026 will not be used at this event, unless specifically communicated otherwise.

* This includes, but is not limited to, Errata, point changes, updated rules or model profiles, and any new releases.



SCORING AND PAIRING

The overall winner will be determined by the number of victories achieved at the event. 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

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 already faced, talk to a member of the events team.

PAINTING COMPETITION

During the lunch break between the second and third games, players will have a chance to display their armies on the table where they played their first game. Players will then have the opportunity 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. Ties will be broken by the event organisers' vote. This is instead of the single miniature painting competition rules 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 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.