

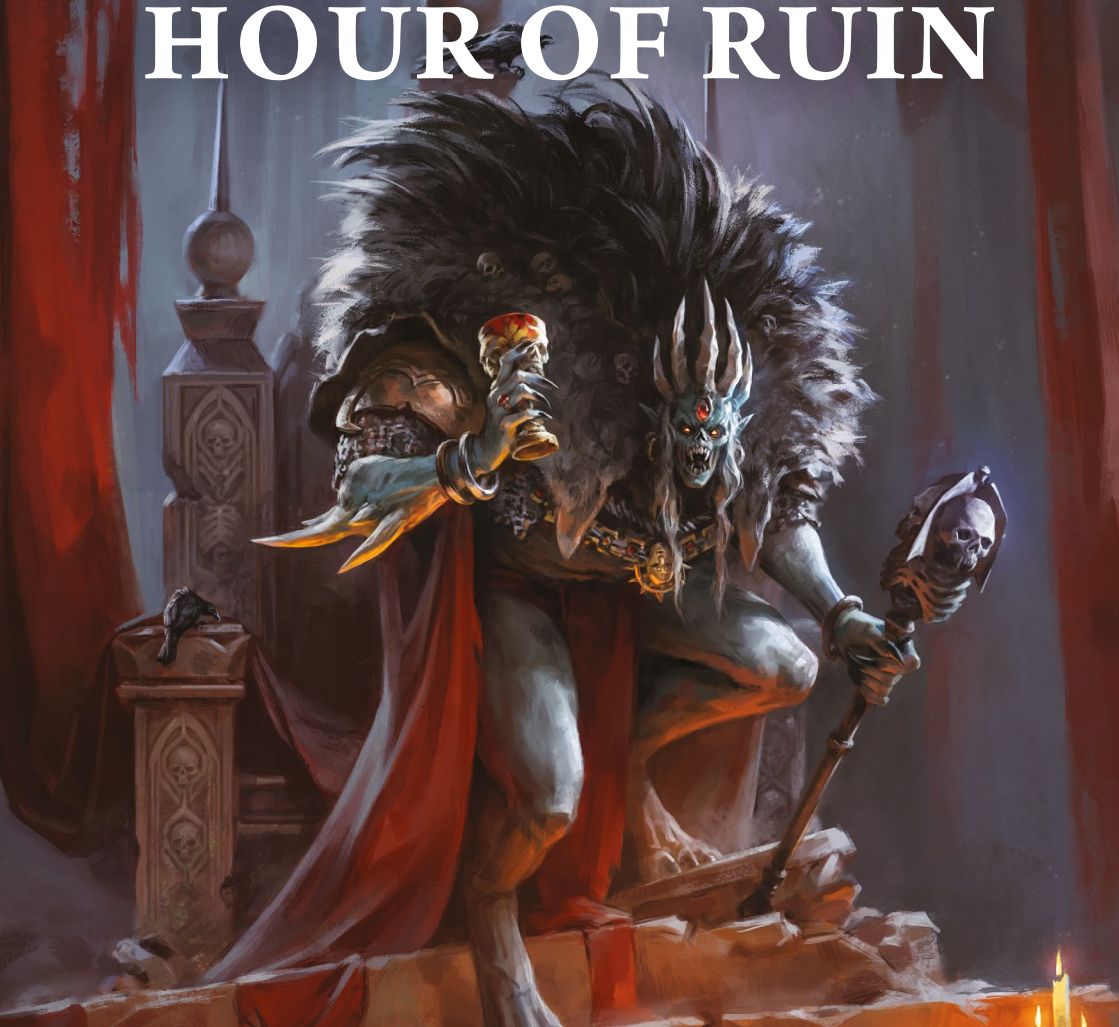
WARHAMMER WORLD

WARHAMMER

AGE OF SIGMAR

SPEARHEAD

HOUR OF RUIN



Hour of Ruin is a single-day tournament for Warhammer Age of Sigmar – Spearhead. 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 Spearhead fans.

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

EVENT ESSENTIALS

System:	Warhammer: Age of Sigmar – Spearhead
Registration:	10:00am on Wednesday 14 October 2026
Location:	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
Number of Games:	Three
Tools of War:	Attendees are expected to bring their Spearhead army, a Spearhead game board, terrain, card decks, dice, a tape measure, and all relevant rules publications..

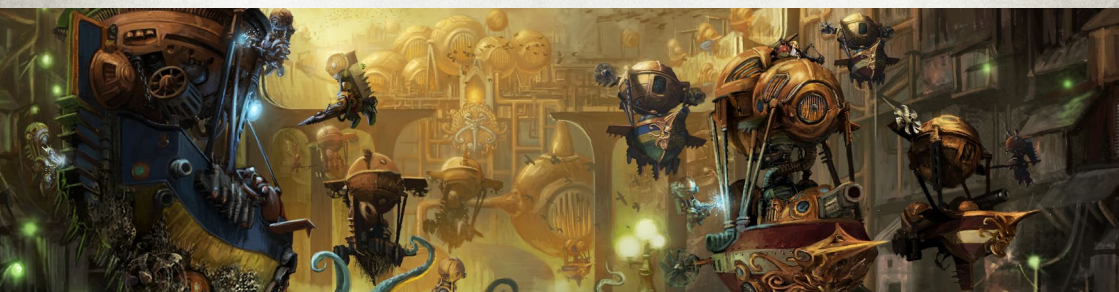
SPEARHEAD

Each player will need at least one painted Spearhead army to participate in this event.

For your miniatures to be considered suitable for events and tournaments, they should be painted to meet the following criteria:

- Their main areas should be coloured
- No primer should be visible
- All bases must have a simple finish (texture and a drybrush)
- Base rims should be neatly painted.

The event will use Spearhead warscrolls, which are available for [download here](#).



PREPARING FOR THE EVENT

You'll need to bring with you:

- A Spearhead army*.
- A complete Spearhead Gaming Pack. This includes a Spearhead game board, accompanying painted terrain pieces, and a full card deck with twist cards and two sets of battle tactics cards. You may bring those found in the Spearhead: Fire and Jade Gaming Pack and the Spearhead: Sand and Bone Gaming Pack.
- A copy of the Warhammer Age of Sigmar core rules.
- A copy of all the rules you need for your Spearhead.
- A tape measure and enough dice to get you through your games.

*You may bring more than one Spearhead army to the event if you wish.

Any rules updates* released on or after Wednesday 7 October 2026 will not be used at this event, unless specifically communicated otherwise.

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

SCORING AND PAIRING

During the event, you will play three games of Spearhead in total, 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!

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 game boards, they must roll off, with the winner choosing which game board (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).

SELECTING A SPEARHEAD

If you have brought more than one Spearhead army to the event, you must roll off in front of your opponent before each game to decide which one you will use. Once you have used all of your available Spearhead armies, you can then add them all back into the pool of those available.

For example, Ben has brought four Spearhead armies to the event. For the first game, these are all available, so he rolls off and has to use his Lumineth Realm-lords Spearhead. For the second game, he now has three available to use, as the Lumineth Realm-lords have already been played.

Sarah has brought two Spearhead armies to the event. Before the first game, she rolls off and has to use her Gloomspite Gitz Spearhead. For the second game, she must use her Skaven Spearhead. Because both Spearheads have now been played, Sarah will have to roll off again before the third game to see which one she will use.

PAINTING COMPETITION

During the break between the first and second games, all players will have a chance to display their Spearhead army for the Worlds of Warhammer painting competition. Players will have a chance to vote for the Spearhead army they feel is the best – be that for painting, conversions, or anything else worthy of recognition.

If players have brought multiple Spearhead armies, they should select one to enter into the painting competition. You must play at least one game with the Spearhead army you enter into the painting competition.

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

BRINGING YOUR OWN TERRAIN

The Spearhead format allows you to model your own terrain pieces, themed around your Spearhead army, if you would like to. If you choose to create your own themed terrain, and it's painted, you may display it with your Spearhead army as part of the painting competition.

- These pieces should display the same traits as the terrain pieces included with the Spearhead gaming pack you've selected for the event.
- These pieces should be roughly the same size and shape as the terrain pieces included with the Spearhead gaming pack you've selected for the event.

AWARDS

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

