

TOURNAMENT ORGANISER PACK 2026-27

WHY RUN A WARHAMMER AGE OF SIGMAR EVENT?

Organised events are a hugely enjoyable and exciting way to play Warhammer Age of Sigmar, but without tournament organisers (TOs), no one would get to experience them. Running an event is not only fun for the TO, it is also a different way to enjoy the hobby. There are few things as rewarding as watching over a group of enthusiastic hobbyists playing competitive Warhammer Age of Sigmar at an event that you have organised. Moreover, it's a well-known fact that TOs are the true heroes of the Mortal Realms!

But what does it mean to be a TO? Ultimately, a TO is in charge of setting up and running an event. This includes organising the venue, preparing a 'pack' that sets out everything players need to know to prepare for and attend the event, welcoming players to the venue, making decisions on rules queries (or bringing in an appointed judge) and compèring the closing ceremony while the awards are being handed out.

This section of the *General's Handbook* provides you with all the information you need to be a TO for your own event. It contains lots of hints and tips on how you can customise the event to your own preferences as well as an example tournament pack.

We have split the information into two main categories: what a TO needs to consider when planning an event and what a TO will need to do during the event. Remember, though, these are simply guidelines intended to assist you in planning and running your event; they are not hard and fast rules.

PLANNING YOUR EVENT

There is a saying that TOs in the Warhammer Age of Sigmar event community often use: 'Run the event that you would like to play in'.

THE PACK

Every event should have a document called a 'pack'. The pack provides the players with all the details about the event, such as where it is, what battlepack will be played and what awards can be won. An example pack can be downloaded from warhammer-community.com.

THE BATTLEPACK

One of your first decisions should be what battlepack you want to use for your event – and there are many different battlepacks published by Games Workshop for you to choose from! We also periodically publish new battlepacks in *White Dwarf* or on warhammer-community.com.

The *General's Handbook 2026-27* battlepack is designed for Matched Play events; however, there are multiple ways to play Warhammer Age of Sigmar, and you should pick a battlepack that reflects the type of event you wish to run. For example, the Spearhead battlepack *City of Ash* is fantastic for small, quick games of Warhammer Age of Sigmar using fixed army rosters, the Matched Play battlepack *First Blood* is excellent for introducing players to competitive play, while the Path to Glory battlepack *Blighted Wilds* provides a framework for narrative play and campaigns. The *General's Handbook 2026-27* battlepack also introduces Joint Crusades as a way to run events for teams of multiple players fighting side-by-side.

BATTLEPACK PREP

It's worth having a good read of each battlepack to make sure that it fits your vision for your event. Not only will this ensure that you understand the rules of the battlepack, it will also give you an indication of how much pre-event preparation is required. For instance, creating the opening narrative of a Path to Glory event will take a little more effort to prepare than an off-the-shelf *First Blood* event, but it will be no less exciting or rewarding.

MAXIMUM POINTS LIMIT

The maximum points limit will determine how large each player's army can be. The higher you set the maximum points limit, the longer it will take players to finish their games.

The most common points limit for Matched Play events is 2000 points; however, feel free to set a higher or lower points limit if it would better suit your event.

ARMY ROSTERS

With regard to army rosters, it is worth bearing in mind that new rules can change the points of existing units or otherwise change army composition options. As both events and new miniature and battletome releases often take place on a weekend, this means that new rules can come into effect after the first round of an event has started. Therefore, many TOs will specify a 'cut-off date' for rules – any rules introduced after this date cannot be used at the event. The timing of the cut-off date is entirely at your discretion, but we suggest either the same day as the pre-event list submission deadline (see below) or 1-2 weeks before the event to give players time to adjust their lists.

As TO, you might be happy for players to bring their army rosters to their event and show them to their opponents before each game, or you might prefer players

to submit their army rosters a week or so prior to the event. Having a pre-event list submission deadline means that you have time to independently check army rosters for mistakes and allows you to share the lists among all the players, should you wish. This kind of event is often called an 'open-list event'.

One advantage of open-list events is that the players also get a chance to look over and discuss their potential opponents' lists, so they can help to identify any inconsistencies that might need to be fixed before the event. Whichever option you decide is best for your event, we recommend that you ask players to use the Warhammer Age of Sigmar App to build their army roster so that the rosters are clear and all follow the same format.

NUMBER OF ROUNDS

You will need to choose how many rounds you want to have at your event. Each player will play 1 game of Warhammer Age of Sigmar per round, so at a three-round event, each player will play 3 games. The table below gives an indication of how long a typical 2000-point event will take depending on the suggested number of rounds. Note that your event can contain as many rounds as you like; the numbers below are indications on how long an event with that many rounds will take.

Number of Rounds	Approximate Duration	Event Notes
3	1 day	Often called a 'one-dayer' and usually held on a Saturday or Sunday. Works well with 4 or more players.
5	2 days	A standard event length that fits nicely into a weekend. Works well with 6 or more players.
8	3 days	Often used for Grand Tournaments or other large events with 80+ players.

SCHEDULING ROUND TIMINGS

You will need to decide how much time will be allotted for each round and how this will determine the schedule for your event. For a 2000-point game, we suggest allowing around 2 to 3 hours per round. If your players are relatively experienced at playing Matched Play games, they should be able to finish more quickly and you can have shorter round times.

Players will need a break between each round and you, as the TO, will need enough time after all the games have finished to collate the results and work out the pairings for the next round. We suggest a minimum of 30 minutes between rounds.

SUGGESTED GAME SPEED MILESTONES AND TIME BREAKDOWN

Outside of tournaments, many players do not complete their games against a set clock. As a result, when a loudspeaker shouts 'Two hours remaining!', most players do not naturally think 'We should almost be done with the entire first battle round!'. To help with this, rather than simply calling time left, we recommend calling time based upon the game speed milestone players should have (on average) arrived at. These time calls exist to help keep the flow of play moving, and are not binding. The suggested milestones are:

- 3:00 – Start round (formally)
- 2:50 – Complete pre-game discussions and decisions
- 2:30 – Deployment complete, begin Round 1
- 1:50 – First Battle Round complete, begin Round 2
- 1:10 – Second Battle Round complete, begin Round 3
- 0:40 – Third Battle Round complete, begin Round 4
- 0:20 – Fourth Battle Round complete, begin Round 5
- 0:10 – Do not begin a new Battle Round without a judge's permission

For clarity, this provides each player with, on average, the following time breakdown for the typical game:

- Pre-game activities, review army lists, select secondaries: 5 minutes
- Deploying their models: 10 minutes
- Playing their First Turn: 20 minutes
- Playing their Second Turn: 20 minutes
- Playing their Third Turn: 15 minutes
- Playing their Fourth Turn: 10 minutes
- Playing their Fifth Turn: 10 minutes

We also recommend letting the players know that if they are concerned about finishing their game on time, they should not hesitate to call a judge. It is a good approach that, to ensure all games finish within the allotted time, judge assistance is an active part of time-constrained games.

BATTLEPLANS

You can pick battleplans before your event or randomly determine them before each round. If you pick them before the event and make them public, players can tailor their lists to be the most efficient for those battleplans. Conversely, using 'secret' or randomly determined battleplans will mean that players will likely need to bring 'all-rounder' army rosters in order to do well.

If you aren't sure what battleplans to choose for your event, the *General's Handbook 2026-27* also contains a selection of pre-made Aqshian Crusades that have a set list of battleplans alongside a short thematic link.

You will also need to consider terrain placement. The *General's Handbook 2026-27* battlepack contains 2 rules

sets for terrain placement: in the first, placement is determined by the attacker/defender roll-off, while the second uses preset terrain layouts.

For larger events using preset terrain layouts, it may be more convenient to leave the same terrain set up over multiple battles. In order to facilitate this, each preset terrain layout lists at the top of the page which other battleplans are compatible with that terrain layout.

PAIRING PLAYERS

While the first round of most tournaments is randomly paired, subsequent round pairing can be done in a number of ways. The first pairing metric should be player record, i.e. pairing a 3-1 player with another 3-1 player, and so on. Given that most rounds will include numerous players with the same record, however, deciding pairings beyond this metric can be quite nuanced, and the different methods available can have significant impacts on the experience of players at an event. We recommend pairing players by the following criteria:

- **First** – by record (i.e. the number of wins, losses and draws)
- **Second** – by win path (i.e. the timing of the rounds in which a player won or lost their games)
- **Third** – randomly within players of the same ranking

WIN PATH

A player's 'win path' refers not to their number of wins and losses but to the timing of those wins and losses. While pairing by win path has an incidental tendency to pair people by strength of schedule, its greatest impact is on the overall enjoyment experienced by all players, as it tends to pair players based upon shared experience.

For example, let's take two 3-1 players. One of them lost their first game; they likely lowered their expectations for winning the whole event after this but are probably in a great mood after three consecutive victories. The other player won their first three games then lost their fourth – a sharp disappointment after a 3-0 start. Should these players face off, their shared enjoyment may be at odds as they are in very different emotional places. Using win path as the second pairing metric would ensure that these players do not face each other in round 5. They would instead face players that won and lost in the same rounds.

Win path ensures players enter their match with recent common experiences upon which to build a friendship during their next game of Warhammer.

RANKING PLAYERS

You will need a scoring system so that you can both rank your players and work out which player is the champion! The simplest scoring system is a win/loss/draw ranking system where the player who wins the

most games is the champion. However, Matched Play battleplans also further categorise the result of a game into a **major victory**, a **minor victory** or a **draw** (with major losses and minor losses implied rather than called out). Therefore, we recommend a scoring system that ranks players according to the number of major victories they have achieved, then the number of minor victories, draws, minor losses and major losses.

With any system, even small events can end up having players with the same scores, and so it is important to have a tie-breaker system in place. We recommend using the following as tie-breakers:

1. Opponent Game Winning Percentage (i.e. a player with more wins against opponents with better win records would place higher)
2. Total number of victory points scored
3. Total number of battle tactics completed
4. Total number of battle tactics that their opponents failed to complete
5. Total victory point differential

AWARDS

In addition to rewarding the players with the highest scores, some event organisers also like to present a variety of other awards to celebrate other aspects of the hobby such as the theme of an army, the quality of the painting of an army or the sportspersonship displayed by players during the event.

You can decide whether you wish to include awards such as these in your event. If you do, you will also need to determine the methodology of how these awards are won by the players.

LOGISTICAL DECISIONS

There are a number of logistical decisions that you will need to consider when you are planning your event.

VENUE

You will need a venue for your event. If your event is too big to host in your house, garden or hobby room, consider speaking to local halls or your friendly local gaming store (FLGS) to see if you can use their space.

NUMBER OF PLAYERS/TABLES

You will need to decide how many players you want to host at your event. This might be restricted by physical factors such as the size of your venue or the amount of terrain you have available. Most importantly, make sure you choose an even number so that everyone has an opponent in each round! We would also recommend having a spare player on hand in case you end up with an odd number of attendees at your event (see the Spare Player section below). This could be a second event judge who plays against odd persons out as necessary without being eligible for awards or placings themselves. Having a spare player ensures everyone who wants to play has equal opportunity.

TERRAIN

We recommend that you use the terrain layouts presented in the battleplans you have picked for your event. You will need to either provide enough appropriate terrain for each table or ask your players to bring terrain with them. Be aware that if you choose the latter option, you will have little control over the type of terrain that will be used at your event.

FOOD

Your venue may be able to provide food for your players or you could arrange for some form of catering. If you decide to go down this route, make sure you inform your players of their options and find out if there are any allergies or specific dietary requirements that will need to be catered for. Alternatively, you may decide not to provide food, in which case you will need to allow enough time in your schedule for players to find somewhere to buy food if they have not brought any with them. Either way, make sure that your players are aware of your decision prior to the event so that they can prepare accordingly.

TICKETS (PRICE, METHOD OF PURCHASE, REFUND POLICY)

You will need to set the ticket price, tell your players how they can purchase a ticket and clarify your refund policy. We suggest including a cut-off date after which refunds will not be provided – this means you will not end up out of pocket if several players are unexpectedly unable to attend your event.

JUDGES

If possible, you should have a judge – someone who can mediate any disputes that may arise. Be clear to your players that judges have final say on rules disputes on a game-by-game basis. To avoid conflicts of interest, we recommend having a player who is not participating in the event to be your judge. Additionally, this person can serve as a spare player as mentioned above, should the need arise.

The first port of call for judges should always be to double-check the exact wording of the rules in question (whether in the Core Rules, a battletome or another supplement). We regularly answer additional rules queries and address any errata on warhammer-community.com. In the event that they cannot find clear guidance, the judge should make what they feel is the most reasonable and fair ruling to allow the game to progress.

ACTIVE JUDGING

Active judging is a proactive method of judging Warhammer events and is often adopted by experienced TOs. If you feel confident enough to do so, we recommend adopting an active judging approach for your event.

Active judging is just that: taking an active approach to judging the event as opposed to waiting for questions or issues to arise. Active judging requires judges to be constantly moving between tables and observing play. This allows the judge to immediately correct any misplays and also implicitly communicates that judges are closely watching games, which will help to dissuade any intentional misplays. It is important that you inform your players that active judging is in effect and that judges do not need to be called prior to resolving an issue.

RECORDING SCORES

You will need to record scores during your event. You could use a custom-built spreadsheet or, alternatively, there are several websites and apps that can record scores for you. The Warhammer Events team uses Best Coast Pairings (BCP) to manage pairings and placings at our events.

Using Best Coast Pairings will also allow you to submit both competitive and hobby track scores to the International Tournament Circuit (ITC). The ITC is the global ranking system for both competitive events and hobbying. Tens of thousands of players compete in the ITC and including your event in it can help to bring in more attendees!

PRE- AND POST-GAMING

You will need to allow time in your schedule for a welcome briefing (which should include health and safety information, such as the locations of fire exits and welfare facilities) and an award ceremony after the games have all finished.

PERMISSIBLE MODELS

Players will need to know what models will be permissible at your event and to what standard they must be painted. We recommend that all models should be fully assembled and painted to at least a Games Workshop Battle Ready standard. You can find further information on this at warhammer-community.com.

PRIZES

If you decide to give out awards at your event, you will need to determine what the prizes will be. We recommend at least 1 prize for gaming, 1 prize for painting and 1 prize for sportspersonship. If you have sufficient prize support, you could award first, second and third places. Common prizes include trophies, certificates and boxes of Citadel Miniatures. Downloadable certificates can be found on warhammer-community.com.

SPARE PLAYER

Sometimes, real life gets in the way of Warhammer and players have to drop out of an event unexpectedly. This could leave you with an uneven number of players, meaning that each round, one player would not have an opponent. Given that players will have come to your event to play Warhammer Age of Sigmar, the best option is to make sure you have a spare player, such as a friend or a clubmate, who can step in and play if needed. If this is not possible, you could award maximum points to the player who did not have an opponent that round.

CONTACT DETAILS (EVENT-SPECIFIC EMAIL ADDRESS/PHONE NUMBER)

Your players may need to get in touch with you to clarify some details about the event, so we recommend providing them with an email address and/or telephone number that they can contact you on.

WHAT TO DO WITH OVERRUNS

Despite a TO's best efforts, games will sometimes overrun the time allotted for a round. You will need to decide how you will deal with these situations. If the game is almost at an end, you could let the players continue playing the game to its natural conclusion, provided that to do so would not impact the start of the next round. If there is not enough time to allow the battle to finish without impacting the start of the

next round, we recommend encouraging the players to talk through the most likely outcome of the remaining battle round(s), facilitated by a judge. These instances should be a rarity, as the best situation is to ensure that there is sufficient time and that milestones are clearly communicated so that all games reach their natural conclusion.

DROPPED PLAYERS

Sometimes, in exceptional circumstances, a player might need to leave an event and are unable to complete their remaining games. To make sure that all remaining players can be paired with an opponent, we recommend that you have a spare player available to step in.

If a player has to leave mid-game, we recommend that they receive a major loss and their opponent wins a major victory. Their opponent scores maximum victory points for each remaining round and the player who had to leave scores no further victory points.

EXAMPLE EVENT PACK

On the following page is an example event pack that you can use to run your event. Feel free to photocopy and use the parts of the pack that are relevant to your event. A digital copy of this pack can be downloaded from warhammer-community.com.



Erasmus Zonn, the Enlightened One

WARHAMMER AGE OF SIGMAR EVENT

EVENT INFORMATION

- The event will be held at _____ on _____
- The venue will open at _____ and the event briefing will take place at _____
- Tickets cost _____ and can be purchased from _____
- Food will be provided/not be provided.
- If you need to contact the tournament organiser (TO), please email _____

EVENT RULES

- The following rules documents will be legal at this event:
 - *Warhammer Age of Sigmar Core Book*
 - *General's Handbook 2026-27*
 - Warhammer Age of Sigmar errata, battlescrolls and FAQs
 - *Battle Profiles*
 - *Warhammer Age of Sigmar Faction Packs*
- The event will comprise 3/5/8 rounds over 1/2/3 days.
- Rules documents released after this cut-off date will not be in use at this event:
- Each player will need a 2000-point army roster created using the Army Composition Advanced Rules and any other restrictions presented in the *General's Handbook 2026-27*.
- All models must be fully assembled and painted to at least a Games Workshop Battle Ready standard.
- The following awards can be won:
 - Best General (1st, 2nd 3rd) – highest score
 - Best Painted (1st, 2nd 3rd) – player-voted
 - Favourite Opponent – player-voted
- All players must adhere to the Warhammer Age of Sigmar Player's Code set out in the *General's Handbook 2026-27*.
- Your army roster must be uploaded to _____ by _____./Your army roster must be brought to the event so that you can show your opponent.
- The battleplans that will be played at the event are:
 - Battleplan 1: _____
 - Battleplan 2: _____
 - Battleplan 3: _____
- Players are expected to finish their games within the allotted timeframe for each round.
- In the case of rules queries, the judge's decision is final.

EVENT SCHEDULE

Round 1: _____
 Break/Lunch: _____
 Round 2: _____
 Break: _____
 Round 3: _____

ROUND SCORING

The scoring system will be:

- Number of **major victories**
- Number of **minor victories**
- Number of **draws**

Tie-breakers will be:

- Opponent Game Winning Percentage (i.e. a player with more wins against opponents with better win records would place higher).
- Total number of victory points scored
- Total number of battle tactics completed
- Total number of battle tactics that their opponents failed to complete
- Total victory point differential

After each round, you should submit your results to: _____

PAIRINGS

Pairings will be random in the first round. Subsequent round pairings will be by player record then by win path.

Any players who arrive late for the first round will be paired against each other at the TO's discretion. If a player arrives late for the first round and their arrival results in an uneven number of players, they score 0 victory points in that round.

If a player arrives more than 15 minutes late for a round other than the first, they score 0 victory points in that round and their opponent scores the maximum victory points available in that round.

If there is an odd number of players at the event, one player will be paired against the spare player/one player will receive a bye and maximum victory points for that round. In the first round, the bye is selected at random.

ROUND TIMING

Each round will last for _____

In the case of an overrun, the game will be decided by talking through the remaining battle rounds with the judge.

PLAYER CONCEDES

If a player concedes a game, their opponent wins a major victory and they receive a major loss. Their opponent scores maximum victory points for each remaining round and they score no further victory points.