



Age of Sigmar Welsh Open Rulespack

A Message from the Hosts

At the Welsh Open, our intention is to provide you with a weekend of epic stories and positive memories that will stay with you for years to come. We want everyone to feel accepted and respected, and to make as many new friends as possible. We have benefited so much from being part of this community, and we hope that the Welsh Open will give you the opportunity to be a part of it too.

In this vein, we have felt it appropriate to put in place some measures to provide additional clarity around how the rules of the game will operate at this event. We hope that you see these measures as being conducive to creating a positive experience for all. Most of all though, we hope you enjoy every element of an event that allows you to play Warhammer with some of the best competitors in the world, and some of the best people we as organisers have had the good fortune to meet.

Event Details

The event this year will be held on **26th/27th September** at [Firestorm Games](#), Cardiff.

The address you will need to arrive at is: **Unit A, Sloper Road, Cardiff, CF11 8AB**

Parking is available on-site but with limited capacity (roughly 30 cars in total), so please consider this when making your travel arrangements. Some of this will also be reserved for the organisers and a select group of people that will allow the event to run smoothly. We have provided a guide of local transport links and amenities at the end of this document.

Pre-event Timeline

As with any large event, there are several milestones that need to be reached before the gaming commences. We hope that the below provides sufficient clarity to allow you to properly strategise whilst making the event as fair as possible.

7th September, Monday - Cut-off for official battletomes/FAQs/erratas*

21st September, Monday (23:59BST) - Army list submission deadline

23rd September, Wednesday (19:00BST) - Release of army lists and battleplans to all players

26th/27th September - Event weekend

**If you have any rules questions then please e-mail the organisers and we will be happy to help. We will also endeavour to create an FAQ document so that all players have visibility of any questions answered.*

Order of Play

The event will consist of 5 rounds with players being randomly paired for the first round, and using the Swiss system for rounds thereafter.

The draw for the first round will be communicated to players on the Saturday morning of the event to ensure that any last minute changes do not cause disruption.

Rounds will be 3 hours, with breaks between each round.

Saturday		Sunday	
Registration	8:45am - 9:15am	Doors Open	9:00am
Announcements	9:15am - 9:30am	Announcements	9:20am to 9:30am
Round 1	9:30am - 12:30pm	Round 4	9:30am to 12:30pm
Lunch	12:30pm - 1:30pm	Lunch	12:30pm to 1:30pm
Round 2	1:30pm - 4:30pm	Round 5	1:30pm to 4:30pm
Break	4:30pm - 4:45pm	Break	4:30pm to 4:50pm
Round 3	4:45pm - 7:45pm	Awards	4:50pm to 5:15pm

Player Conduct

We expect all players to conduct themselves at, and away from, the gaming table in a manner consistent with how they expect to be treated by other players. This means that players should be good natured and fair in their play.

Players should be able to present their opponents with appropriate official physical or digital copies of the rules for their army - as well as any rules supplements they are using - in the case of a rules query. Scans or photographs of rules are not appropriate for this purpose.

Any in-game effects should be clearly marked with relevant tokens, and players should inform their opponents of the meaning of each token as they are placed. Wounds allocated to models should be clearly marked using dice other than d6's, or appropriate tokens.

We as organisers will provide rulings where needed and respond to any queries you may have during your games. Although we hope that there will be minimal need for us as organisers to directly intervene in games, we do **strongly encourage that you make use of the organisers for any questions you have or clarifications needed in your games**. We hope to provide you with an informed and fair gaming experience, so please help us to do so.

Likewise, if you feel that your opponent is deliberately misleading, intimidating or behaving in any other manner that contravenes what you feel is a fair gaming experience then please raise this with the organisers. **We will be taking such behaviour very seriously.**

Any individual exhibiting any of the above behaviours will be verbally warned in the first instance. If this behaviour continues then the organisers reserve the right to disqualify the player from the event, and the individual in question may be asked to leave the venue. The organisers reserve the right to forego a verbal warning in severe cases of such behaviour.

There is also an expectation that players play at a pace that allows them to **consistently** complete all five turns of their games. **If you feel that you are not able to consistently deploy and complete all five of your turns in an hour and twenty-five minutes** (roughly half of the overall round time) **then you should consider changing the composition of your army to enable you to do this consistently.**

Where it is not possible to complete all five battle rounds, players should ensure that both players are able to play an equal number of turns. Where it is not possible to complete all five battle rounds, players are encouraged to discuss the remainder of their games as far as is possible to arrive at a satisfactory conclusion for both players. If both players cannot come to an agreement on what a satisfactory conclusion for their game is then they should ask the organisers to provide a final decision on its outcome.

There will be an opportunity for players to mark on their score sheets whether they feel that their game reached a satisfactory conclusion, or not. If a player receives indications that their games did not reach a satisfactory conclusion on two or more occasions then the organisers will discuss this with them and may require them to play on a chess clock for future rounds (these will be provided by the organisers in such cases).

It is the hope of the organisers that the above situations do not arise and that everyone has an enjoyable, issue-free experience. The above clarifications are solely in the spirit of providing a fair gaming experience for all.

Painting and Modelling

All armies should be "Battle Ready", as described in the GHB 2026-27. Specifically, this means that all models in an army must be fully assembled and painted to a level where:

- All models are completely assembled with no missing parts (inc. riders for mounted models);
- At least 3 colours have been applied to every model (this includes clearly distinct shades of the same colour);
- There is no bare plastic or basecoat showing on any models;
- Models are based on the appropriate base size according to official guidance;
- Bases are textured and painted, and are cohesive across all models.

Manifestations are permitted to ignore the requirement to be based cohesively with the remainder of your army.

All models should be WYSIWYG as far as possible and should be equipped with the appropriate optional wargear as described on the player's army list. Appropriate conversions are welcome, however "proxy" models are not permitted at this event. Non-Games Workshop models are permitted to be used, however they must clearly represent the models that they are intended to, and photographs of any such models should be sent to the organisers (aoswelshopen@gmail.com) for approval before army lists are submitted.

Any units that do not have an official model that is released on general sale prior to the list submission deadline will not be legal at this event. Also, non-GW models will not be allowed to be used as proxies for units without an official model.

If you have any doubts over whether your models meet the required standard for this event then you should provide the organisers with photographs of the relevant models for review **before army lists are submitted**. Any decision on whether a model should be used is entirely at the organisers' discretion.

Any models that do not meet the above standards may be removed from play by the organisers. The organisers will be checking armies during the first round of the event to ensure that all armies are in compliance with the above rules. If any players believe that their opponent's army does not meet the above standards in any way then they should raise this with the organisers.

Format and Army List Submission

Games will be played using the rules included in the Core Rules and General's Handbook 2026-27, as well as any FAQs/erratas released up to the deadline noted above. This includes all Battlepack rules included in the GHB 2026-27 for playing your games.

All army lists should be submitted by **23:59BST on Monday 21st September**. Army lists should be generated using the **Warhammer Age of Sigmar app** where possible.

Army lists should:

- Be no more than 2,000 points;
- Be written in accordance with the Matched Play rules found in the GHB 2026-27;
- Be in an easy-to-read format (i.e. typed not written);
- Show the Battle Tactics Cards chosen at army composition;
- Mark any Scourge of Aqshy variant warscrolls;
- Show the model that is your General;
- Show any enhancements taken (including their points costs, if relevant);
- Show any spell and prayer lores used;
- Show any manifestation lores used (including their points costs);
- Show which units are in each regiment, including regiments of renown.

Scenery and Objectives

Scenery will be set up on each table at the start of the event by the organisers. Each table will include at least 8 pieces of terrain of varying sizes and will be arranged in a way that promotes a fair gaming experience as far as possible. The organisers will endeavour to ensure that the scenery on all tables is as evenly distributed as possible.

As terrain is likely to be moved around over the course of the event, players should review the placement of terrain on their tables and adjust where necessary so that both players are happy with the distribution of terrain prior to commencing their games **Terrain should be set up following the terrain map for the relevant battleplan as closely as possible.**

Players should discuss and confirm which special rules apply to each terrain feature before each game. When reviewing the characteristics of each terrain feature players should refer to the guidance provided on the battleplan card, in conjunction with the Core Rules. If players require clarification on this then they should query it with the organisers.

We appreciate that the placement of a model on or around a piece of scenery can in some cases be challenging. Players should ensure that their models achieve maximum contact with the table as far as possible, and players should agree with their opponent that the placement of a model is possible on a particular piece of scenery before making the move. In such cases, and where models need to be represented at points other than their physical placement, these should be clearly marked and the placement agreed between the players. If the players cannot reach an agreement on the placement of a model then an organiser should be called to provide a decision.

Faction terrain should be placed in accordance with the rules set out on their warscroll as well as those included in any other relevant publications (e.g. GHB 2026-27).

Objectives should be placed so that they are flat on the table and should be of an appropriate size so that their exact position is clear to both players.

If players feel the need to adjust terrain then this should be done with the agreement of both players and in accordance with the rules for placing objectives and terrain, as described in the GHB 2026-27. If players are unsure on the appropriate placement of terrain, or disagree on its placement, then this should be raised with an organiser who will adjust the terrain for the players.

Tournament Standings and Scoring

The final standings for the event will be determined using the following measures:

- 1) Number of major wins, then minor wins then draws
- 2) Differential scoring, as first tiebreaker
- 3) Total victory points scored, as second tiebreaker
- 4) Strength of schedule, as third tiebreaker

For the differential scoring tiebreaker, players will need to add up the total victory points that each of them scored throughout the game, and then deduct the number victory points scored by the loser from that of the winner. This provides the **victory point differential**.

Awards

A key part of any event is recognising the efforts and successes of its participants. As such, there will be a number of awards available. The organisers have made every effort to provide participants with high quality awards, which will be revealed prior to the event.

The awards that will be presented at the event are:

Welsh Open Champion - Player placed first in the overall standings

Welsh Open Runner up - Player placed second in the overall standings

Welsh Open Third place - Player placed third in the overall standings

Most Sporting Player - Player with the highest number of votes for "Most Sporting".

Cleanest Gaming - Player with the highest number of votes for "Cleanest Gaming".

Crimson Brush Champion - Player with the highest judge's painting score.

Crimson Brush Runner up - Player with the second highest judge's painting score.

Crimson Brush Third place - Player with the third highest judge's painting score.

"Well Tidy" Army Award - Player with the most player votes for having a wicked army.

The Caledor Memorial Award - Player with the best dragon miniature at the event, as judged by the organisers.

There will be sections on the score sheet for each player to allow them to vote for Most Sporting Player and Cleanest Gaming, which will be submitted after round 5.

The Crimson Brush painting awards will be judged by the organisers using their own rubric, and will focus on technical painting skills as well as other aspects of the hobby.

For all painting awards, players will be asked to place their armies out on display for review by the organisers during Saturday lunchtime. The organisers will nominate a select group of armies that the players will then vote on for the "Well Tidy" Army Award during Sunday lunchtime.

Logistics and Amenities

The venue for Firestorm Games is located close to Cardiff City Stadium, and can easily be accessed by car via the A48 (Cardiff North) or the A4232 (Cardiff West).

Most of the large hotels are located in the centre of Cardiff, which is roughly a 30-minute walk or 10-minute taxi journey to the venue.

The closest train station is Grangetown, however this will require a change at one of the larger train stations. If arriving by rail it is advised for attendees to arrive into Cardiff Central station, which is either a 30-minute walk or 10-minute taxi journey to the venue.

If arriving by air, Cardiff Airport is the nearest international airport and is roughly a 25-minute taxi ride from the centre of Cardiff. Train connections are also possible but are likely to take at least 45 minutes with the possibility of changes being required.

Lunch will be provided on both days - details of which will be provided as part of a separate document ahead of the event. However, there is a retail park roughly a 10-minute walk from the venue, which includes a number of fast-food restaurants and supermarkets if an alternative is required. Please note that you **will not be permitted to eat food inside the venue other than that provided by Firestorm.**

As you would expect from any large city, there is a wide selection of restaurants, pubs, bars and other amenities to ensure that you have a good experience whilst attending the event. If you would like some recommendations on popular places to eat/drink then feel free to contact the organisers.

What to Bring

All players should ensure that they bring with them:

- All models that are included in their army, plus any units to be summoned;
- Any faction terrain features relevant to their army, plus any faction terrain features to be summoned;
- A copy of the GHB 2026-27 and all rules relevant to their army, including physical copies of rules supplements (if applicable);
- Dice, including d6's as well dice of an alternative size to mark wounds allocated to models;
- All relevant tokens to cover the in-game effects applied by their army. Any tokens should clearly show the name and/or description of the relevant effects;
- Tape measure and other appropriate measurement tools;
- At least six objective markers of an appropriate size;
- Glue for repairs;
- A pen to complete their score sheets.

Contacting the Organisers

Please feel free to contact the organisers if you have any questions about the event or what to do whilst you are here in Cardiff.

Event E-mail Address: aoswelshopen@gmail.com

Event Bluesky Handle: @aoswelshopen

Dan's Bluesky Handle: @PriorityLoser