

HELD BY THE THIRTEENTH LEGION

SALT CITY

GT

IV



WARHAMMER AGE OF SIGMAR

GRAND TOURNAMENT

These tournaments have been carefully crafted to present a format that appeals to the broadest variety of players possible. This event pack provides information to prepare for Warhammer Age of Sigmar Grand Tournament events at the Salt City GT. Each player will need to demonstrate astute knowledge of the game, sound tactical decisions and appropriate unit selection to win their games. In addition, this matched play events are a celebration of the hobby, so an attitude overflowing with good cheer, sincerity and positivity is essential for those of you looking to have a great time rolling dice in the Realms.

TOOLS OF WAR

Attendees are expected to bring their 2000 point army, dice, a tape measure, all relevant rules publications, and at least 2 physical copies of their army roster (one for the Event staff and one for each opponent). If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.

This five round event will use missions from the General's Handbook 2026-2027 Mission Deck. We suggest having a physical copy of it with but a digit copy will work as well just make sure you keep your device charged.

ARMY CONSTRUCTION

All armies in these tournaments must not exceed 2000 points and follow the guidelines set out in the Core Rules.

All rules are valid in the following Games Workshop and Forge World publications with the cut off date being July 20, 2026 the event:

- Battletome / Index Cards
- Warhammer Age of Sigmar: The App
- General's Handbook 2026-2027
- Battlescroll Summary
- White Dwarf
- Battle Profiles
- FAQs, errata, and rules

Army lists should be presented in an easy to read format (such as army lists exported from Storm Forge in the Warahmmer Age of Sigmar App), including all relevant wargear and unit upgrades.

Modeling 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 in your collection should be Games Workshop or Forge World miniatures (excluding basing or scratchbuilt components), and be fully assembled and painted to a Battle Ready standard. We are not opposed to 3d printed parts, components, and conversions. All models must be Battle Ready models have all areas coloured and a simple finish on their bases. Are are some examples of models painted to a Battle Ready standard.

Don't forget, each model must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG). For example, if your army includes a Decimator equipped with a Starsoul Mace, the model must be equipped with a Starsoul Mace.

If you are converting or using a "Counts-As" please email for model approval by July 21, 2025 to

horton_brian@icloud.com



Schedule

Saturday Aug 2

8:00—9:30 am Sign in and Paint

Judging

9:45 am Announcements

10:00 am—1:00 pm Round 1

1:00 pm –1:45 pm Lunch

2:00pm—5:00 pm Round 2

5:30 pm—8:30 pm Round 3

Sunday Aug 3

10:00 am—1 pm Round 4

1:00 pm—1:45pm Lunch

2:00 pm—5:00 pm Round 5

5:15 pm—Prizes

Round Timing

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 will be 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 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

MISSIONS

ROUND #	Mission
#1	Passing Seasons
#2	Cyclic Shift
#3	Surge of Slaughter
#4	The Liferoots
#5	Lifecycle

PRIZES AND AWARDS

Best General (Golden Ticket)

2nd Best General (Golden Ticket)

Best Overall (Hobby Score Plus W/L and Battle Points)

2nd Best Overall (Hobby Score Plus W/L and Battle Points)

Best in Hobby (Overall Hobby Score)

Hobby Hero (Best Painting Score)

Ultimate Hobbyist Pin (Score in top 5 of Hobby Score)

Best Forces of Destruction (Hobby Score Plus Battle Points)

Best Forces of Chaos (Hobby Score Plus Battle Points)

Best Forces of Order (Hobby Score Plus Battle Points)

Best Forces of Death (Hobby Score Plus Battle Points)