



Onslaught

An Age of Sigmar Tournament
February 7th & 8th 2026
Common Ground Games



Location

Common Ground Games

40 Cowane Street
Stirling
FK8 1JR

[View on Google Maps](#)

There is some on street parking outside and its very close to the train station.

Tickets

Tickets are £45. Please send payment via PayPal Friends and Family to

trevor.moffat19@gmail.com

Tickets will be non-refundable after 23:59 on Friday 30th January 2026.

Lunch is **not** included. There is a Tesco, McDonald's and other places nearby.

40 places are available.

Please include names & email addresses of all the players being paid for.

Updates

The tournament organisers are Sam McGrath and Trev Moffat can be contacted at:

sam.mcgrath1997@gmail.com

trevor.moffat19@gmail.com

The event will be run on [Milarki](#). Please register on this only after you have paid, this will also be used as the player list.



What to Bring

- Your army
- A copy of your full army list to show each opponent (paper or electronic).
- Objective markers (diameter 40mm). Acrylic or mouse mat 3" zones are even better.
- Age of Sigmar 4 Core Rules, Current version of the General's Handbook, and the most recent FAQs (paper or electronic).
- Full Warscroll and Formation rules for your army (paper or electronic).
- Dice, Tape Measure, Pen, Paper, Glue.
- Wound and effect markers.



Painting and Modelling

- Armies should be painted to [Games Workshop's Battle Ready](#) standard in the General's Handbook, in summary; minimum 3 base colours where possible, cohesive, shaded & have simple basing
- Models bases should be round or oval matching the current Games Workshop base sizes within the Warhammer Community FAQs
- Conversions, 3d prints or models from other manufacturers will be allowed (in fact positively welcomed), these should be relatively comparable to the stock model in size & shape. Please contact the TO in advance for approval.
- If you're unsure that your army will be considered appropriately painted or based, please contact the TO as soon as possible before the event.



Format

- The event will use the ‘Battleplans’ from ‘the current version of the General’s Handbook on the date of list submission.
 - Armies must be constructed using the restrictions for a 2000-point game.
 - All latest FAQs (Designer’s Commentary & Errata) and Battlescroll updates issued until list submission will be in play.
 - Any Battletome issued before list submission will be in play.
 - Any rules queries regarding a Battletome without its official FAQ/Errata will be taken by the TO. Decisions will be based on providing the least possible benefit to the Battletome without its official FAQ/Errata
 - Players will be randomly paired for Round 1 expect for any grudges. Further rounds will be based on gaming scores.
 - Grudges are allowed and encouraged.
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Terrain and Objectives

- Objective markers should be placed so that their exact position is clear to both players.
- Terrain will be set out on tables before the first game. Before each game, please adjust the terrain according to the rules to Set Up The Battlefield.
- If in any doubt check with the TO.



Schedule

Day 1 Saturday 7th February 2026

09:00	Arrival
09:30	Game 1
12:15	Lunch (not provided) Leave Armies out for Judges Favourite Army
13:00	Game 2
15:45	Break
16:00	Game 3
18:45	Go home or indulge in extra-curricular activities



Day 2 Sunday 8th February 2026

09:30	Arrival
10:00	Game 4
12:45	Lunch (not provided) Player Voting on Favourite Army
13:30	Game 5
16:15	Results and Prizes
16:30	Go home



Etiquette

Players should follow the “Player’s Code” from the General’s Handbook, in addition to this they should also adhere to the following rules:

- Show opponents ranges you are measuring before moving models. State intent and agree before moving models to a certain point.
- Reroll any dice not flat on the table. Agree with opponent before the game if dice landing in scenery should be rerolled.
- Announce all rolls before dice leave your hand, or before you remove any successes/fails. Failing to do so may result in the roll being discounted & you will be required to roll again.
- Remove fails & allow opponent to witness successful rolls before proceeding.
- Command points, health, spell/abilities effects should be marked and clear to both players.
- TO decisions are final.



Time Keeping

Players must endeavour to complete the full 5 turns within the allotted 2 hours 45 minutes for each game & should manage the time appropriately.

- Chess clocks may be used on the agreement of both players.
- Please contact the TO if you feel your game is being affected by slow play, deliberate or otherwise.
- No dice will be rolled after the round time limit has passed.
- If a game won't be completed in time, the players should have a measured and pragmatic discussion, and any key rolls should be made to determine who would most likely have been the winner and the VP score calculated.
- Games that have not been played or extrapolated with both players agreement will be judged as both players losing.



List Submission

Lists must be submitted on Milaki by 23:59 on Friday 30th January 2026.

Send the list in text format copied from (ideally) the Games Workshop App. The following must be specified on the lists & used for all 5 games:

- Army Faction
- Battle Formation
- Spell, Prayer and Manifestation selection
- Units including cost and a note of upgrades and version
- Clearly marked regiments
- Total number of drops

No “list names” however funny more than 3 lines.

Make sure the list is presented in a readable format.

Lists including the reserve player will be published in the week before the event.



Prizes

Winner

The player scoring the most wins. Tie breakers in order will be; VPs difference, VPs scored and finally Strength of Schedule.

Runner Up

Almost as good as the winner but you get to annoy your friends with stories on the way home.

Player's Favourite Army

The army with the most votes from players of the shortlisted armies.

Judge's Favourite Army

Completely subjective prize awarded to the army that Trev and Sam like best.

Most Interesting List

Another completely subjective prize awarded to an interesting list. Copying a list off the Honest Wargamer or spamming a unit probably excludes you from this.

Spot Prizes

Awarded to the first to complete random tasks each round.



