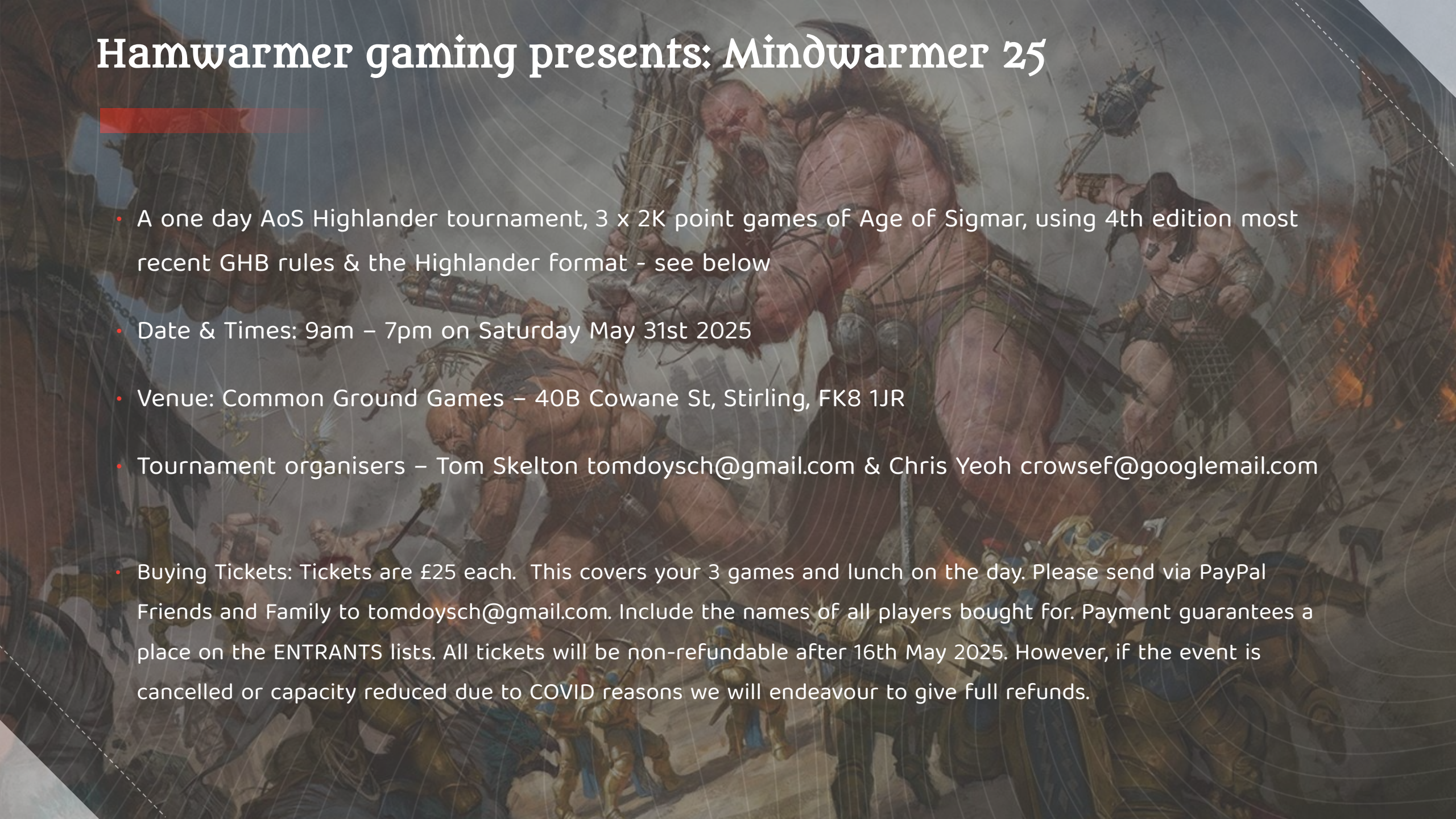


Mindwarmer 2025 the pack



A ONE-DAY AGE OF SIGMAR TOURNAMENT IN AID OF YOUNG MINDS MENTAL HEALTH CHARITY, AT COMMON
GROUND GAMES, STIRLING, ON SATURDAY, MAY 31ST...

Hamwarmer gaming presents: Mindwarmer 25



- A one day AoS Highlander tournament, 3 x 2K point games of Age of Sigmar, using 4th edition most recent GHB rules & the Highlander format - see below
- Date & Times: 9am – 7pm on Saturday May 31st 2025
- Venue: Common Ground Games – 40B Cowane St, Stirling, FK8 1JR
- Tournament organisers – Tom Skelton tomdoysch@gmail.com & Chris Yeoh crowsef@googlemail.com
- Buying Tickets: Tickets are £25 each. This covers your 3 games and lunch on the day. Please send via PayPal Friends and Family to tomdoysch@gmail.com. Include the names of all players bought for. Payment guarantees a place on the ENTRANTS lists. All tickets will be non-refundable after 16th May 2025. However, if the event is cancelled or capacity reduced due to COVID reasons we will endeavour to give full refunds.

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• TOURNAMENT SCHEDULE

- 09:00 - 09:15 Registration
- 09:30 - 12:15 Game 1 - The Vice
- 12:15 - 13:00 Ham Luncheon w. Vegan Options
- 13:00 - 15:45 Game 2 - Better Part of Valour
- 15:45 - 16:00 Break
- 16:00 - 18:45 Game 3 - Shifting Objectives
- 18:45 - 19:00 Award Ceremony and Thanks

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FORMAT

- This will be a Three game AoS4 event and will use the newest version of the 'Core Rules'.
- The event will use the General's Handbook 2024 - 2025. Armies must be constructed using the restrictions for a 2000 point game.
- All latest GW FAQs (Designer's Commentary & Errata), Battlescrolls and White Dwarf Battletome updates issued until list submission will be in play. Please take time to familiarise yourself with these to avoid any issues on the table.
- If multiple versions of any Warscroll or Battletome rules exist, the most recent version must be used.
- Any Battletome without its official FAQ/Errata released cannot be used at this event.
- All Battleplans are the latest 2024/25 versions found in General's Handbook 2024-2025
- Players will be randomly paired for Round 1, then further pairings will be generated using BCP.

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WHAT TO BRING

- Your army and a copy of your full army list to show each opponent (paper or electronic).
- Objective markers (diameter 40mm).
- Age of Sigmar rules, General's Handbook 2024/25, and the most recent FAQs (paper or electronic).
- Full army Warscrolls and Battle Formation rules for your army (paper or electronic).
- Dice, Tape Measure, Pen, Paper, Glue.
- Wound and effect markers.

LIST SUBMISSION

- Lists must be submitted directly to BCP or to tomdoysch@gmail.com by 23:59 on Friday 23rd May 2025 - Listbot or the Warhammer App are both fine for lists but please make sure they're complete and accurate.

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PAINTING & MODELLING

- Unpainted models are allowed as long as they are at least primed, this is a more chilled out event focusing on fun.
- Proxies and 3d printed models: any proxies or 3d printed models need to be approved by TO before the tournament. Please contact me directly to discuss it in private.
- 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.

TIMEKEEPING

- Players must endeavour to complete their full 5 turns within the allotted 2hr 45min for each game and should manage the time appropriately. Please contact the TO if you feel your game is being affected by slow play, deliberate or otherwise. No new Battle Rounds will be allowed to begin after the round time limit has passed. If 5 complete Battle Rounds are not possible, both players must play and complete an equal number of player turns.

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HIGHLANDER FORMAT

- This year's Mindwarmer is going to use the Highlander format for the list building rules, this means 'THERE CAN BE ONLY ONE!' of each warscroll in your list. So, although you can bring the same model type with different loadouts, no duplicate units are allowed, eg. palladors with axes & palladors with javelins would be okay, but you couldn't have 2 x units of axes. Please get in touch with the TOs if you have any questions about this.

TABLE SCENERY & OBJECTIVES

- Objective markers should be placed in accordance with the battleplan positions, ensuring that they are flat on the table and do not move.
- Terrain should be placed as close to the positions shown on the GHB battleplan terrain map as possible, and should match the size and description of the scenery on the terrain map where possible.

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ETIQUETTE

- Each player should adhere to the following to ensure clear, friendly and awesome games for all:
- Inform opponents when moving and charging units and allow time for 'Redeploy' and 'Unleash Hell' Command Abilities to be used.
- Reroll any dice not flat on the table. Agree with opponent 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 and you will be required to roll again.
- Remove fails and allow opponent to witness successful rolls before proceeding
- Show opponents ranges you are measuring before moving models. State intent always and agree before moving models to a certain point. Do not expect your opponent to read your mind.
- Wound markers and spell/abilities effect markers should be used to give clarity to both players.
- Players are encouraged to agree their own etiquette based on common sense - e.g. "This unit hits on 5+ and I have 40 dice to roll. Is it ok if I just highlight pick out the hits."

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PRIZES

- 1ST PLACE - THE WARMEST MIND OF ALL
- 2ND PLACE - THE LUKE-WARMEST BRAIN
- 3RD PLACE - A TEPID NOGGIN
- BEST SPORT - THE WARMEST HAM
- BEST PAINTED - AS SELECTED BY THE HAM FANS
- WARMEST SPOON - COOLEST NOODLES

• SCORING

- I'll be setting up a BCP (Best Coast Pairings) event for Mindwarmer, this will be how we'll record the scores and how the winner will be chosen. I'd ask that you and your opponent agree on scores and upload the BCP yourselves, any questions about how it works please let me know! Thanks, Tom