Board in Brum, Unit 2, The ERA Industrial Estate, 7 Ezekiel Ln, Walsall, Willenhall WV12 5QU

Age of Sigmar 2000 Points - 1 Day RTT

From Brush to Battle RTT #4 8.45am 18th April 2026

Register here

£15 Entry - PayPal Goods and Services

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Tournament Rules and Details

- This Event will be run on Milarki.com
- 2000 point list using the rules and restrictions provided in the Pitched Battle section from the General's Handbook 2025-26 list submissions should be in before 12 midnight Friday 31st October on Milarki.
- Please ensure access to Army Rules, Errata and Seasonal Rules, either paper or digitally.
- 6 Objective markers or tokens will be required, and should be colour coded/numbered/named in line with the General Handbook 2025-26.
- Any kind of ability you can choose before the game must be chosen before the event and recorded on your army roster clearly. These choices are made for the entire tournament, and cannot be changed during the event. This includes battle tactics.
- Painting requirements are relaxed for this event and are not enforced.
- Any conversions or non GW miniatures should not be modelled to advantage and should be clear for the purpose of playing the game. The TO reserves the right to remove/temporarily replace any miniatures that do meet these standards.
- Each Player must adhere to the *Player's Code*.
- Players are expected to use the terrain maps provided in the Generals Handbook for battleplans, the scenery on you table may vary slightly and players should agree what is appropriate. Any disputes will be resolved by the TO.
- Battleplans will be revealed on the day.

Round Timings:

- First round is at **9.00** Please arrive by **08:45** for introductions and registration. Lunch will start at 12:00 and finish at 12:45 (though attendees are welcome to start their games earlier if they like).
- Round 2 12:45 - 15:45
- 15 minute break
- Round 3 16.00 - 19:00

- Awards: 19.00 - Finish

- **The Players Code**
- Always be polite and respectful.
- Always tell the truth and never cheat.
- Arrive on time with all of the things you need to play the game.
- Offer your opponent a chance to examine your army roster before the battle starts.
- Answer any questions your opponent has about your army and the rules that apply to your army.
- Measure moves and distances carefully and accurately.
- Give your opponent the chance to examine your dice rolls before picking up the dice.
- Remind your opponent about rules they may have forgotten to use or that they have used incorrectly, especially when doing so is to your opponent's advantage rather than your own.
- Never deliberately waste time during a game.
- Avoid distracting an opponent when they are trying to concentrate, and be careful to respect their personal space.
- Never complain about your bad luck or your opponent's good luck.
- Never collude with an opponent to fix the outcome of a game.

Scoring

- 20-0 Differential per game
- Tie-breaker Battle Tactics Scored

Awards

- 1st Place
- Second Place
- Third place
- Best Painted (Voted for)

If there are any questions please contact rob.moose.morris@gmail.com