

Slaanta's Grotto 13/12/26 Valour Games, Edinburgh

Location

The Bakery
18 Brunswick Street Lane
Edinburgh, EH7 5JG

The venue is a 15-minute walk from Waverley Train Station and a 5-minute walk from the McDonald Road tram stop. The nearest bus stops are Leith Walk/Elm Row or London Road/Wellington Street. Both a 5-minute walk.

There is nearby on-street metered and free parking in the surrounding area.

Car parks are available at the OMNi Centre, St James Quarter and Meadowbank Shopping Park. All 10-15 minutes walk.



Tickets

Tickets are £25. Please book and pay through Bookings - Valour Games. £10 from every ticket goes to Cash for Kids, giving disadvantaged children in Edinburgh, Lothian, Fife and Falkirk presents and dinners this Christmas.

Tickets will be non-refundable after 23:59 on Friday 4th December.

Lunch is not included but there will be festive treats for all.

28 places are available.

Our venue is wheelchair- and accessibility-friendly.

Updates

The people behind Valour Games are Callum Campbell and Morag Watson. You can contact us at :

callum@valourgames.co.uk

The event will be run on Milarki. Please register on this only after you have paid.
Slaanta's Grotto | Milarki

Should we need to cancel this tournament for any reason, we will refund the full ticket price. Valour Games does not accept any liability for other costs you may incur, such as travel and accommodation

Schedule

09:30	Arrival & Registration
10:00	Game 1
12:45	Lunch (not provided) Best Painted Judging
13:30	Game 2
16:15	Break
16:30	Game 3
19:15	Results and Prizes
19:30	Home Time

Our Values

- **At Valour Games, we believe in community and togetherness. At our tournaments, we want everyone to feel welcome, respected, and safe.**
- **We pride ourselves on being a place where everyone can be their authentic selves.**
- **We have a zero-tolerance policy for harassment and are committed to building an inclusive community.**

VALOUR GAMES

What to Bring

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



VALOUR GAMES

Painting and Modelling

- There is no requirement for your army to be fully painted, but we do expect to see some effort being made. Armies with no attempt to paint won't qualify for prizes.
- Model 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.
- Proxies can be used but please contact TO 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, except for any grudges. Further rounds will be based on gaming scores.**
- **Grudges are allowed and encouraged.**

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.**

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 the 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 your opponent before the game on whether dice landing in scenery should be rerolled.**
- **Announce all rolls before the 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 your 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 and 45 minutes for each game and should manage the time appropriately.**
- **Chess clocks may be used with 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.**
- **Failure to reach a fair conclusion to the game that both players are happy with will be ended with TO's decision.**

List Submission

Lists must be submitted on Milarki by 23:59 on Sunday 7th December 2026.

Send the list in text format copied from (ideally) the Games Workshop App. The following must be specified on the lists and used for all 3 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**

Make sure the list is presented in a readable format.

Lists will be published 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
Ooft, so close yet so far.

Best Painted Army
The best painted army as voted by you.

Wooden Spoon
You came last, but you still get acknowledged for making everyone else feel better.

Spot Prizes
Goody bags awarded for challenges each round.


Merry Christmas to all and to all roll some dice.