



TOURNAMENT



V

RULESPACK AND INFO



ORMOŽ, 28.2. - 1. 3. 2026
SLOVENIA

WE GATHER.

WE FIGHT.

FOR THE FIFTH TIME.

ABOUT WARGAMING CLUB OK

Wargaming club OK is a club that was created in 2017 by the merger of two groups of enthusiasts from Ormož and Zgornja Kungota. The two groups were united by their love of the then-new Age of Sigmar game and playing board games together. The club premises are located in two locations (one in Ormož and the other in Zgornja Kungota), where we often organize joint events and all-day playing.

The club currently has 6 regular members and around 10 occasional members. We participate in both international and national tournaments. Above all, with our presence, we support all tournaments that make the regional community stronger.

May their banners forever fly high, their victories be legendary, and their bond of comradeship endure through ages to come.



ABOUT PRLEŠKI HAMMER

Legends say that in the Old World, there were quite a few holy grails, relics that were used to fight against the forces of Chaos. Items that had special powers changed the outcome of many battles. Crafted with the magic of the best wizards, adorned with rare stones found in the treasures of the elves, and often forged by the best dwarven smiths. On the last day before Archaon the Everchosen devoured the Old World, many of these were saved by Sigmar himself. Today they adorn the chambers of Azyr and represent the hidden weapons of the centuries of struggle ahead. Some were saved, but most were destroyed on judgment day. Well, some... some just disappeared, and we don't know if they even existed. Are they just a myth? Just a legend in the records of the Gold Order? One such is for sure: Prleški Hammer...

Somewhere on the border between Bretonnia and the Empire, in the mountains that abutted the Loren Forests, was a small place called Holermus. It wasn't known for overly brave fighters; even more so, people here didn't like weapons at all. It was not graced by an alchemist academy; the locals considered wizards to be fools. They were not known as blacksmiths or horse breeders. The only thing these people knew was winemaking. The best wine. Such amazing wine, that there are records of Orcs from Camp Kun'gotta coming to Holermus and drinking with the locals until dawn without a single head being cut off. To these people, it was holy water, a solution that could unite the gods to close the portals of Chaos. For centuries, they worked on the "God's Wine" project, which was supposed to be the key to the reconciliation of all races and the way to the final showdown with Chaos. And indeed, the gods drank it. In the old records of the Thornell Library, one of such events describes that the goblin shamans made offerings of wine to the Gorkamorka through sacrificial ceremonies. It ended with a fight between the two heads, which was to be followed by a brutal orc attack on the occult centres of Khorne. It is said that Nagash also drank it—only a couple of drops, but enough to feel what it's like to be "alive". Because of that, he got the desire to enrich the hordes of skeletons with some meat—that's why the zombies were created. It also had a strange effect on the Skaven; in Corporal Smith's diary, it is written that the rat Feskatch Dungfiend (the Deranged Tormentor of the Drill-drill Warp Engine) came up with the idea to kill the Great Horned Rat with his gang (the attempt ended badly as they killed each other while they were planning). There are many such and similar records, and even more stories...

Before the End Times began, the natives hid all their supplies of "God's wine" in a wine barrel and put a handle into it to look like a hammer. It was entrusted to a dwarf of noble blood—Dakgric Deepbreaker, who was asked to hide it in the depths of the "Gray Mountain" before the hordes of Slannesh came for it. This is where the story of the Old World ends; no other records of this time exist. It is known, however, that an Arkanaut Ironclad full of dwarves flew out of Gray Mountain shortly before the world was destroyed. The path led to the sky's expanses of the new world. Somewhere during the flight over Ghur, between Gallet and Thondia, an explosion is said to have occurred, perhaps because the dwarves tried to remove the handle from the barrel and get to the wine. Only traces of the wrecked Ironclad were found...

... and so, The Battle for Prleški Hammer began.

THE PLAYER'S CODE

There is a famous adage that goes, 'It matters not if you win or lose, it's how you play the game.'

We believe that Warhammer Age of Sigmar is a game best played in this spirit, and to help with this, we've put together a set of guidelines that we call the 'Player's Code', which you can see below.

The cardinal rules of the Player's Code are all you really need to follow, as the principles that come below them are really just examples of the cardinal rules in practice. If you follow the Player's Code, you'll find yourself having more fun, and what's more, you'll be playing Warhammer Age of Sigmar as it's meant to be played - as an enjoyable pastime played in a spirit of friendly rivalry.

CARDINAL RULES

- Always be polite and respectful.
- Always tell the truth and never cheat.

PRINCIPLES

- Arrive on time with all of the things you need to play the game.
- Make a respectful gesture to your opponent before and after the game, such as offering a handshake, wishing them good luck, etc.
- Avoid using language your opponent might find offensive.
- Ask your opponent's permission if you wish to use unpainted models or substitute models.
- 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.
- Ask permission before touching any of your opponent's miniatures.
- 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 fix the outcome of a game.

GENERAL INFORMATION

- 28th of February and 1st of March, 2026;
- Castle of Ormož;
- 5 games, 2 day tournament;
- 2.000 points list using the rules and restrictions provided in the Matched play section from the General's Handbook 2025-26;
- AoS 4.0 rules will be in use;
- Swiss draw;
- 30 spots;
- Each Player must adhere to the Player's Code;

TICKET RESERVATION

Reservation for a tournament ticket can be made via registering to the event »Prleški Hammer 5th edition« on the Milarki. Price of a ticket is 45€ and should be paid until 22. 2. 2026 via paypal nino.milicic05@gmail.com. If you cannot pay via paypal, contact organisers via email wargaming.clubok@gmail.com so you can arrange different way of paying.

A ticket will include:

- Admission to the tournament,
- Prize support for First, Second and Third place, Best Painted Army and a last place.

LOCATION OF THE TOURNAMENT AND ACCOMODATION

The event takes place at:

Grad Ormož
Grajski trg 3
2270 Ormož
Slovenia

Parking is possible at the location of the tournament and it is free. We can also provide accomodations for the price of 20-30€ per night in Hostel Ormož, which we have leased, or 35-40€ in the apartments of Prosnik Inn. For more information and the reservation, please contact organisers via mail wargaming.clubok@gmail.com or contact the organizer on a mobile phone (you can also use Viber or Whatsapp) +386 41 328082.

IMPORTANT DATES

- 21. 2. 2026 - Final cutoff date of new releases, Errata's, Battlescrolls.
- 22. 2. 2026 - Army lists Deadline at 23:59 (GMT+1).
- 23. 2. 2026 - Army lists publication via Milarki.
- 23. 2. 2026 - Pairings online via Milarki.
- 28. 2. 2026 and 1. 3. 2026 - Let's roll some dice.

TIMETABLE

28. 2. 2026

START TIME	END TIME	ACTIVITY
09.00	09.15	Registration
09.30	09.45	Introduction
10.00	13.00	Round 1
13.00	14.00	Lunch
14.30	17.30	Round 2
18.00	21.00	Round 3
21.00	Sunday morning	Party hard

1. 3. 2026

10.00	13.00	Round 4
13.00	14:00	Lunch
14.00	14.15	Voting for coolest Army
14.30	17.30	Round 5
17.30	18.00	Processing scores
18.00	18.30	Awards Ceremony

BATTLEPLANS

Battleplans that will be played are:

- Round 1: Creeping Corruption
- Round 2: Linked Ley Lines
- Round 3: Roiling Roots
- Round 4: Bountiful Equinox
- Round 5: Surge of Slaughter

ARMY LIST SUBMISSION

Your army list should be submitted on time (22. 2. 2026, 23:59 GMT +1) and in correct format (In both total points and legal composition) so that organisers and you as players are able to get a look at the lists well in advance and point out any issues.

The format for this event is from General's Handbook 2025-26 Matched play section, Army size 2000 pts.,

Subfactions, Artefacts of Power, Heroic traits, Weapon load outs and everything else that must be chosen, needs to be present on the army list and cannot be changed during the event..

ARMY COMPOSITION

- Forgeworld models are allowed,
- 3D printed armies/models are allowed but it have to be clearly visible what they represent (for example your elves cannot count as rat/goblin etc.),
- Armies need to be painted in 3 colours minimum and must be based.

REQUIREMENTS

In order to participate in the tournament you will need to bring everything in order to play Warhammer Age of Sigmar. This includes but is not limited to:

- The latest version of this Rulespack,
- Your Army (obviously),
- Rulebook, Battletomes, Errata, FAQs and any other official publications that you might need to play your during the tournament (note that you don't have to have physical copy of said documents, it is enough to have digital copies on your phone, tablet, etc.),
- Your Army list,
- Dice, Range ruler/ Tape measure.
- Optional: Glue for repairs, Markers (wounds, (de)buffs, objective markers etc.).

TABLES AND TERRAIN

We as a tournament organizers will of course provide terrain for the tables, but it is up to you and your opponent to set it up on the table and decide what type of terrain will each piece represent according to the Battleplan currently played. Use your imagination.

ROUND SCORING

A 20:0 scoring system will be used, based on the difference in game results:

VP DIFFERENTIAL	WINNER POINTS	LOSER POINTS
Draw	10	10
Win on BT	11	9
1-4	12	8
5-8	13	7
9-12	14	6
13-16	15	5
17-20	16	4
21-24	17	3
25-28	18	2
29-32	19	1
33+	20	0

PAIRINGS

Pairings will be random in the first round. The second through penultimate rounds will be Swiss (top-down) pairings.

ROUND TIMING

Each round is 3 hours. This includes the time that players need for army set-up and armies introductions. If a game has not reached a conclusion by the end of the round, the players must come to an agreement (math hammer) on who would win and which auxiliary objectives would be scored as if the game had concluded with 5 full battle rounds. If agreement can not be made by the time a T0 arrives to collect scores the T0 will make a decision on the winner, and the T0's decision will be final.

Note that you should not begin a new battle round if there are 15 minutes remaining until the end of round!

CHESS CLOCK

Chess clocks will be in use, unless both players agree that they won't be using them. Please provide your own time measuring devices.

PLAYER CONCEDES

If a player concedes, they receive 0 tournament points for that game and the opponent gets 20 tournament points.

PLAYER TABLED

If a player is tabled, the game does not immediately end. The remainder of the game should be played out, or the players should come to an agreement (math hammer) on who would win and which auxiliary objectives (battle tactics, objectives,...) would be scored as if the game had concluded 5 full battle rounds.

"MATHHAMMERING"

Players are allowed to "math hammer" the result of the game, and avoid suspicion of breaking the core rule of colluding by following these steps:

- If one player is tabled - rules from **PLAYERS TABLED** are relevant.
- Chess clocks will be in use, unless both players agree that they won't be using them. Please provide your own time measuring devices.
- **The conclusion of the result of the game is part of the game. If you engage in Math-hammer, you are expected to do that DURING the round time, not after time has passed.**

LATE ARRIVALS

- If more than one player arrives late for the first round, the late arrivals will be paired against each other.
- If there is an odd late arrival in the first round, they will receive zero points.
- If a player arrives more than 15 minutes late for a round other than the first, they score zero for that round (and the opponent scores max VP and SP).

FAQ - TO RULES INTERPRETATIONS

Please recheck these rulings the day of the event as these are a work in progress and may change pending official GW rulings. The event will use the FAQ rulings outlined in <https://www.warhammer-community.com/en-gb/downloads/warhammer-age-of-sigmar/>

Their ruling covers the newest GHB, has a decent explanation, and will be used as a benchmark for any rules issues. In addition, the latest GHB will be used, with all-encompassing Battlescroll updates, with official FAQs and Erratas to date.

If the ruling is in conflict with the current GHB FAQ and Errata, recent documents prevail. For everything else, there are judges/TO to help with clarification and make a final call.



AWARDS

As you are right to expect we will reward the glorious victors of our event.

1st overall

The player with most wins is 1st overall.

2nd overall

The player with second most wins is 2nd overall.

3rd overall

The player with third most wins is 3rd overall.

Tiebreakers: 1. Win/draw/loss, 2. Victory points, 3. Battle tactics

Coollest Army

On Sunday, after lunch, players will display their armies with the piece of paper with their name on it beside it on gaming tables so that all other players will take a look at them and will vote for their favourite army. Every player should write their decision on the piece of paper (with the name of the player that they are voting for on it) and then put it in the box so that organiser can later count all votes and declare winner. In the case of a draw, organiser will take decisive vote (between 2 armies that will get most of the votes).

Last Place

Maybe the odds weren't in your favour? Maybe the dice Gods abandoned you? Maybe it was just one of those days? Fear not, we have some good news for you. There will also be award for last place because you have suffered bitter defeats and because the blood of your poor soldiers was spilled in vain. We want that this award will be motivator for you to come next year to avenge those that fell in the great Battle for Prleški Hammer.

BUT IN THE END, BATTLES FADE.
BONDS REMAIN.



SPONSORS

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