

Mindwarmer 2026 The Pack



A ONE-DAY AGE OF SIGMAR TOURNAMENT RAISING MONEY FOR SCOTTISH ACTION FOR MENTAL HEALTH

VLAD'S EMPORIUM, GLASGOW, SATURDAY, NOV 21ST...

HAMWARMER GAMING PRESENTS: MINDWARMER



- 3 x 2K point games of Age of Sigmar over one day, using the 4th edition most recent GHB rules
- Date & Times: 9am – 7pm on Saturday November 21st
- Venue: Vlad's Emporium - 278 St Vincent Street, Glasgow, G2 5RL
- Tournament Organisers – Tom Skelton, 07395 252502, tomdoysch@gmail.com & Chris Yeoh
- Buying Tickets: Tickets are £30 each. This covers your 3 games on the day, a drink and snack, and gives a donation to SAMH. Please send money via PayPal Friends and Family to tomdoysch@gmail.com. Any additional donations are welcome

Include the names of all players bought for and a contact email. Payment guarantees a place on the entrants lists. Players will be the first 20 entrants, with the potential to go up to 22. Anyone who buys a ticket after 22 are sold will be refunded. Player tickets will be non-refundable after 13/11/26. However, if the event is cancelled or capacity reduced due to any reason we will endeavour to give full refunds.

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• TOURNAMENT SCHEDULE

- 09:00 - 09:15 Registration
- 09:30 - 12:15 Game 1 - AVALANCHE OF ASH
- 12:15 - 13:00 Lunch
- 13:00 - 15:45 Game 2 - SEIZE THE EMBERS
- 15:45 - 16:00 Break
- 16:00 - 18:45 Game 3 - CAVERNS OF SLAUGHTER
- 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 Matched Play rules from the General's Handbook 26-27. Armies must be constructed using the restrictions for a 2000 point game.
- All latest GW FAQs (Designer's Commentary & Errata), battlescrolls and latest 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 needs permission from the TOs to be used at this event.
- All Battleplans are the latest versions found in General's Handbook 26-27.
- Players will be randomly paired for Round 1.

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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 or standard sized discs with 3" control zone).
- Age of Sigmar rules, General's Handbook 26-27, 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.

• LIST SUBMISSION

- Lists must be submitted to tomdoysch@gmail.com by 23:59 on Friday 14th June 2024 - Warscroll Builder or the Warhammer App are both fine for lists but please make sure they're complete and accurate

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• PAINTING & MODELLING

- Although painted models are preferred, 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.
- No AI designed 3D printed models will be allowed at the event, please do not attempt to bring any.
- 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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• ETIQUETTE

Each player should adhere to the following to ensure clean, friendly and fun games for all:

- Inform opponents when moving and charging units or using abilities, allow time for reaction abilities to be used.
- Reroll any dice that do not land 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.
- Allow your opponent to clearly see the results of all dice rolls before proceeding play.
- 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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• TABLE SCENERY, PLANS & OBJECTIVES

- Terrain should be set up in accordance with the current rules and following the battleplan maps in GHB 26-27.
- All terrain sizes and placements should be discussed and agreed upon between you and your opponent, as the terrain is being set up.
- Please make sure you're familiar with how terrain types work and check your opponent is comfortable with the effects of things like Obscuring, Cover, Impassible, etc.
- If you feel like some of the terrain on your table isn't appropriate for the battleplan map, and your opponent agrees, please ask one of the TOs for a better suited terrain piece.
- Objective markers should be placed so that they are flat on the table and should be of an appropriate size so that their exact position is clear to both players.
- Mark out your deployment zone clearly and make sure your opponent understands where they can deploy.
- Try to make sure both you and your opponent clearly understand how the battleplan mission works, as well as what the effects of the Twist and benefits of being Underdog are.

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WARHAMMER COMMUNITY

• 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

- We will be using Milarki for Mindwarmer scoring, this will be how the winners and placings will be selected. We ask that you and your opponent agree on scores and upload them yourselves, any questions about how it works please let me know! Thanks, Tom & Chris