

Hammerhall Clash

AoS Club Day

Sunday 26th July 2026

Event Pack

Welcome to our latest Age of Sigmar matched play event! We're hosting a one day, three game event following all the standard rules laid out in the AoS 4 core rules and **2026/27 Generals handbook**.

Please send any enquiries to our Tournament Organiser Matt at: hampshirehammerers@gmail.com

Dates & Times

This is a one day event held on the **Sunday 26th of July 2026**.

Event registration will begin at 8:30am with each game being allocated 2.5 hours of playtime.

Sunday

- 8:30 am - Arrival & Registration
- 9:00 am - Game 1
- 11:30 am - Lunch
- 12:30 pm - Game 2
- 3:00 pm - Snack Break
- 3:15 pm - Game 3
- 5:45 pm - Pack up & Awards

At 6:00 pm we must be 100% clear of the room!

Where is the event held?

The Winchester Conservative Club in Winchester, located at:

Highfield Lodge,
Worthy Lane,
Winchester
SO23 7AB

Parking and Transport

There is plenty of free parking directly at the venue entrance. Please do not confuse this with the paid parking on the other side of the venue, we don't want anyone getting a ticket!

The closest station is Winchester train station which is a short 7 minute (according to Google maps) walk from the venue.

Food & Drink

Food and drink are not included in the ticket price to keep the event as accessible as possible. The Winchester Club provide a roast dinner that can be booked directly at the club, and there is a burger van in the car park and nearby shops & pubs including Tescos. You are welcome to eat your lunch in the gaming hall, but please do not order takeaway deliveries to the venue.

What do I need to bring?

You will require the following to participate in the event:

- A fully assembled 2000 point Age of Sigmar Army (This includes your army's faction terrain so don't leave your Loonshrine at home!)
- Dice, measuring sticks and tokens that you require
- A tape measure
- Objective markers
- The rules needed to play your army (either physical battletome or digital is acceptable)
- A smartphone or tablet to submit game results (Don't worry if you don't have one, we can always submit results manually)
- A sense of humour

The Battlepack

We will be using the official rules for Age of Sigmar 4th edition including the **most recent** Generals Handbook (2026-27) and any FAQs, errata or rules updates published by Games Workshop up to the week before the event..

Any FAQs published the week before the event will not be in effect.

Your Army

Please register for the Milarki event when you receive the email invite and submit your list by midnight on **Sunday 19th July 2026**.

Your list must conform to the rules outlined in the Age of Sigmar Generals Handbook (2026-27). Your list must not exceed 2000 points and must include only units that are matched play legal (eg. no 'legends' units).

You must compose your list using either Listbot ([Listbot4](#)) or the official Warhammer Age of Sigmar app and submit the output to Milarki.

Painting Standards

Please bring along a fully assembled and painted army. It doesn't have to be perfect but it does have to be painted! Everyone holds themselves to different standards on this so we will refer to the term 'battle ready' for reference. If you're unsure, please ask.

Proxies

Proxy models are welcome. Please use the following guidelines:

- The model must be on the appropriately sized base (as per the basing guide) for the model your proxy represents,
- The model itself must be the appropriate size for what it represents
- It must be obvious to your opponent which model in your army is which, and you are expected to present your proxies to your opponent before deployment begins.

If you have any doubts over whether a proxy model you own is appropriate, please reach out to our T.O Matt beforehand.

Pairings

Pairings will be done using the Milarki app, with the first round will be assigned randomly and the following rounds by player performance.

Conduct

Please be polite and respectful to your opponents and the people around you at all times. We pride our club on inclusive events where everyone is welcome, with no-one involved feeling in any way uncomfortable. Treat people how you want to be treated!

If you become uncomfortable with the behaviour of an opponent and/or any other attendant please notify our T.O Matt or any member of the venue staff.

Similarly if your own behaviour is deemed unacceptable, you may be asked to leave the venue.

Terrain

We will be using pre-selected battleplans from the Age of Sigmar Generals Handbook (2026-27).

There will be enough terrain on each table to replicate the map layouts for each battleplan from the Generals Handbook. Please place your terrain according to the map layouts in the Generals Handbook and agree with your opponent about its placement before deployment.

Schedule

Each game you will be allocated 2.5 hours in which to play and submit your scores. This time should be spent equally between both players. In this time you should be able to explain your army's rules, deploy, play 5 rounds and submit your scores to the app.

In the event that you do not complete 5 rounds, please come to an agreement with your opponent to do one of the following:

- "Math out" the remaining rounds and submit the result to Milarki
- In the event it would be too close to call a clear winner, submit a draw to Milarki

If you cannot agree with your opponent to do either of the above, please involve our T.O Matt who will have the final decision.

Scoring & Awards

There will be several awards available on the day including:

- Best General
- Best Sports
- Best Painted
- Wooden Spoon

Best General will be awarded to the player who has placed first by winning the most games.

Tie breakers will be decided by Victory Points, followed by the number of battle tactics completed.

Best Sports will be awarded to the player with the most Best Sports votes from their opponents. Each player will submit a best sports nomination after their games have concluded.

Coollest Army will be awarded to the player with the most votes from other attendees. Please place your armies on display over lunch to be considered for Coolest Army.

And the wooden spoon will be awarded to the player who comes dead last. A little pick me up for rolling all those ones.