

KUOFI Warhammer Age of Sigmar event

EVENT INFORMATION

The event will be held at Bunkkeri 34 (Vuorikatu 34, Kuopio) on 14.12.2025

The event opens at 08:30

The event will comprise of 3 rounds over 1 day.

The event is free, but participants must have paid the fee to use the facilities of Bunkkeri 34.

Maximum number of Players is 12.

Registration to the event is by contacting Ville Kalliomäki on WhatsApp or Discord (Kalliovi).

Registration to the event starts at 21:00 10.11.2025

For questions about the event contact Ville Kalliomäki on WhatsApp or Discord (Kalliovi).

Event organizer, judge and spare player is Ville Kalliomäki.

EVENT RULES

The following rules documents will be legal at this event:

- Warhammer Age of Sigmar Core Book
- General's Handbook 2025-26
- Warhammer Age of Sigmar errata, battlescrolls and FAQs
- Battle Profiles
- Warhammer Age of Sigmar Faction Packs

Rules documents released after this cut-off date will not be in use at this event:
07.12.2025.

Each player will need a 2000-point army roster created using the Army Composition Advanced Rules and any other restrictions presented in the General's Handbook 2025-26.

Your army roster must be brought to the event so that you can show your opponent.

Your army roster must be sent to Ville Kalliomäki on WhatsApp or Discord (Kalliovi) by 22:00 on 11.12.2025.

All models should be fully assembled.

Conversions and alternative models are allowed as long as they represent the original GW model. In case you are unsure if a conversion or alternative model can be used, please contact the event organizer.

Proxies are allowed but must be approved by the event organizer before the players submit their list.

Official base sizes for models should be used.

All players must adhere to the Warhammer Age of Sigmar player's code set out in the General's handbook 2025-26.

The battleplans that will be played at the event are

- Round 1: Surge of Slaughter
- Round 2: Roiling Roots
- Round 3: Bountiful Equinox

Round 1 terrain will have been placed by the event organizer, but round 2 and 3 terrain is placed by the players according to the battleplan at the start of the round.

In the case of rules queries, the judge's decision is final.

EVENT SCHEDULE

08:30 Check-in

09:00 Round 1

12:00 Lunch

13:00 Round 2

16:00 Break

16:15 Round 3

19:15 Prizes

Players may also enter the event at the start of rounds 2 and 3.

PAIRINGS

Pairings will be random in the first round. Subsequent round pairings will be by player record then by win path.

Players who are late to a round will be paired against each other at the judge's discretion or against the spare player. If a player arrives late for a round and their arrival results in an uneven number of players, they will score zero victory points for the round and can only join the event at the start of the next round.

Players who join at the start of rounds 2 or 3 are paired against each other, against players with losses on their record or the spare player. Players score 0 victory points for each round they have missed.

If there is an odd number of players at the event, one player will be paired against the spare player or judge.

ROUND TIMING

Each round will last for 3 hours with 1.5 hours for each player.

Players are expected to finish their games within the allotted timeframe for each round.

Overruns will be decided by talking through the rest of the game with the judge.

PLAYER CONCEDES

If a player concedes a game, their opponent wins a victory and they receive a loss. Their opponent scores maximum victory points for each remaining round and they score no further victory points.

SCORING AND PRIZES

The scoring system will be based on the number of victories and draws.

Tie-breakers will be:

- Total number of victory points scored
- Total number of battle tactics completed
- Total number of battle tactics that their opponents failed to complete
- Total victory point differential

After each round, you should submit your results to the judge.

The following prizes can be won:

- Best-general award (1st, 2nd and 3rd)- highest score
- Best painted army- voted by players

(Note: The judge cannot win the "best general-award" if they have played in the event.)

WHAT TO BRING TO THE EVENT

Your army.

Dice and ruler.

Your army's battletome and the general's handbook 2025-26 (physical or digital).