

GATEWAY OPEN 2026

EVENT DETAILS:

What: Gateway Open – A Warhammer Age of Sigmar GT

When: August 8th through August 9th 2026

Where: Collinsville IL Gateway Center

Address: 1 Gateway Dr, Collinsville, IL 62234

How: Best Coast Pairings

Cost: \$80 for Grand Tournament

List Due By: August 1st for GT

Number of Rounds: 5 with 3 Hour Rounds

Inquiries: jeffcnaumann@outlook.com

Website: www.gateway-gamers.com

SCHEDULE:

Saturday Day 1:

Registration: 8:00am – 9:00am

Round 1: 9:00am – 12:00pm

Lunch: 12:00pm – 1:00pm

Round 2: 1:00pm – 4:00pm

Break: 4:00pm – 4:15pm

Round 3: 4:15pm – 7:15pm

Sunday Day 2:

Announcements: 8:30am – 9:00am

Round 4: 9:00am – 12:00pm

Lunch: 12:00pm – 12:45pm

Round 5: 12:45pm – 3:45pm

Awards: 4:00pm – 4:30pm

YOUR ARMY:

1. Army Size: 2000 Points for Grand Tournament
2. General's Handbook 2026-27: Use the Battlepack and Realm Rules from the GHB 2026-27
3. Legal Publications: Use the legal publications from the GHB 2026-27. Any subsequently released or updated publications are legal if they have an Errata published on Warhammer Community by August 1st, 2026.
4. Legal Warscrolls: Use the most recently published version of a Warscroll and its Point Cost. Any Warscrolls or Point Costs published after August 1st, 2026, cannot be used at this Event.
5. Army Submission & Deadlines: Army lists must be created in the AoS App. This is for ease of use and simplicity. If the AoS App has an incorrect Points Value, please let us know. All relevant details must be included.
6. Army Lists are due by August 1st for by 11:59pm Central Standard Time.
7. What To Bring:
 - a. Your fully painted army
 - b. A way to transport your army from game to game
 - c. Your army rules, including Battletome, Warscrolls, etc.
 - d. General's Handbook 2026-27
 - e. A way for your opponent to view your list
 - f. Dice, tape measurer, and game aids
 1. If the dice you bring have symbols, the symbols must be on the 6.

MODELS, PAINTING, AND BASING

1. Models: Models should be fully assembled, painted, based, and What You See Is What You Get, (WYSIWYG). Any armies that require terrain features are encouraged to use the Games Workshop models for accuracy, but we understand if you have custom made your own. Any custom features or models will require organizer approval prior to the event. Models that do not meet these standards may be removed and a scoring penalty may occur. If your models are not WYSIWYG, and you wish to use them, please email jeffcnaumann@outlook.com with pictures.
2. Painting: Models must be painted to at least a Battle Ready Standard. This means fully assembled with three distinct colors, colored and textured base, in a cohesive scheme.
3. Basing: Models should be on the correct round or oval base. If in doubt, refer to the AoS App or the Description provided on Games Workshop Website. If in doubt, email jeffcnaumann@outlook.com
4. While GW creates great looking models, other companies and hobbyist have other sculpts. If you are bringing a model or unit that is not the actual model provided by GW, please reach out to jeffcnaumann@outlook.com and provide pictures of said model(s). Pictures of said models must be provided prior to List Submission of August 1st, 2026.

THE EVENT:

1. Pairings: Players will be drawn up randomly for the first Round, with subsequent Rounds using a Swiss system via BCP. If you find yourself playing against an opponent you previously have played, please inform us.
2. Battle Tactics from the GHB 2026-27 will be used.
3. Game Timing: Each game will last 3 hours. Please be aware of Time. If players are unable to start and finish a Battle Round, please do not start one. We are running on a schedule. If players are found to be going over Time and making other players wait, you could get a penalty to your Overall Score.
4. Chess Clocks: If a player wishes to use a chess clock, you may. Chess Clocks are not available from the TO. Please bring your own if you wish to use one and explain to your opponent how it is used. If there is a time issue, please inform one of the Judges.
5. Player Tabled: In the event that a player is tabled, the player who is not tabled will continue to score points and Battle Tactics as normal.
6. Battleplans will be chosen from: General's Handbook 2026-27
 - a. Into the Fire
 - b. Treacherous Ground
 - c. What's Yours is Ours
 - d. Escape From the Coast
 - e. Power of the Realms
7. Rules Disputes: TOs will be available throughout the Tournament. Please try to work out any rule disputes with your opponent first. Should you require a ruling, please provide all relevant rules to the TO. Also, be prepared to accept the ruling of the TO at hand, as these are final.
8. Please email jeffcnaumann@outlook.com with your favorite candy.
9. Overseeing Rules/Games: If the Judges notice a rule is being played incorrectly, the Judges may step in and correct the play. If you want a Judge to preside over your match, please do not hesitate to reach out to one of the Judges.
10. Sportsmanship is to be filled out in the BCP App.
 - a. Was your opponent on time with all the materials needed to play?
 - b. Did your opponent help resolve any issues that arose in the game and play in a timely manner?
 - c. Did your opponent follow the Player's Code?
 - d. Would you voluntarily play this person again?
11. Please review your scores before submitting them via BCP App.

SCORING:

1. Battle Points: 400 Points Possible (80 Points per Game)
2. Painting Points: 30 Points Possible (Multiply by 1.5 and add to Overall Score)
3. Sportsmanship Points: 20 Points Possible (4 Points per Game and multiply by 1.5 to add to Overall Score)

AWARDS: (No one may win more than 1 Award) (Ties: Battle Points > Battle Tactics)

1. Best Overall: Most combined Battle Points, Painting Points, and Sportsmanship Points
2. Best General: Most Wins with Tiebreaker to most Battle Points/Battle Tactics
3. Best in Hobby: Most Hobby Points
4. Best Sportsman: Most Sportsman Points
5. Player's Choice: Most Votes by players at the Tournament
6. Best Tactician: Most completed Battle Tactics with Tiebreaker to most Wins/Battle Points
7. Best Order: Most Wins with Tiebreaker to most Battle Points/Battle Tactics for an Order Army that didn't win Best Overall or Best General
8. Best Death: Most Wins with Tiebreaker to most Battle Points/Battle Tactics for a Death Army that didn't win Best Overall or Best General
9. Best Destruction: Most Wins with Tiebreaker to most Battle Points/Battle Tactics for a Destruction Army that didn't win Best Overall or Best General
10. Best Chaos: Most Wins with Tiebreaker to most Battle Points/Battle Tactics for a Chaos Army that didn't win Best Overall or Best General

GOLDEN TICKETS (2):

1. Most Wins with Battle Points as a secondary and Battle Tactics as a tertiary.
2. Most Points in Hobby with Player's Choice votes as a secondary and judges as a tertiary.

PAINTING GUIDELINES AND SCORING:

Minimum Battle Ready (15):		0	1	3	5
	Colors (Minimum 3)-				
	Basing (rims, multiple elements, entire army)-				
	Highlights/Shading (both existing, entire army, application)-				
		0	1		
Extra Effort (5):	Details Painted-				
	Freehand/Weathering Elements-				
	Basing Elements-				
	Edge Highlighting-				
	Blending-				
Cohesiveness (10):		0	1	3	5
	Entire Army (same scheme, focused, visually striking)-				
	Basing Elements (same scheme, focused, visually striking)-				
Comments:					

Note: Any changes will be in **red**.