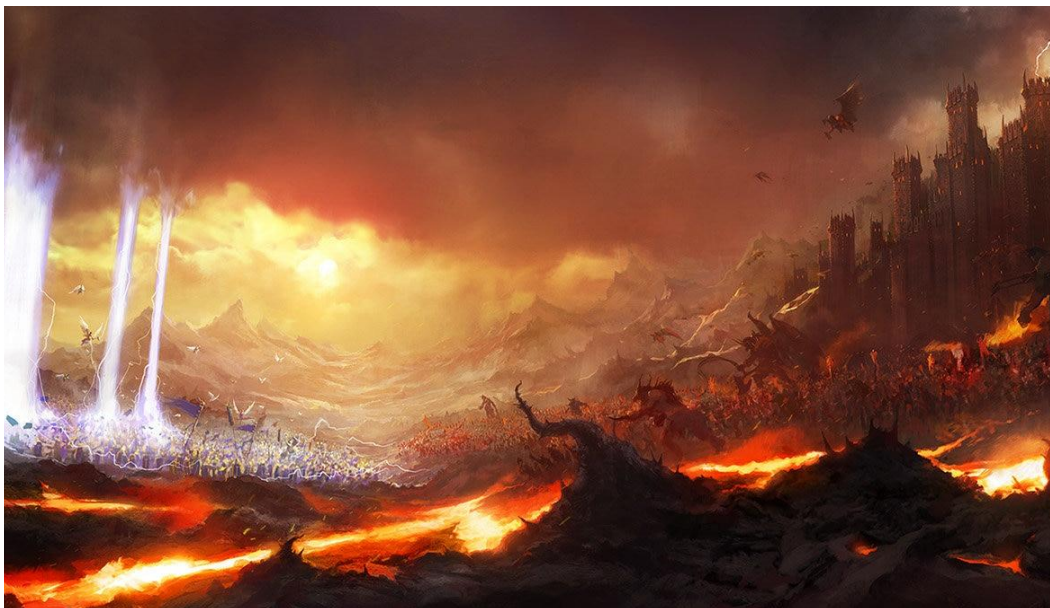




Event 3: The Heartblood Offensive!

27/09/2026



Do or Dice Tabletop Games Cafe are happy to announce our next Warhammer Age of Sigmar Tournament. Throughout 2026, we'll be hosting four 2000-point Warhammer Age of Sigmar Events.

The Tournament organisers for this event are **Kevin Mitchell** and **Ethan Heywood**.

Do or Dice aims to provide Addlestone and the surrounding area a safe and fun venue for competitive AoS players to meet and game. Our tournaments will always be inclusive, fun, and fair - perfect for experienced tournament players or first-time tournament attendees alike.

We're relying on your support to make this and all future Warhammer tournaments at **Do or Dice** a success. This document contains all the information you need about the event, though if you have any questions or concerns, feel free to contact us via email or our website.

EMAIL: manager@do-or-dice.com

WEBSITE: <https://do-or-dice.com>

Event Logistics

This Tournament will be run via the Best Coast Pairings app (BCP). Please register on BCP once you have purchased a ticket for this event. Any players registered on BCP who have not also purchased a ticket will be removed from the event.

Tickets for this event are **£30** and can be purchased from the Do or Dice website.

Tickets can be purchased here:

<https://www.do-or-dice.com/event-details/the-heartwood-offensive-2000pts-age-of-sigmar-tournament>

Please note that tickets are non-refundable up to 14 days before the event as per the Do or Dice website terms and conditions. Tickets are first-come, first-served.

Venue

The venue for this Event is **Do or Dice Tabletop Games Cafe, Unit 6b Market Street, Addlestone, Surrey, KT15 2GD**. **Do or Dice** is a family-friendly store. Please be mindful that other customers will also be using the cafe during the day, so please be respectful of them.

Do or Dice is a functioning cafe serving a large menu of food and drinks. Food and drinks purchased outside the cafe are not allowed to be consumed within the cafe.

Event Timings

Do or Dice opens at 10:00 and closes at 17:00 on Sundays. This event will run outside of those times and thus attendees will be permitted within the venue outside of these hours. The venue will open early for tournament attendees at 09:30 and close at the usual time.

Registration:	9:30 till 9:45
Round 1 (Setup):	9:45 till 10:00
Round 1:	10:00 till 13:00
<i>Lunch:</i>	<i>13:00 till 13:30</i>
Round 2 (Setup):	13:30 till 13:45
Round 2:	13:45 till 16:45
Round 3 (Setup):	16:45 till 17:00
Round 3:	17:00 till 20:00
Results:	20:00

Gameplay Duration & Player Timings

Each Round will have a gameplay duration of 3 Hours. We will be enforcing a strict round timer. Once the round duration is up, the game is over immediately. During a game in which a

chess clock is not used, and the time for the round has concluded while the game is not complete, the score must be submitted as it was at the end of the last fully completed Battleround.

"Talking out" is not permitted.

Chess Clocks

If you are concerned about finishing your game on time, please use a chess clock. Players have the right to not use a chess clock. If both players are in agreement then the clock does not need to be used. **If one player wishes to use a chess clock then it must be used.** Players who wish to use a chess clock are expected to provide their own.

The use of a chess clock is encouraged in order to allow both players an equal proportion of the allocated time. We advise that players use the allocated set up time (15 mins) to set up the terrain and discuss their armies, and to begin deploying their armies. Once the round has begun, the chess clock should be activated by the player currently deploying or playing.

Each player is responsible for their own time and are expected to flip the switch to their allocation while they are actively performing actions. Only a judge may pause the clock.

Do not start a new Battleround when both players have fewer than 5 minutes remaining.

Running out of time

If a player's time expires they may finish their current action (such as a move) but may not start any new actions (such as an attack).

A player whose time has expired may only score objectives in progress or that they still hold in future rounds, roll saves, and take any additional actions required to facilitate their opponent's turn.

Gaming Requirements

Armies and Models

There is no painting requirement for this event. Although it is aesthetically pleasing to see battlefields of painted miniatures, we would like all players to be able to participate no matter if their miniatures are painted or not. Everyone should be allowed to enjoy their hobby in their own way.

We require all armies to be WYSIWYG (What you see, is what you get). All models must be played on the base size they are currently commonly sold with by Games Workshop. In any ambiguous scenarios, please contact the TO.

Conversions, AKA anything not built as instructed in the kit for that model, are allowed, assuming that the conversion is both on the correct size base for the unit it is representing AND does not cause unnecessary confusion for a reasonable opponent. If you have any concerns regarding a conversion, please get in touch with the TO.

Third-party models and 3d printed models may be used as long as they are on the correct base size and are of similar dimensions as the model they represent.

List submission and rules legality

All Army Rosters must be at most 2000 pts, following the rules for a Matched Play game of Age of Sigmar. Your army list must be presented in a clear format, clearly displaying any upgrades you have chosen for each unit. Where possible, please use the Age of Sigmar App, and use the export function to submit your Army Roster.

For models and rules to be legal, they will have to be officially released rules materials and available for general retail (i.e. not pre-order or exclusively in a particular army box) **by the list submission deadline**. This is also the cut-off for FAQ, Balance Battlescrolls and points changes.

Legends models are not legal at this event.

The **list submission deadline** is **16:00 Sunday, 19th July 2026** via the BCP app. Lists submitted to BCP will not be visible to other players until the event begins.

Players who do not submit their list before the deadline may be subject to points deductions.

Lists will become visible on BCP the Friday prior to the event, as will the first round pairings and table numbers.

BCP Event Page: <https://www.bestcoastpairings.com/event/fUonTYrUggl2>

What you need to bring

- Your 2000-point army
- General's Handbook 2026-2027
 - Generals Handbook
 - Objective Markers
 - Scenario and Battle Tactics Cards
- Tape Measure
- Dice
- Pen & Paper

- A physical copy of your army list
- Your Battletome
- All relevant FAQs and Erratas for your army

Pairings and Rankings

Players will be randomly paired during Round 1, and then paired via the Swiss Pairing system based on the results of previous rounds. winners are pitted against winners with similar gaming scores, and losers are pitted against losers with similar gaming scores. The Pairings are final and will not be modified unless there are exceptional circumstances (for example a player drops after the round has already been drawn).

If your opponent has not arrived when the round starts, please wait at your table for 15 minutes. If your opponent has still not arrived after 15 minutes, please report to the judges desk.

Results Submission

After your game, you can report your Game Result on Best Coast Pairings. You can also report to the TO directly if you have an issue with reporting on BCP.

Both players are responsible for ensuring that the submitted results for their game are accurate. Once the pairings for the following round or the final tournament results have been generated results will not be changed for any reason other than foul play.

Dropping from the Event

If a player does not want to play a game or cannot play a game then they are entitled to drop from the event. That player will receive 0pts for the remaining games.

That player's opponent will be repaired into a new player where possible. If this isn't possible then they will receive a bye game or be awarded full Primary Victory Points for each Battleround.

Prizing

The player who comes in first place at this event will be awarded up to **£50 store credit** (at full event attendance) to spend on Warhammer or Warhammer adjacent products.

Here are the results of our previous events in this circuit:

<https://docs.google.com/spreadsheets/d/1xyJfmreCRJ4sPqKkSen4CES4i6WZ5HI9opd8l6wost0/edit?usp=sharing>

Player Conduct

These events should be in line with our collective experiences of playing Warhammer both casually and at events, i.e. that everyone will be lovely, respectful and play fairly. Hence, we have no expectation whatsoever of needing to use this section of the document.

However, inclusivity is a founding principle of our events, and we will be prepared to require people who we judge to be acting contrary to those principles to leave the event immediately and/or prevent their attendance at future events. Such behaviour would include the use of any form of discriminatory language, as well as angry or abusive behaviour towards the TO or one of the other attendees.

Cheating

We have a zero-tolerance policy to cheating (whether through dodgy dice, slow-playing or repeated incorrect rules). Any player found cheating (whether accidentally or on purpose) by the TO may be warned, docked points or DQd depending on the severity.

PLEASE let the TO know ASAP if you have any issues during your game, as issues cannot be sorted post-game or post-event!

Scenarios

These scenarios were randomly drawn from the Generals Handbook 2026-2027 Battlepack.

Scenario 1: Bloodstained Coasts

<https://wahapedia.ru/aos4/the-rules/general-s-handbook-2026-27/#Bloodstained-Coasts>

Scenario 2: What's Yours Is Ours

<https://wahapedia.ru/aos4/the-rules/general-s-handbook-2026-27/#What-s-Yours-Is-Ours>

Scenario 3: Escape from the Coast

<https://wahapedia.ru/aos4/the-rules/general-s-handbook-2026-27/#Escape-from-the-Coast>