

GATEWAY OPEN 2026

EVENT DETAILS:

What: Gateway Open – A Warhammer Age of Sigmar Doubles

When: August 7th 2026

Where: Collinsville IL Gateway Center

Address: 1 Gateway Dr, Collinsville, IL 62234

How: Best Coast Pairings

Cost: \$50 for Doubles Team (\$25 a person)

List Due By: August 1st for Doubles

Number of Rounds: 3 with 3 Hour Rounds

Inquiries: jeffcnaumann@outlook.com

Website: www.gateway-gamers.com

SCHEDULE:

Friday Day:

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

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 2025-26
3. Legal Publications: Use the legal publications from the GHB 2025-26. 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 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: Teams will be drawn up randomly for the first Round, with subsequent Rounds using a Swiss system via BCP. If you find yourself playing against a Team 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. Team Tabled: In the event that a Team is tabled, the Team 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. Avalanche of Ash
 - b. Caverns of Slaughter
 - c. Curse of the Gnaw
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. 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.
9. Please review your score sheets before signing off and turning them in. You and your opponent will need to turn in your scoresheets together. If you are not with your opponent while turning in your scoresheet, it will not be accepted. Once you and your opponent turn in your score sheets, that is final. Scores will not be adjusted.

GAMEPLAY AND TEAM ARMY CONSTRUCTION:

1. Army Size: 1000 Points per Player
2. Teams will follow the basic rules for Command Point usage. (ie: Only one player can All Out Defense per Phase)
3. Teams share Command Points and Fury Dice
4. Each Team can only activate one (1) Place of Power per Turn
5. Your Teammate is considered neither Friend nor Enemy, apart from Battle Tactics
6. Your Team will select 2 Battle Tactic Cards per the 2026-27 GHB for the Tournament
7. You and your Teammate must have different armies
8. Teammates cannot have duplicate Warscrolls
9. Teammates cannot have the same Manifestation Lore
10. Both players on a Team will deploy units together
11. When rolling for Priority, you may roll as a Team by combining the d6 rolls against the combined opponents d6 rolls.

SCORING:

1. Battle Points: 240 Points Possible (80 Points per Game)

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

1. First Place Team (Most Wins with Battle Points and Battle Tactics after)
2. Second Place Team (Second most Wins with Battle Points and Battle Tactics after)
3. Third Place Team (Third most Wins with Battle Points and Battle Tactics after)

Note: Any changes will be in red.