

THE GRAND FANATIC V

2000 POINTS

MATCHED PLAY GHB 26-27

4 PLAYERS + 1 CAPTAIN

IMPORTANT DATES

RULES CUTOFF

2026-09-25

No new releases or rules updates after this date.

LIST SUBMISSION

2026-09-27

Deadline at 23:59 CEST.

EVENT START

2026-10-03

Tournament starts!

Saturday Morning Schedule

08:30 Captains Meeting (Lobby)

08:45 Welcome Meeting (Big Hall)

SCHEDULE & MISSIONS

TIME	ROUND	TABLE 1-2	TABLE 3-4
SATURDAY			
09:00 - 12:15	Round 1	Into the Fire	Power of the Realms
12:15 - 13:15	LUNCH		
13:15 - 16:30	Round 2	Bloodstained Coasts	Escape from the Coast
16:30 - 17:00	BREAK		
17:00 - 20:15	Round 3	Caverns of Slaughter	Treacherous Ground
SUNDAY			
09:00 - 12:15	Round 4	What's Yours is Ours	Seize the Embers
12:15 - 13:15	LUNCH		
13:15 - 16:30	Round 5	Warped Ruins	Curse of the Gnaw
AWARD CEREMONY			

TOURNAMENT RULES & ARMY COMPOSITION

Team Structure & Captain Role

- **Team Size:** Each team consists of 4 players and 1 captain.
- **Captain Role:** The captain can be one of the players or a non-playing captain. The captain's role is to participate in communication with the TO, ensure correct list uploads, handle pairings, and once games start either play or act as *Waitress / Mood Manager* for the team. =)
- **Restrictions:** No duplication of warscrolls, factions, or manifestation lores is allowed between the team's different lists. *Duplication of warscrolls is allowed within the same list.*
- **Battle Tactics:** Each Battle Tactic card must be represented once across the team.

List Submission & Requirements

- **Submission:** Direct upload to [Milarki](#) or [Ecksen](#).
- **Format:** 2000 points, no Legends.
- **App Formatting:** The list shall be uploaded and formatted in the **GW Official App**. All text shall be included. Captains are responsible for ensuring it is correct.
- **What shall the list account for?**
 - Player name & total points
 - Faction & Battle Formation (subfaction)
 - Which units are in which Regiment
 - Any Auxiliaries and/or Faction Terrain
 - Enhancements (Heroic Traits, Artefacts, Mount Traits, etc.)
 - Spell Lore & Manifestation Lore

EXAMPLE ARMY LIST FORMAT

Lists must follow the GW official app export style as shown below:

```
Daemons 2000/2000 pts
-----
Grand Alliance Chaos | Blades of Khorne | Murderhost
General's Handbook 2026-27
Drops: 5
Prayer Lore - Proclamations of Murder
Manifestation Lore - Judgements of Khorne
Battle Tactics Cards: Burning for Vengeance and Siege of Ashes
-----
General's Regiment
Wrath of Khorne Bloodthirster (400)
• General
• Frenzied Taskmaster
• Ar'gath, The King of Blades
Bloodcrushers (260)
• Reinforced
Bloodletters (320)
• Reinforced
• Brass Flesh
Flesh Hounds (100)
---
Regiment 1
Karanak (110)
---
Regiment 2
Bloodthirster of Insensate Rage (410)
---
Regiment 3
Slaughterpriest (120)
Bloodreavers (80)
Bloodreavers (80)
---
Regiment 4
Skulltaker (120)
-----
Faction Terrain
Skull Altar
-----
Created with Warhammer Age of Sigmar: The App
App: v1.35.1 (1) | Data: v462
```

PAINTING STANDARDS & ALTERNATIVE MODELS

Painting Requirements (Battle Ready)

All models need to be painted to a **Battle Ready** standard. Any models/units that do not reach this standard will be removed from play, and the player cannot use those models/units for the rest of the tournament.

Let's use common sense here and if in doubt check with the TO before the tournament!

Alternative Models & Conversions

Please send pictures for approval to: kommando.aos@gmail.com

Note: No models will be approved to represent anything except the model itself unless heavy conversion work has been done. Models are to be approved before the list deadline.

SCORING & TIEBREAKERS

Each individual game is scored as below. The maximum number of battle points a team can gain from a single round is **12 points**, and the minimum number of battle points a team can gain from a single round is **4 points**.

Example: If one team got major victories in all their games they only gain 12 battle points for that round, but they still report the full 16-0 battle points to the TO. And the losing team reports the full 0-16 to the system, but gain 4 battle points for that round.

Match Result	Battle Points (BP)
Major Win	4 BP
Minor Win	3 BP
Draw	2 BP
Minor Loss	1 BP
Major Loss	0 BP

Tiebreakers:

1. **First Tiebreaker:** Uncapped battle points.
2. **Second Tiebreaker:** VP difference.

PAIRING, TERRAIN & CHESS CLOCKS

Pairing

Roll off – winner chooses to be the attacking or defending team.

- **Attacking Team:** First list out is playing on **Table 1** and the last one on the hand plays on **Table 3**.
- **Defending Team:** First list out is playing on **Table 2** and the last one on the hand plays on **Table 4**.

Also see video for pairing: [Pairing process video link](#)

Terrain

We will follow the recommended terrain placement from the GHB 26-27 on all missions. (Some tables will have larger terrain so please do the best possible with it).

- **Placement:** The attacking team places terrain on Table 1 and 3. The defending team places terrain on Table 2 and 4. Terrain is to be placed by 2 players from each team while the pairing is being done by the captains.
- **Distances:** Always **3" from the board edge** and **6" from other terrain**.
- **Defender's Option:** The defender is allowed to turn terrain pieces before the attacker chooses a side (still following the rules for terrain placement as much as possible).

Chess Clocks

Game time is set to 85 minutes per player. Start the chess clock after picking sides and alternate between the players to whichever player that is currently performing game actions.

- **Roll-offs:** In the case of roll offs, the player who goes second in the turn rolls first then clocks over to the other player to make their roll. Then the clock goes to the player who won the roll off.
- **Running Out of Time (Timeout):** If one player runs out of time, no more actions may be done except scoring for objectives they control in their turn or BT done without doing any actions. All save rolls count as 1:s.

CHECKLIST & ACCOMMODATION LINKS

For Each Team to Bring

- All you need to play: Armies, dice, measuring tape, tokens, and so on.
- **2 sets** of objective markers of some sort.
- **2 chess clocks** if possible for each team.

Links to Booking (Aronsborg)

Book accommodation via the official links below:

[Friday to Saturday](#)

[Saturday to Sunday](#)

Event Contact & Organizer Information

For any questions regarding the event please contact **Jesper**:

Phone: [+46720104428](tel:+46720104428)

Mail: Jesper@milarki.com