



KIDSHAMMER: AGE OF SIGMAR YOUTH OPEN PLAY

BIG PICTURE

Kidshammer: Age of Sigmar Youth Open Play is an introduction to tabletop miniature gaming, set in Games Workshop's popular Age of Sigmar (Aos) fantasy setting. Open Play offers kids a chance to play a game of Age of Sigmar using a slightly modified version of the Match Play: First Blood Battlepack of the Age of Sigmar 4th edition Core Book (see Appendix below). This is a great opportunity to learn the game, meet other kids with similar interests, develop experience and sportsmanship, and to prepare for the Youth Friendly Tournament on Sunday!

Kids will be paired off with other kids of similar ages and experience-levels to play a game. Instructors will be on hand to referee, answer rule questions, and provide coaching advice. While some experience in the game is helpful, players of all - or no - level of experience are welcome. We encourage players with limited experience also to take part in the Kidshammer: Age of Sigmar Youth Learn to Play event earlier on Saturday morning.

More information about Kidshammer in general can be found at www.kidshammer.org.

SCHEDULE: SATURDAY, AUGUST 30, 2025

Event	Time
Check-in	12:30-1:00 pm
Learn to Play	1:00 – 5:00 pm
Pick Up	No later than 5:15 pm

WHAT YOU NEED TO PARTICIPATE

A 1500-Point Army

- Armies and models must be selected to fit into the requirements for 1500 points using the Match Play: First Blood Battlepack of the Age of Sigmar 4th edition Core Book (page 234-235). See Appendix at end of this primer for additional guidance on rules and army composition. GW's Age of Sigmar App allows 1500 points to be used to create armies.
- Kidshammer will NOT use any materials from the General's Handbooks.
- Kidshammer encourages models to be painted, but painted models are not required to play.
- All models should be made by Games Workshop in order to avoid confusion of what unit a model represents and to respect the IP of Games Workshop, which will be at the NOVA Open. We never want to say no to kids playing games, however, so we will not disallow proxy models, but we ask that participants keep the concerns about confusion and GW IP rights in mind.
- Each model should represent what is presented in the army list (that is, "What You See Is What You Get").
- All models must be based appropriately using the base sizes in the Battle Profiles packet available on the Warhammer Community website (<https://www.warhammer-community.com/wp-content/uploads/2024/07/JjfehFCbtFUHZkZ1.pdf>)
- Four printed copies of your army list are needed: one for each opponent and one for the event organizer.

Books, Dice, & Accessories

- Players must have a physical copy of their army's datasheets and army rules, because Internet connectivity cannot be guaranteed. Loaner armies will be provided with the datasheets and army rules for the army.
- Players should come with at least 12 six-sided dice. Kidshammer will attempt to provide extra dice as well.
- Players should come with a retractable measuring tape of at least 48 inches.
- Players are encouraged to bring accessories, such as wound tokens or tokens to show effects particular to their armies, that help speed up play of the game.

PARENTS' GUIDE

Parents are encouraged to accompany their child during the event but must not provide guidance or strategy advice without the consent of both players.

Kidshammer is a gaming event, so if you are aware that your child has difficulty focusing or controlling impulses, it would be great to have a parent or caregiver on hand to help direct the child. If a child is highly disruptive, they may be asked to sit out until the disruptive behavior can be controlled.

Regardless, parents or adult caregivers must be present to pick up their child at the end of the event. We cannot let a child leave the gaming area without a parent or adult caregiver accompanying

the child. Parents' assistance is also requested to help kids keep to the schedule of the event and to be ready to play on time for each round.

FREQUENTLY ASKED QUESTIONS

Q: What is the minimum and maximum ages allowed for Kidshammer: Youngbloods Friendly Tournament?

A: Kidshammer: Youngbloods Friendly Tournament is open to kids as young as 8-years old and as old as 16-years old. Kids older than 16 cannot participate in the event but contact customerservice@novaopen.com if they are interested in volunteering to help run the event. Kids younger as young as 8 are welcome participate, but we ask for an adult guardian to stay with them during the event. *[Note that the maximum age for Kidshammer events was raised from 15 to 16 in 2025.]*

Q: Do I need to pre-register for Kidshammer events, or can participants just sign up on the day?

A: We much, much prefer people to pre-register for Kidshammer events. Unlike other events, Kidshammer events are small and very much tailored to the participants. Knowing the number of participants as far in advance as possible allows the organizer to create an event that is really special. In addition, space is limited at the NOVA Open, and if it appears that Kidshammer will not sell out its allotted spaces, the decision may be made to reduce the size of the Kidshammer event in order to make room for other events that have waiting lists for additional players. That said, if you see this last minute and want to join the fun, please sign up whenever you can, even on the day of the event (if space is available).

Q: What about lunch? How's that going to work?

A: There will be multiple food options in and around the convention site. If the child is accompanied by a parent or guardian, they can pick up the child during lunch break and take the child to lunch. Children are also welcome to bring their own lunches, and we will find a place for them to sit and eat during the lunch break with adult supervision.

Q: What if GW introduces some new game mechanism prior to the NOVA Open? Will it be used for Kidshammer: Youngbloods Friendly Tournament?

A: It isn't possible to answer that without knowing the specifics of the mechanism, but we anticipate sticking to the Matched Play: First Blood battlepack rules in the Core Book and will not use mechanics not present in those rules (as modified in the Appendix). The organizer will monitor GW releases and reach out by email to people who signed up for Kidshammer to address any such issues. If you have a question, please feel free to send it to customerservice@novaopen.com and the organizer will get back to you with an answer.

APPENDIX

RULES & ARMY COMPOSITION

Armies and models must be selected to fit into the requirements for 1500 points using the Matched Play: First Blood Battlepack of the Age of Sigmar 4th edition Core Book (page 234-235). Kidshammer will NOT use any materials from the General's Handbooks. GW's Age of Sigmar App allows 1500 points to be used to create armies.

The three Battleplans that will be used during Kidshammer events are the three battleplans in the Matched Play: First Blood Battlepack in the 4th edition Core Book (page 235):

- 1) Border War
- 2) Stake A Claim; and
- 3) Shifting Priorities.

Kidshammer will have "cheat sheets" and other gaming aids to help players understand and remember the rules and will provide a Scoring Sheet to each player before each game (see next page).

Kidshammer will use the following changes to battle tactics in order to make play easier and quicker:

- Battle Tactics are limited to the six Universal Battle Tactics in the 4th edition Core Book (page 231).
- It is not necessary to pick a battle tactic at the start of your turn order to score it. Instead, all six battle tactics are eligible to be completed each turn (4 victory points each) and can be scored whenever completed (or can be tabulated from memory at the end of the game). It is not necessary to pick a unit or objective in advance in order to score a battle tactic.
- Only one battle tactic can be scored each a turn, and no battle tactic can be scored more than once.
- No battle tactics can be scored if you went second in the previous battle round and chose to go first in the current battle round.
- To implement these changes, change Tactical Gambit ability (page 231) to read as follows:
Once Per Battle Round, End of Your Turn
TACTICAL GAMBIT: *Your troops have seized the opportunity that has arisen amidst the flow of battle.*
You cannot use this ability if you went second in the previous battle round and chose to go first in the current battle round.
Effect: Pick 1 battle tactic that you have not yet completed. You can score that battle tactic if it was completed this turn.

SCORING SHEET

TOURNAMENT ROUND: _____

Player's Name: _____

Opponent's Name: _____

Battle Tactics Completed (check off if completed; cannot be completed more than once per game)

	Do Not Waiver: You complete this battle tactic at the end of your turn if 2 or more friendly units fought this turn and no friendly units were destroyed this turn.
	Slay The Entourage: Pick a unit in the enemy general's regiment. You complete this battle tactic if that unit is destroyed this turn.
	Attack On Two Fronts: You complete this battle tactic at the end of your turn if you control 2 or more objectives that you did not control at the start of your turn and at least 1 of those objectives was controlled by your opponent at the start of your turn.
	Take Their Land: Pick a terrain feature wholly or partially within enemy territory and wholly outside friendly territory. You complete this battle tactic if you control that terrain feature at the end of your turn.
	Seize the Center: You complete this battle tactic at the end of your turn if 2 or more friendly units are within 3" of the center of the battlefield and are not in combat.
	Take the Flanks: You complete this battle tactic at the end of your turn if you have at least 1 friendly unit within 6" of each short battlefield edge, none of those units are wholly within friendly territory, and none of those units were set up this turn.

Scoring

Battle Round	Control One Objective? Score 2 VP	Control Two or More Objectives? Score 2 VP	Control More Objectives than Opponent? Score 2 VP	Twist VP Scored? See Battleplan	Total Victory Points
1					
2					
3					
4					
End of Game Scoring					
Battle Tactics Scored? For each battle tactic completed above, score 4 victory points					
TOTAL VICTORY POINTS THIS GAME (Add up all Victory Points in the last column to get total Victory Points this game)					

Glorious Victory: If the players are tied on victory points at the end of the battle, and only one player's general has survived the battle, that player wins a **minor victory**. If the players are tied on victory points and both generals or neither general survived the battle, the battle is a **draw**.