



TABLETOP WARGAMING

OKLAHOMA OPEN 2026 PRESENTS

WARHAMMER AGE OF SIGMAR GT

2,000 Point — 2 Day — 5 Games

★ WARHAMMER GOLDEN TICKET QUALIFIER ★

2 Golden Tickets to the World Championships of Warhammer on the line.

DATES

Nov 14 & 15, 2026

FORMAT

5 games × 3 hrs

RULES CUTOFF · LISTS DUE

October 31, 2026

11:59 PM Central · Submit to BCP · Late uploads = 10 pt penalty

ORGANIZERS

Aaron Riggan · Clayton McCaulley · Chase Layman

Edmond Conference Center at Hilton Garden Inn · 2833 Conference Dr, Edmond, OK 73034

oklaopen.com

SCHEDULE

Weekend Schedule

Day 1 Saturday, November 14, 2026

8:30 AM	Check In	
9:00 AM – 12:00 PM	Game 1	<i>Bloodstained Coasts</i>
12:00 – 1:00 PM	Lunch	
1:00 – 4:00 PM	Game 2	<i>Hidden Under Ash-Clouds</i>
4:00 – 7:00 PM	Game 3	<i>Power of the Realms</i>

Day 2 Sunday, November 15, 2026

8:30 AM	Check In	
9:00 AM – 12:00 PM	Game 4	<i>Avalanche of Ash</i>
12:00 – 1:00 PM	Lunch	
1:00 – 4:00 PM	Game 5	<i>Treacherous Ground</i>
4:15 – 5:00 PM	Awards	

Battleplans Overview

Game 1	Bloodstained Coasts
Game 2	Hidden Under Ash-Clouds
Game 3	Power of the Realms
Game 4	Avalanche of Ash
Game 5	Treacherous Ground

Player's Code

Cardinal Rules

Always be Polite and Respectful

Always Tell the Truth

Principles

- Arrive on time with all the things you need to play.
- Greet your opponent in a respectful manner.
- Avoid using language your opponent might find offensive.
- Offer your opponent a chance to examine your army roster before the game starts.
- Answer all questions about your army and your rules.
- Measure carefully and accurately.
- Allow your opponent to look at your dice before you pick them up.
- Remind your opponent of any missed rules — whether it helps you or hurts you.
- Never deliberately waste time during a game.
- Avoid distracting your opponent when they're trying to concentrate; be mindful of personal space.
- Never complain about your bad luck or your opponent's good luck.
- Never collude with an opponent to fix the outcome of a game.

ARMIES & LISTS

Armies, Models & Lists

Legal Books & Warscrolls

Use the list of legal publications from the GHB, p46. Any subsequently released or updated publications are legal if they have an errata published on Warhammer Community by October 31, 2026. Use the most recently published version of a warscroll and its point cost. Warscrolls or point costs published after Oct 31, 2026 (pre-orders do not count) cannot be used at the event.

Army Submission

Submit your list to BCP by October 31, 2026, 11:59 PM Central Time. The official Age of Sigmar app is one method, but any list builder works — it's on you to verify rules and points. TOs will manual-check and address issues, but if an issue is found during the tournament, TO discretion applies.

Include allegiance, subfaction, command trait, artifacts, spells, weapon options, core battalions, etc.

■ LATE LIST PENALTY

Lists uploaded after Oct 31, 2026 incur a 10-point penalty.

Models & Proxies

- Models should be identifiable — not in a state that makes them impossible to distinguish from other models on the table.
- Bring fully assembled models. Any unassembled models are subject to TO discretion.
- All models must be painted to a "table-ready" standard — generally the "3-color minimum". This does NOT mean grey primer with a single brushstroke; make it make sense.
- Proxies require TO approval — send pictures/questions to the TO ahead of the event.

Pre-Game: Tools, Clock & Terrain

- Non-standard tools (6-symbol dice, non-tape measurers) must be shown to your opponent. 1-symbol dice are NOT acceptable. TOs may inspect any tool.
- Time Clock: request one before the game. Both players must agree. See Index for full clock rules.
- Share your list before any rolls happen. Hiding abilities/warscrolls is bad form.
- Terrain placed according to the battleplan map. Players decide area/obstacle rules together; TO has final say in disputes.

TERRAIN RULE OF THUMB

If parts of a feature are 4" or taller, only those parts are impassable.
If a feature has the Impassable keyword, ALL parts are impassable.

DURING THE GAME

During the Game

Time

- Each game lasts 3 hours. Games must finish and results be submitted within that time.
- Do NOT start a new round unless both players can complete their turn within the time remaining.
- At the 3-hour mark, "Dice Down" is called — no further dice rolls without TO discretion.
- If the game hasn't concluded, agree on an outcome (including which battle tactics scored). Rule of thumb: only do the next round. If no agreement, TO decides.
- ALL games must go a minimum of 3 rounds (including talking through round results). If round 5 isn't reached naturally or by talking, battle tactics are considered FAILED.

Player Tabled

If a player is tabled (no units left before round 5 ends), the game and scoring continue until all five battle rounds are completed.

Player Concedes

If a player concedes, the game ends at that point. The conceding player scores no further points; their opponent scores all remaining battle tactics if they have the means.

Scoring

Record your score and submit total score + total battle tactics achieved to Best Coast Pairings (BCP) or hand to a TO.

Rules Disputes

Try to resolve with your opponent first. If needed, call a judge — be ready to cite relevant rules. The judge's ruling is final.

Cheating — Three-Strike Policy

- | | |
|--------------------|--|
| 1st Offense | A warning to correct the behavior. |
| 2nd Offense | Player forfeits the current match (or previous match if determined after). |
| 3rd Offense | Expulsion from the tournament. |

TOs reserve the right to escalate based on severity.

Breaking the Player Code: if a player repeatedly breaks the Player Code and doesn't correct the behavior when addressed, TOs may escalate the same way as cheating.

PAIRINGS & PRIZES

Pairings, Placings & Prizes

Pairings

First round is random (we try to avoid teammate pairings). After round 1, pairings are based on:

1. Wins
2. Battle Points (total points scored across the tournament)
3. Battle Tactics (total tactics scored across the tournament)

Grudge Matches: a first-round challenge between two players — both players and the TO must approve.

Placings

Final tournament placings use the same tiebreaker order:

1. Wins
2. Battle Points
3. Battle Tactics

★ WARHAMMER GOLDEN TICKET

World Championships Qualifier

This event is an official World Championships of Warhammer qualifier.
2 Golden Tickets are available for the tournament winner.

Sponsors & Thanks

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Time Clock Rules

- Each player begins the game with 90 minutes on the clock.
- Time begins at the start of the first battle round when the active player starts the clock.
- The clock switches at the end of each phase IF the non-active player uses any abilities (such as commands). If they choose not to, the clock stays with the active player.
- The clock does NOT switch in the combat phase — it stays with the active player.
- The active player switches the clock to their time at the beginning of each turn.
- If a player's time runs out, they forfeit any remaining optional actions for the rest of the game — only mandatory actions (such as combat activation) are allowed.

ORGANIZERS

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