

WARHAMMER
AGE OF SIGMAR

GRAND TOURNAMENT



WARHAMMER WORLD EVENTS



WARHAMMER AGE OF SIGMAR GRAND TOURNAMENT

The Warhammer Age of Sigmar Grand Tournaments are Games Workshop's signature matched play events, showcasing great gaming skills, sportsmanship and well-presented armies. If you want to test yourselves against the very best, showcase a beautifully painted army and play against like-minded people, then the

Grand Tournaments are for you. Each player will need to demonstrate astute knowledge of the game, sound tactical decisions and appropriate unit selection to win their games. In addition, the Warhammer Age of Sigmar Grand Tournament is a celebration of the hobby, so an attitude overflowing with good cheer, sincerity and positivity

is essential – as is bringing along a fantastic-looking army to play with. Combining all these elements to win the event is a mighty task worthy of the ages. In the end, only one of you will prove yourself worthy of this colossal achievement and be crowned the Warhammer Age of Sigmar Grand Champion!

EVENT ESSENTIALS

Rules in Use: The Grand Tournament will use the core rules and Matched Play rules from the *Warhammer Age of Sigmar Core Book*, Battleplans from the *Generals Handbook 2019* as well as artefacts and spells from *Malign Sorcery* and *Forbidden Power* supplements.

Army Size: 2,000 points

Battleplans: Pitched Battle battleplans from the *Generals Handbook 2019*.

Number of Games: Five

Army Selection: See the Battlehost restrictions on the Pitched Battle chart in the *Generals Handbook 2019*.

Publications in Use: The *Warhammer Age of Sigmar Core Book*, all current and in-print Warhammer Age of Sigmar battletomes, warscroll compendiums (including those from Forge World), *Generals Handbook 2019*, *Malign Sorcery*, *Forbidden Power* and any warscrolls and warscroll battalions with a Pitched Battle profile, unless their release falls on the weekend of the event. We expect you to use the most current warscrolls for your models, e.g. those found in a battletome or warscroll compendiums. We will be using the latest FAQ's and Designers Commentaries which can be found on Warhammer Community as long as they are released at least one week before the event.

Meals: Lunch is provided on both days.

Extras: You may also gain free exhibition entry if you show your event ticket.

THE CHAMPION OF CHAMPIONS

The Grand Tournament Season will consist of three events. Each Grand Tournament is an esteemed event with epic battles fought and worthy winners crowned. At the end of each Grand Tournament we will rank players, and the top 5 players from each event will qualify and receive an invite for the **Champion of Champion's Event** along with the winner of the 2019 Grand Tournament Final – a mighty achievement in itself. If a player qualifies in the top 5 in more than one of the Grand Tournaments the next player in the standings will be offered a place at the Champion of Champion's event.

Tickets for each Grand Tournament will be released three months out to give everyone a chance of attending. The Champion of Champions will be a free, one day event at Warhammer World where the top sixteen players will play in a knock out event with the winner being crowned the 2020 Grand Tournament Champion of Champions!

MODEL REQUIREMENTS

Playing exciting, atmospheric games with painted miniatures is a big part of our events at Warhammer World. With this in mind, all miniatures in your collection must be Citadel or Forge World miniatures, and be fully assembled, painted and based. Each model must completely and accurately represent its entry on your army roster (including all weapons and equipment).

Furthermore, you need to contact us to let us know about any conversions you are planning on using, and provide us with photos of the models in question where possible. Don't worry – we fully appreciate spectacular modelling skills, but we just want to make sure everything is absolutely clear for your opponent so that no confusion can arise during games.

To protect everyone's experience, we will politely ask you to remove any models that don't meet these standards.

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ARE YOU PLANNING ON USING CONVERTED MODELS IN YOUR ARMY?

NO

Carry on. There's nothing to worry about except getting it painted on time!

YES

Contact us at: whworldevents@gwplc.com and check to make sure your conversion is appropriate for our events

***This only applies to our gaming events at Warhammer World**

Your local Games Workshop, independent stockist, gaming club or even regular gaming evening at Warhammer World may do things differently. Get in touch to see what their standards are concerning conversions, if they have any!

If you contact us, please include pictures of the models in question. And don't panic! We're very friendly and we love creativity in modelling.



YOUR ARMY AND THE GAMES

PICKING YOUR ARMY

You will require an army of no more than 2,000 points to play at this event. Follow the Picking Your Army section in the current *General's Handbook 2019* when choosing your army, noting the Battlehost restrictions in the Pitched Battle chart. We also expect players to use the recommended base sizes found in the *Warhammer Age of Sigmar: Base Sizes* document, downloadable from https://whc-cdn.games-workshop.com/wp-content/uploads/2019/03/age_of_sigmar_base_sizes_en.pdf

ARMY ROSTER

Once you are happy with your army, you must record it on an army roster. You must use the Azyr app, Warscroll Builder or download a blank army roster which is available warhammer-community.com.

All text must be clearly readable for us and your opponent to check. Please avoid handwritten army lists if possible. You will need to hand one copy of your army roster in at registration, and have at least one other copy to give to your opponents before each game. You must use the same army roster for each game, and all choices available to you must be noted down on your army roster

Remember that your roster must include things like which model is your general, army allegiance, and the allegiance abilities you will use, artefacts of power, spells, and the number of leader, artillery and behemoth models in your army.

PRE-GAME RULES AND ABILITIES

Any kind of ability you can choose before the game must be decided on before the event and recorded on your army roster. These choices are made for the entire tournament, and as they are part of your army roster, cannot be changed during the event.

BATTLEPLANS AND MATCHMAKING

Each Grand Tournament will consist of five Pitched Battle games using the Pitched Battle battleplans from the current *General's Handbook 2019*. You will have two hours and thirty minutes to play each game (the schedule at the end of this pack will show you the times all five games, start and finish, on each day).

Your opponent for your first game will be randomly determined, then, from game two onwards we will use a Swiss-system format to match you against players of a similar rank. This will be determined by Tournament points and then by Kill Points. By playing an opponent of a similar rank, you are more likely to be matched up evenly, creating enjoyable games for all.

Each battleplan will be randomly determined by the Events Team before the event and announced to the players before Round 1. Once a battleplan has been played, it will not be played again, so you will play five of the eighteen Pitched Battle battleplans.



HIDDEN AGENDAS

You must pick 6 Hidden Agendas from the *Generals Handbook 2019* and record them on your Army Roster. At the start of the event you will be given a set of Hidden Agenda Cards to use at the event and take away. If you complete a Hidden Agenda you will receive a bonus to your points score for the game, but you will not receive an extra triumph or count a tie/draw as a minor win. You cannot pick the same Hidden Agenda more than once during the tournament – you must pick a different one each round.

REALM OF BATTLE RULES

Realm of Battle rules and Realmscape Features will be in use; which ones are in effect will be announced alongside the battleplans at the start of the event.



EVENT CARD & WINNING THE EVENT

During each game you will be given a Results Form. Please fill this in at the end of each game and hand it in to the Event Staff. An example of the score card is shown below. The player with the most tournament points will be the champion. In the case of a tie the players will be split using the following tiebreakers: Hidden Agendas, Kill Points, Etiquette Points and Painting Scores. If the players can still not be split it will be done by Favourite Player Votes.

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RESULTS FORM

Round (circle) 1 2 3 4 5

Opponent's Name: _____ Opponent's Player Number: _____

Opponent's Result (tick 1 result)

- | | |
|---|--|
| <input type="checkbox"/> Major Victory (60 pts) | <input type="checkbox"/> Minor Loss (20 pts) |
| <input type="checkbox"/> Minor Victory (40 pts) | <input type="checkbox"/> Major Loss (0 pts) |
| <input type="checkbox"/> Draw (30 pts) | |

Hidden Agenda Attempted by Opponent (circle the number that was attempted and tick the result):

- | | | | | | |
|--|--|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 |
| <input type="checkbox"/> Opponent completed Hidden Agenda (10 pts) | <input type="checkbox"/> Opponent did not complete Hidden Agenda (0 pts) | | | | |

Opponents Signature

Opponent's Painting (tick all that apply to your opponent's army)

- | | |
|---|--|
| <input type="checkbox"/> All models are Battle Ready (15 pts)
<i>(As per the Warhammer World Model Requirements)</i> | <input type="checkbox"/> All bases are fully painted with at least a texture paint and drybrush, and all rims are painted a consistent colour (10 pts) |
|---|--|

Opponent's Etiquette (tick all that apply to your opponent)

- | | |
|--|---|
| <input type="checkbox"/> Opponent arrived before the round started (1 pt) | <input type="checkbox"/> Opponent gave you a physical copy of their roster (1 pt) |
| <input type="checkbox"/> Opponent introduced himself to you in a friendly manner (2 pts) | <input type="checkbox"/> Opponent had all of the Citadel Miniatures, dice, measuring instruments and rules that they need-ed in order to play the game (1 pt) |

OPPONENT'S TOTAL SCORE: _____

OPPONENT'S KILL POINTS: _____

Your Name: _____ Your Player Number: _____

If you have left any Painting or Etiquette points blank please explain why

PAINTING AND ETIQUETTE POINTS

If you don't give all of your opponents full points in these sections you will need to explain why. This is so that the events team can have a meaningful discussion with the player about his behaviour or the standard of the army.

We expect all players at a Warhammer World event to have a well presented army that at least meets the Battle Ready criteria for models found on the Warhammer World website. If you have achieved this you should score the maximum points. If you do not have all three boxes ticked the Events team will come and look at your army and make a ruling on how many points you should receive. This will be your opportunity to explain anything that an opponent may have missed. If the Events team agree

that your opponent is correct then you will lose that point/s from every game. If they disagree then you will receive full points. The ruling of the Events team is final.



GAMING SCORES

At the end of each game, you and your opponent will need to record your results on your event card, and then hand in your results to the event staff at the same time. We need you to do this as promptly as possible so that the next game can be organised straight away. Each game lasts two hours and

thirty minutes, and once the game ends, you will have five minutes to record your result with the events team. To determine the winner of each game, use the victory conditions as laid out in the battleplan. Once you know the result, you will record it on your event card.

CONCEDING

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede before the game has reached its natural conclusion, then the conceding player earns a loss and zero points for enemy units destroyed. The winning player records a major victory and 10 points for completing their Hidden Agenda as well as 2,000 points for enemy units destroyed.



CODE OF CONDUCT

At Warhammer World we place great emphasis on playing excellent games of Warhammer Age of Sigmar with like-minded people at the home of Games Workshop. Therefore we

expect teams to play each game with a certain code of conduct to support this.

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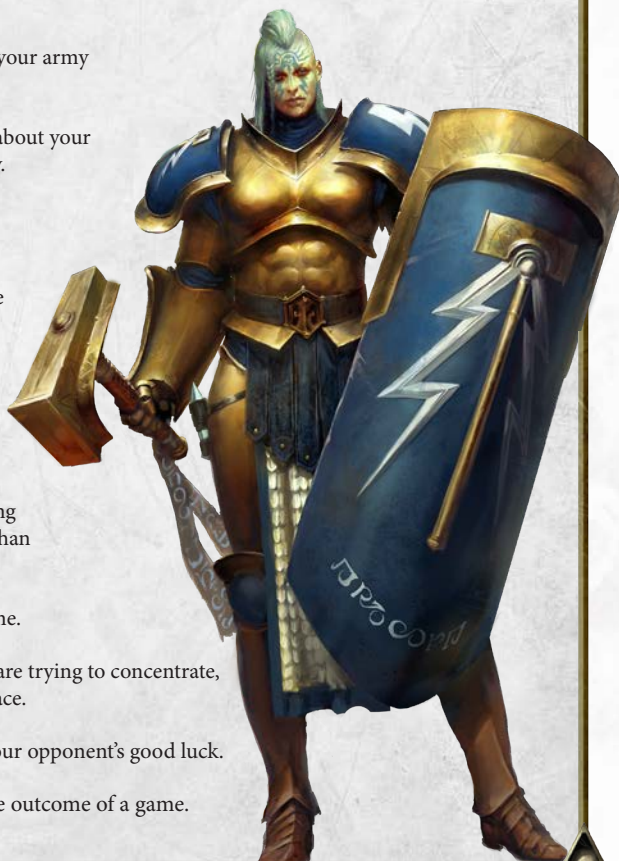
THE WARHAMMER AGE OF SIGMAR PLAYER'S CODE

CARDINAL RULES

- Always be polite and respectful.
- Always tell the truth and never cheat.

PRINCIPLES

- Arrive on time with all of the things you need to play the game.
- Offer to shake your opponent's hand before and after the game.
- Avoid using language your opponent might find offensive.
- Ask your opponent's permission if you wish to use unpainted models or proxy models.
- Offer your opponent a chance to examine your army roster before the battle starts.
- Answer any questions your opponent has about your army and the rules that apply to your army.
- Measure moves and distances carefully and accurately.
- Give your opponent the chance to examine your dice rolls before picking up the dice.
- Ask permission before touching any of your opponent's miniatures.
- Remind your opponent about rules they may have forgotten to use or which they have used incorrectly, especially when doing so is to your opponent's advantage rather than your own.
- Never deliberately waste time during a game.
- Avoid distracting an opponent when they are trying to concentrate, and be careful to respect their 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.



PAINTING COMPETITIONS

During the event we will hold two painting competitions. These competitions are separate from your tournament score, so have no bearing on the overall rankings. They are there to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable.

LEGENDS PAINTING AWARD

The first competition is the Legends Painting Competition. This is perfect for any particular models in your army you are most proud of. Each player may enter any Age of Sigmar Citadel miniatures of their choice. **Please note – these no longer need to be models from the army you bring to the event!** They can be any model from any army that you are proud of and want to display in the tournament. The winning model from each category will win a Legend award for that player. The categories are as follows:

- Hero of Legend includes any single Battleline, Leader or uncategorised model on a 60mm base or less.

- Company of Legend includes any unit of 10 or less models.
- Icon of Legend includes any Artillery model (plus any attendant crew), any Behemoth model, or any model on a base larger than 60mm.

BEST ARMY AWARD:

After game one if you wish to be considered for the Best Army award please display your army on at the table you have been playing on. Please make sure that your army can be identified by your name and/or player number. The Events Team will then go round at lunchtime and nominate a shortlist of armies for the Best Army Competition. This is a prestigious award for hobbyists who manage to achieve a truly excellent standard of hobby consistently across their whole force. To be nominated for this award you must have built and painted the army yourself.

Please note this is a Best Army award, not a best painted, so an army could be nominated for conversions or a unique theme as well as excellent painting. Peer judging will take place over Sunday lunchtime, with the player earning the most votes receiving the Best Army award.

The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding the competitions, feel free to contact us before the event at whworldevents@gwplc.com.

THE AWARDS

There are awards for the players that finish 1st, 2nd, 3rd at the event.

FAVOURITE PLAYER

For the player with the most Favourite Game votes, with highest overall ranking as the tiebreaker.

BEST ARMY

There are awards for the players that finish 1st, 2nd, 3rd in the Best Army Voting.



SCHEDULE

SATURDAY

8.30am - Bugman's opens for registration

9.10am - Briefing

9.15am - Game 1

12.00pm - Lunch, Legends Painting Competition and display armies for judging

12.45pm - Game 2

3.30pm - Break

3.45pm - Game 3

6.30pm - Gaming Hall closes

7.00pm - Evening Entertainment in Bugman's

SUNDAY

9.00am - Bugman's Opens

10.00am - Game 4

12.45pm - Lunch and Best Army voting

1.30pm - Game 5

4.15pm - Break

4.45pm (or sooner) - Awards

Each game is two and a half hours long, with a fifteen minute set up period added to each game giving you 2two hours and 45 minutes for each game. From game 2 onwards, if you arrive after the 15 minute set up period for your game you will be automatically dropped from that game.

CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, please feel free to get in touch with us:

Phone: **0115 900 4994**

Email: **whworldevents@gwplc.com**

Write: **Warhammer World Events Team, Games Workshop, Willow Road, Nottingham, NG7 2WS**

Catch up on all the latest Warhammer World news by finding us on Facebook at Games Workshop: Warhammer World

For more information on our event privacy note please follow the link provided <https://warhammerworld.warhammer-community.com/warhammer-world-privacy-notice/>