

Model Requirements for events at Warhammer World

Playing exciting, atmospheric games with painted miniatures is a big part of events at Warhammer World. To protect the experience for every player, all gaming events at Warhammer World have 'model requirements'. These are standards laid down that we require every player attending our events to abide by. This guide is to further elaborate on this so new and old players alike fully understand what 'model requirements' are all about.

These requirements consist of the following key principles, expanded upon later in this guide:

- Each model must be Citadel or Forgeworld miniatures
- Each miniature must be fully assembled
- Each miniature must be painted to a minimum battle ready standard (including bases)
- Each miniature must accurately represent its entry on your army roster
- Conversions must be checked in advance with the events team, to ensure they are appropriate for organised play



The above models represent the minimum Battle Ready standard expected at Warhammer World events. Each model is fully built and is painted a few colours to distinguish key areas of the miniature. In addition both models have had shade paints applied to add some tonal variety and the bases have also been textured.



All miniatures in your collection must be Citadel or Forge World miniatures.

At the home of Warhammer, third party miniatures are not permitted - any models you use must be either Citadel or Forge World miniatures.

That being said, if you're getting creative with conversions then generic parts such as plasticard, wire and brass rod are fine to use, but any cast miniature parts specifically designed for models must be produced by Citadel or Forge World.

Note that this refers to the actual **miniatures** in your collection. These requirements do not apply to the bases of your models.

All miniatures in your collection must be fully assembled.

That means all parts to the model must be present. Space Marines must have shoulder pads, Guardsman must have Lasguns etc. Skeleton legs without a torso and weapons might fit the narrative of the re-animated dead, however they aren't much use on the battlefield! Models may be magnetised in places to allow for transport, or even to enable removal of parts mid game to allow for accurate measuring, but they must be able to be fully assembled when required.

Each miniature should be painted to a minimum battle ready standard (including bases).

We fully appreciate that not everyone is a skilled painter, or may have commitments that limit the time that can be spent painting miniatures. That being said, part of the experience of playing in Warhammer World events involves fully painted armies waging war against each other, therefore we do expect that each miniature in your army is painted to a minimum standard: Battle Ready. This is a simple to achieve standard where every model has all their main areas coloured and a basic finish applied to their bases. Battle Ready is a celebration of your army, in addition to preserving the atmosphere and spectacle of Warhammer World events.

For examples of Battle Ready models, refer to the previous page or take a look at the many tutorials available on Warhammer TV.

Each model must accurately represent its entry on your army roster.

This is commonly referred to as 'What you see is what you get' or WYSIWYG for short. For example, if you play with a Space Marine equipped with a Meltagun, the model must have a Meltagun. Some gaming groups allow for proxies or stand-ins such as 'this is my Leman Russ Demolisher but I'm using it as a regular Leman Russ'. This isn't suitable for organised play at Warhammer World – you must use the appropriate model.

There are a few exceptions to this rule. Smaller equipment that doesn't come on every model (such as grenades) is one such exception, and Allegiance Artefacts in Warhammer Age of Sigmar are another (although we encourage players to model interesting artefacts as a representation should they wish).

If you have painted your models in a specific way, we expect you to use the rules relevant to that scheme.

For example, if you have painted your models as Salamanders, your army must have the Salamanders keyword or if you have painted your models as Hammers of Sigmar they must use the relevant Command Trait, Artefact of Power etc.

If you have created your own Chapter/Hive Fleet/Sept/Stormhost/ etc and they are painted in your own unique colour scheme, then you may give them any keyword that you wish.

If you have used different keywords between detachments, there must be a clear visual difference between each detachment. For example, if you have a Tyranid army with detachments from both Kraken and Kronos, the models in each detachment must be clearly distinguishable from one to another such as a different coloured carapace. Note that different colour base rims, or a single thin stripe on each miniature are not a sufficient difference.

If you are unsure whether something is clearly distinguishable, contact us via the details at the end of this guide.

Conversions should be checked in advance with the events team, to ensure they are appropriate for organised play

A conversion is considered any model that is not built as standard out of the box, therefore visually it looks different to how it was originally designed.

A conversion can be something as simple as swapping the head on one model for another, or attaching parts of another model to the back of a tank or on a hero character, showing off trophies from previous conflicts and developing the narrative of your army. **Simple aesthetic conversions like this don't need checking by the events team.**

However, anything more in depth will need checking. First of all, don't panic about this! We're very friendly and we love creativity in modelling. However we want to make sure everything is clear for your opponents. There's nothing worse than getting to the final dice rolls of a close game then making the wrong tactical decision because you didn't realise what the opponent's model actually was.

With that in mind, if you are planning on any conversions or have any in your army, take photos (if possible) and email them to us. We will then be looking to see if the model represents what you intend to use it as, and if it doesn't we may be able to offer guidance on what you could do to get it to standard. For the really creative armies out there, we may also ask you to create a handy guide for your opponent to have. This would be a document that has a photo of a model, then a clear description of what it actually is.

There is a big difference between a conversion and a proxy. For example, taking parts from a Coven Throne, Chaos Knights and Drakespawn Knights to create some Blood Knights is a conversion, whereas using Dragon Blades with a red paint job as Blood Knights is a proxy. Proxies are not permitted as it conflicts with all models clearly representing what you have presented on your army roster.



Contact Us

If you need to contact us about anything in this guide, then contact us via the below:

By email whworldevents@gwplc.com – this is the best way. We can give any of your questions some thought and give you a formal reply. You then have something in writing should anyone question you. Regarding any miniature queries, please include photos where possible in your original email. A description is never as accurate as the real thing!

By phone 0115 900 4994 – if you want to talk to someone directly. This could be for some immediate advice on painting or to discuss a general idea. For conversions, we will then ask you to email us nonetheless so we can give you a formal reply and/or see photos, however an initial chat over the phone may indeed help.

Finally, remember that any miniatures that don't meet the above requirements won't be permitted at our events and will need to be removed. That's never ideal for anyone concerned, so familiarise yourself with the above so everyone can have the awesome experience Warhammer World is famous for.

In addition to the above, we will ask for any models with iconography that represents real military units or political movements in existence after 1900, or adult themed content to be removed immediately.

Frequently Asked Questions

Are 3D printed parts I've designed allowed?

Much like hand sculpted detail, if you've gone to the effort of designing and printing your own bespoke parts for your army, then these parts are indeed permitted at our events. Commercially available, third party 3D printed parts aren't permitted though. Please bear in mind that if we do spot cast/printed parts on miniatures at our events, we will ask you to prove where they're from, and may ask for them to be removed if there's any doubt as to their origins.

Can I make a display board for my army?

Absolutely! Display boards make for a great way to show off your army, in addition to serving as a handy transportation for your models between games. There's no maximum size for display boards allowed at Warhammer World events, though we would ask that you consider other event attendees and use a little common sense when deciding the overall size of the display.

Can I change the base size of my model?

Typically the bases our miniatures are supplied with are the bases the games rules are designed around, so altering the base size can have an impact on gameplay. For Grand Tournament events miniatures must be on the intended base size, however for other events, such as Campaign weekends or Throne of Skulls this ruling is a little more relaxed.

In these cases, 'downsizing' the base size is not permitted as this can lead to advantages in games. On the other hand, making a base larger within reason (usually for added detail purposes on a character or conversion) is permitted.

The models in my army used to be supplied with a smaller base than they are currently supplied with, do I need to rebase to the new size?

As above, the bases our miniatures are supplied with are the bases the game rules are designed around, so any older base sizes do need to be upgraded. However we understand this can take time, so if the base size changes for a model kit, any events within a month of the change are exempt from resizing, though we would certainly encourage it.

Can I still use an older version of a model?

This can depend on what the model is, however in most cases older miniatures are permitted ensuring they are still appropriate for organised play. As such, they must adhere to WYSIWYG and be mounted on the base size of the current model. In some cases, you may need to be flexible with regards to line of sight and measuring if the current miniature is much larger than that which you are planning to use.

