

WARHAMMER
40,000

GRAND TOURNAMENT



WARHAMMER WORLD EVENTS



EVENT ESSENTIALS

Date: 18th-19th April 2020

System: Warhammer 40,000 Matched Play

Army Size: 2,000 points

Board Size: 6ft x 4ft

Scenarios: Eternal War from *Chapter Approved: 2019 Edition*

Number of Games: Five

Army Selection: Battle-forged army with a maximum of three Detachments. Excluding Troops and Dedicated Transports, each datasheet can be included a maximum of three times in your army.

Tools of War: The event will provide terrain and gaming tables. The players are expected to bring everything else they need to play a game of Warhammer 40,000, including their army, dice, a tape measure, objective markers, all relevant rules publications and at least two copies of their army roster.

Language: We expect all players to be able to converse in English and have English versions of their publications.

Meals: Lunch is provided on both days.

Other Activities: Painting competitions and free entry to the Warhammer World exhibition

WARHAMMER 40,000 GRAND TOURNAMENT

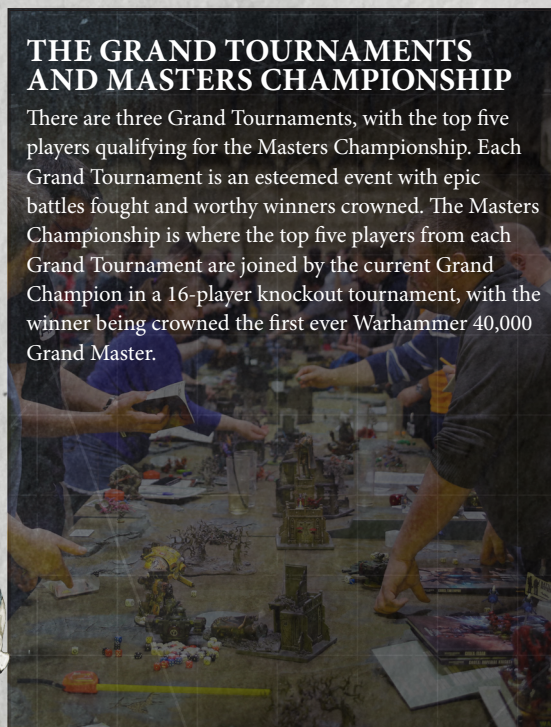
THE WARHAMMER 40,000 GRAND TOURNAMENT IS GAMES WORKSHOP'S SIGNATURE MATCHED PLAY EVENT, SHOWCASING GREAT GAMING SKILLS, SPORTSMANSHIP AND WELL-PRESENTED ARMIES. IF YOU WANT TO TEST YOURSELVES AGAINST THE VERY BEST, SHOWCASE A BEAUTIFULLY PAINTED ARMY AND PLAY AGAINST LIKE-MINDED PEOPLE, THEN THE GRAND TOURNAMENT IS 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 40,000 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 40,000 GRAND CHAMPION!

THE GRAND TOURNAMENTS AND MASTERS CHAMPIONSHIP

There are three Grand Tournaments, with the top five players qualifying for the Masters Championship. Each Grand Tournament is an esteemed event with epic battles fought and worthy winners crowned. The Masters Championship is where the top five players from each Grand Tournament are joined by the current Grand Champion in a 16-player knockout tournament, with the winner being crowned the first ever Warhammer 40,000 Grand Master.



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 a hundred per cent Citadel or Forge World miniatures, and be fully assembled and painted to a Battle Ready standard (examples can be found at www.citadelcolour.com/citadel-colour-system). Each model must completely and accurately represent its entry on your army roster (including all weapons and equipment).

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. Similarly, if you have created your own colour scheme, we expect you to create your own keyword and follow the rules for doing so in your codex or supplement.

If you have used different keywords between Detachments, there must be a very clear visual difference between each

Detachment. For example, if you have a Tyranid army with Detachments from both Hive Fleet Kraken and Kronos, the models in each Detachment must be clearly distinguishable from one to another at a glance, such as having a differently coloured carapace. If you are unsure whether something is clearly distinguishable, contact us via the details at the end of this pack.

Finally, 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 super 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.

ARE YOU PLANNING ON USING CONVERTED MODELS IN YOUR ARMY?

YES

CONTACT US AT

WHWORLDEVENTS@GWPLC.COM

OR CALL US ON

0115 900 4994

AND CHECK TO MAKE SURE YOUR
CONVERSION IS APPROPRIATE FOR
OUR EVENTS.*

NO

CARRY ON. THERE'S NOTHING TO
WORRY ABOUT EXCEPT GETTING IT
PAINTED ON TIME!

* THIS ONLY APPLIES TO OUR
GAMING EVENTS HELD HERE 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

When choosing your army, adhere to the following rules:

- Matched play (pg 214) and Battle-forged (pg 240) in the *Warhammer 40,000* rulebook
- Matched play mission rules in *Chapter Approved: 2019 Edition*
- FAQs, errata and beta rules found via www.warhammer-community.com/faqs

You will require an army of no more than 2,000 points to play at this event. You can take a maximum of three Detachments in your army. Excluding Troops and Dedicated Transports, each datasheet can be included a maximum of three times in your army.

When building your army, all current and in-print Warhammer 40,000 rules found in the following Games Workshop and Forge World publications are in use, unless their release falls on the weekend of the event:

- Codexes
- **Imperial Armour; Indexes**
- Campaign books (e.g. *Psychic Awakening* books)
- *Chapter Approved: 2019 Edition*
- *White Dwarf*
- Beta rules
- FAQs and errata

Once you are happy with your army, you must record it on a typed army roster. 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.

Your army roster should detail the following information:

- Units in the army, with all equipment and options noted, as well as points costs
- Reinforcement points (if any)
- Army faction
- Unit keywords
- Your Warlord
- Detachments
- Specialist Detachments (if any)
- Relics
- Psychic powers
- Pre-game Stratagems (if any) and what units they affect
- Anything else that is done pre-game (e.g. Space Marine Chaplain litanies)
- Command points (both pre-game and after pre-game deductions)

Although you must use the same army roster throughout an event, you do not need to use the same army at the Grand Masters if you qualify. In fact, many players change their army roster between the Heats and the Grand Final to make improvements or try different things. This is all part of the fun of gaming over extended tournaments, and we heartily encourage you to engage with it!

GAMES

This Grand Tournament will consist of five matched play games, using the Eternal War missions from *Chapter Approved: 2019 Edition*, and you will have three hours to play each game. Your opponent for your first game will be randomly determined, then, from game two onwards, we will use a 'Swiss' system to match you against players of a similar rank. By playing an opponent of a similar rank you are more likely to be matched up evenly, creating enjoyable games for all.

Each mission will be randomly determined by the events team before the round starts. Once a mission has been played, it will not be played again, so you will play five of the six Eternal War missions. Once a game starts, play through the mission exactly as laid out in *Chapter Approved: 2019 Edition* (these can be found on pages 62-67), including rules for determining which standard deployment map is used.

You will be given a scorecard when you register for the event, and during each round you will be given a round result slip. At the end of each game, record your score on your scorecard and hand in the completed result slip to a staff member. Information on scoring can be found on the next page.



GRAND TOURNAMENT SCORES

The Warhammer 40,000 Grand Tournament ranks players overall by a Grand Tournament score, or GT score for short. This is a combination of gaming and sportsmanship. Your gaming score is based on the results of your games – you can achieve a maximum of 50 points here for winning all five games. You can then achieve a maximum of 5 points for sportsmanship. These scores combined create your GT score. Your scorecard will contain spaces to record all the following information.

At the end of each game, you and your opponent will need to record your results on your scorecard and result slip, and then hand in the result slip to the event staff. We need you to do this as promptly as possible so that the next game can be organised straight away. Each game lasts three hours, 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 mission. Once you know the result, you will record it on your scorecard and result slip using the following system:

- Win the game – 10 points
- Draw the game – 5 points
- Lose the game – 0 points

For each game you will also need to record on your scorecard the total points value of full enemy units destroyed during the battle. Any units not on the board at the end of the game count as destroyed. If all enemy units have been destroyed, the opposing player should record 2,000

points of enemy units destroyed. This is to ensure that players aren't penalised in the rankings if their opponent has not taken exactly 2,000 points in their army.

FAVOURITE GAME SCORES

These scores are calculated by voting in the following category when you hand in your final results at the end of the event. You get two votes and you must vote only for those players you played against. This is also a secret ballot, so don't let anyone see who you've voted for! You can vote for the two opponents you enjoyed playing against the most (note that you can't vote for the same opponent twice!). Maybe they displayed excellent sportsmanship, perhaps they were positive and friendly, or it was generally a fun and engaging game.

Each vote you receive counts as one point towards your GT score – this means you can receive a maximum of 5 points for Favourite Game. Every player must use their two votes, as they are integral to the event. If you don't vote, then you don't rank!

GT SCORE EXAMPLE

At the end of the event, Jamie has won four games and lost one

game, earning a gaming score of 40. He then receives three sportsmanship votes, which are added to the 40 points he scored from his games for a total GT score of 43.

TIEBREAKERS

If players earn the same GT score by the end of the event we will use the following tiebreakers to establish final rankings. They are listed here in order of priority:

- Total points value of enemy units destroyed
- Number of Favourite Game votes

For example, Alice and Chris both achieve a GT score of 35, so we go to tiebreakers to establish who has the higher rank. Firstly, Alice and Chris have both achieved 5,800 points of enemy units destroyed, therefore they are still of the same rank. Moving on to the next tiebreaker, we find Alice has achieved five Favourite Game votes, whilst Chris has achieved none. Alice would therefore finish above Chris in the final rankings.



CODE OF CONDUCT

At Warhammer World, we place great emphasis on playing excellent games of Warhammer 40,000 with like-minded people at the home of Games Workshop. Therefore, we expect players to play each game with a certain code of conduct to support this.

Arrive on time at your table for your game, greet your opponent, introduce yourself, offer them a copy of your army roster and start the game promptly. We then expect players to treat each other positively, demonstrate good sportsmanship and play the game in a timely manner.

We ask players to raise issues as soon as they can, as after the games have finished it is harder to resolve some issues or disputes. You can do so by finding a member of the events team at the front of the gaming hall or when they walk past your table.

To ensure that participants have an enjoyable event, there are a list of disciplinary procedures for those who repeatedly break the code of conduct or do not meet the model requirements expected at our events. These procedures are as follows:

Lateness: If you are more than 15 minutes late to your game, you will receive a loss for that round.

Complaints: If we receive two valid complaints against a player, a deduction of 10 points will be taken from their GT score. If we receive further complaints, that player may be removed from the

event. Please note severe complaints may lead to immediate disqualification and removal from the premises.

Painting: If your miniatures do not fit the model requirements, you will either receive a penalty of 2 points per unit to your GT score, or be asked for the models to be removed from the event.

Rules Disputes: We understand that situations arise in a game where rules may be questioned. First, we encourage players to check through rules publications and FAQs before questioning a judge, as these will be the first places we look. If a judge is required to make a ruling, we expect players to respect that decision. We will issue a warning first if you argue with a judge's call, and any further arguing will result in a 5 point penalty to your GT score. In extreme situations, where a player constantly argues with judges or acts aggressively, they will be asked to leave the event.

Collusion and Bribery: If players are found to be fixing results, or offering or accepting a bribe to do so, they may be disqualified from the event.

We expect all players to respect fellow participants by not interfering with other games. Players seeking advice from other persons during a match, or players offering advice, may receive a 5 point penalty to their GT score.

Cheating: If a player is found to have been knowingly cheating in a game, that player will receive a loss for the round in question. If a player is found to have been cheating in multiple games, they will be disqualified from the event.

Slow Playing and Chess Clocks: If a player is found to be playing slowly for advantage, we may issue a points penalty of up to 10 points to their GT score, depending on the situation. We do not use chess clocks at our events and we do not expect anyone to be forced to use one; if a player is forcing people to play using a chess clock, then we will ask that player to stop and issue them a penalty of 10 points to their GT score.

SUDDEN DEATH

With regards to the first point under Sudden Death (page 215 of the *Warhammer 40,000* rulebook), 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, no extra victory conditions (e.g. Slay the Warlord), and 0 points for enemy units destroyed. The winning player records a crushing victory – which counts as a win and maximum extra victory conditions achieved! Thus the winner would record 10 points for their GT score, and also record Slay the Warlord, Linebreaker, First Strike and 2,000 points for 'enemy units destroyed'.

BEST ARMY COMPETITION

During the event we will hold the Best Army competition. This competition is separate from the GT score system, so have no bearing on the overall rankings. This is a prestigious award for hobbyists who take the time and put in the effort to achieve a truly excellent standard of modelling and painting consistently across their whole army. The Events Team will nominate a shortlist of armies, and then the winner will be determined by player vote. The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding these competitions, feel free to contact us before the event.



THE AWARDS

GRAND TOURNAMENT CHAMPION

For the player who ranks highest overall.

SECOND PLACE

For the player who ranks second overall.

THIRD PLACE

For the player who ranks third overall.

FAVOURITE PLAYER

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

BEST ARMY NOMINEE

For all those nominated for Best Army.

BEST ARMY (1ST/2ND/3RD)

As voted by you, for the most impressive looking armies from the selection of Best Army nominees.



SCHEDULE

SATURDAY

- **8.00am-9.00am**
Registration in Bugman's
- **9.00am**
Events hall and stores open
- **9.10am**
Event brief
- **9.30am-12.30pm**
Game 1
- **12.30pm-1.15pm**
Lunch
- **1.15pm-4.15pm**
Game 2
- **4.45pm-7.45pm**
Game 3
- **8.00pm**
Events hall and stores close
- **10.00pm**
Bugman's Bar closes

SUNDAY

- **10.00am**
Warhammer World opens
- **10.15am-1.15pm**
Game 4
- **1.15pm-2.00pm**
Lunch and the Best Army painting competition
- **2.00pm-5.00pm**
Game 5
- **5.45pm**
Award ceremony
- **6.00pm**
Warhammer World closes


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

