

WARHAMMER[®]

AGE OF SIGMAR

MATCHED PLAY EVENT



WARHAMMER WORLD

AGE OF SIGMAR MATCHED PLAY EVENT

These tournaments have been carefully crafted to present a format that appeals to the broadest variety of players possible. This event pack provides information to prepare for Age of Sigmar matched play events at Warhammer World. Each player will need to demonstrate astute knowledge of the game, sound tactical decisions and appropriate unit selection to win their games. In addition, our matched play events are a celebration of the hobby, so an attitude overflowing with good cheer, sincerity and positivity is essential for those of you looking to have a great time rolling dice in the battered wastelands of the mortal realms.



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1.0 EVENT ESSENTIALS

System:	Warhammer Age of Sigmar Pitched Battles
Registration:	Saturday at 9:00 AM.
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Battle Size:	2000 points
Board Size:	60" x 44"
Missions:	Pitched Battle Battleplans from the Generals Handbook 2021
No. of Games:	Five
Army Selection:	See the Battlehost restrictions on the Pitched Battle chart in the Generals Handbook 2021
Tools of War:	Attendees are expected to bring their army, dice, a tape measure, all relevant rules publications, and at least 6 physical copies of their army roster (one for the Event staff and one for each opponent). If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.

2.0 ARMY CONSTRUCTION AND PAINTING

2.1 Army Construction

You will require an army of no more than 2,000 points to play at this event. Details for choosing your army can be found in the Pitched Battles section in the General's Handbook 2021. When building your army, use all the most up to date Warhammer Age of Sigmar rules found in the Pitched Battle Publications list found in the Generals Handbook 2021. Battletome updates found in White Dwarf can also be used (for example the Son's of Behemat battalion rules).

Army lists should be presented in an easy to read format, including your Grand Strategy, all relevant weapon selections and unit upgrades that should be selected prior to a game with limited extraneous information.

2.2 Modeling and Painting

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. With this in mind, all miniatures in your collection must be Games Workshop or Forge World miniatures (excluding basing or scratchbuilt components), and be fully assembled and painted to at least a Battle Ready standard. Below are some examples of models painted to a Battle Ready standard. (More information on Battle Ready can be found at [Warhammer-Community.com](https://www.warhammer-community.com))

CLASSIC METHOD



CONTRAST METHOD



2.0 ARMY CONSTRUCTION AND PAINTING (cont.)

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

Many players “scratch build” or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit from converted models, but may incur penalties.

For any converted or scratch built models, you must seek permission from whworldevents@gwplc.com including photos of the models in question where possible, at least two weeks before the event.

If you do not obtain permission for conversions before this date, you run the risk of them being removed from play, or possibly incurring score penalties.

A Note on Basing: Many models are no longer produced on the bases they originally came with. Wherever possible, base your models according to their current boxed kit.

As with other exceptions, if you wish to have a model reviewed, please email whworldevents@gwplc.com for approval.



3.0 THE PLAYERS CODE & POLICIES

3.1 Player Conduct Policies

There is a famous adage that goes, 'It matters not if you win or lose, it's how you play the game.' We believe that Warhammer Age of Sigmar is a game best played in this spirit, and to help with this, we've put together a set of guidelines that we call the 'Player's Code.'

The cardinal rules of the Player's Code are all you really need to follow, as the principles that come below them are really just examples of the cardinal rules in practice. If you follow the Player's Code, you'll find yourself having more fun, and what's more, you'll be playing Warhammer Age of Sigmar as it's meant to be played – as an enjoyable pastime played in a spirit of friendly rivalry.

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.
- Avoid using language your opponent might find offensive.
- 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 that 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 fix the outcome of a game.

3.0 THE PLAYERS CODE & POLICIES (cont.)

Everybody Loses from Time to Time.

Finally, be ready to lose a few games of Warhammer! It seems an odd thing to say, but it is in the nature of any event that only a few players (at most!) will finish the weekend without a loss. Barring ties, half of you will lose your very first game of the weekend, in fact!

Winning with skill and grace is a rewarding and perfectly acceptable goal. Losing with skill and grace, however, is both more challenging and more laudable. These events present you the opportunity to build friendships with fellow hobbyists who share your interests - friendships you can renew and celebrate every time you travel to Warhammer World or local events. A single great friendship built out of your experiences at these will outweigh any number of individual victories across your battles this weekend. In fact, if you do your best, have a great time, and build some lasting friendships... you haven't really lost at all!

3.2 Judges

Event staff will be prominently visible in the tournament hall throughout the event and hold the final say on all game rules and tournament issues. Individual rulings, however, are never binding precedent - it's a game, not a court of law. Rulings will always be based on correct rules interpretations rather than adhering to previous precedent. When calling for assistance, please be prepared to provide any relevant rules to the particular question.

A Note on Active Judging:

At Warhammer World, judges are empowered to actively stop instances of illegal play, with or without a player's specific request for intervention. If a player has concerns at any point, they are always welcome and encouraged to call a judge. While we will not have judges at every table, and we cannot stop every instance of a minor misplay, our goal here is to make sure all the games at Warhammer World are enjoyable for everyone.

3.3 Quit Policy

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. The winning player records a major victory and maximum points for their grand strategy and battle tactics for the rounds remaining.

Of course, if you have some kind of emergency that means you can't proceed, just let the event staff know right away.

4.0 TOURNAMENT FORMAT

4.1 Scoring

At the end of each game, use the provided score sheet to record your results and provide them to the judges table. There may also be an option for reporting your results digitally on the day. The player with the most Victories will be the winner. A player will be awarded 4 points for a Major Victory, 2 points for a Minor victory and 1 point for a draw. In the case of a tie the players will be split using the following tiebreakers:

- Major Victories
- Minor Victories
- Draws
- Battle Tactics completed
- Grand Strategies completed
- Total Victory Points scored in games (these are the cumulative points gained from objectives, battle tactics and grand strategies, not kill points from units destroyed).

4.2 Event Schedule

Saturday

09:00 - 10:00	Registration in Bugman's Bar
10:00 - 10:15	Briefing
10:15 - 13:00	Round 1
13:00 - 13:45	Lunch in the canteen
13:45 - 16:30	Round 2
16:30 - 17:00	Break
17:00 - 19:45	Round 3
20:00	Gaming Hall Closes
22:00	Bugmans closes

Sunday

09:00 - 10:00	Bugman's open
10:00 - 12:45	Round 4
12:45 - 13:45	Lunch and Best Army voting
13:45 - 16:30	Round 5
17:00	Awards Presentations and home

4.3 Game Speed Milestones

Outside of tournaments, most players do not complete their games against a set clock. As a result, when a loudspeaker shouts "two hours remaining," most players don't naturally think "OK, we should almost be done with the entire first game round!" To help with this, rather than simply calling time left,

event staff will call time based upon the place in the game you should on average be at, and these will also be shown on the projectors in the gaming hall. These time calls exist to help keep the flow of play moving, and are not binding. For clarity, this provides each player with, on average, the following time breakdown for the typical game:

4.0 TOURNAMENT FORMAT (cont.)

- **Pre-Game Mission, Review army lists:**
5 Minutes (both players)
- **Deploying models:**
10 Minutes (both players)
- **Playing your First Turn:**
20 Minutes per player
- **Playing your Second Turn:**
18 Minutes per player
- **Playing your Third Turn:**
15 Minutes per player
- **Playing your Fourth Turn:**
10 Minutes per player
- **Playing your Fifth Turn:**
10 Minutes per player

Judges have access to a variety of mechanisms for speeding up or ensuring game completion should milestones be repeatedly missed. All players are expected to finish their games, and to attend with an army list they feel comfortable playing a complete game within 2 hours and thirty minutes. You must not intentionally leverage the clock to disadvantage your opponent.

A Note on Lateness: Should you arrive late to Round 1 of the event, you may lose your spot to a person on the Waitlist. Assuming your spot is still available, you will be paired with any other late arrivals (again, where relevant) with a mandate to complete your game in the original Round time. A subsequently incomplete game may result in point penalties. If you arrive late to the first round on Day 2 of the tournament, you may incur a penalty.

4.4 Event Awards

The Warhammer Age of Sigmar hobby is multi-faceted; including social, gaming, and artistic components. With that in mind we will award the following prizes:

- Best General 1st, 2nd, 3rd - these will be the players with the best record
- Favourite Army (player voted) 1st, 2nd, 3rd
- Best Painted Army (judge voted)
- Favourite Opponent

4.5 Pairings

Your opponent for your first game will be randomly determined. Subsequent rounds will be organised using a swiss system. If you ever find yourself facing off against a player you have faced previously please contact a member of the events team.

A Note on Results Reporting. Many players around the world happily participate in independently-run, often local ranking systems. Where relevant (such as the ITC), we will submit results sorted by Generalship for these standings.

5.0 TERRAIN

5.1 Table Layouts

Terrain will be set out on tables prior to Game 1. Before each game please adjust the terrain to follow the rules for objective and terrain placement. If you have any issues with terrain placement please ask one of the Event staff for assistance.

The Terrain Chart lists what Scenery Rules each piece of Terrain has. For example a Shattered Stormvault is considered to be Defensible and Garrisonable. If the terrain is based then that base is used to define if a model is Wholly On Terrain.

5.2 Faction Terrain

Every effort should be made to allow players to use their faction terrain that they have spent time to paint. If faction terrain cannot be placed then please speak to a tournament organiser who will adjust the battlefield to accommodate the piece.



5.3 List of Scenery and Associated Terrain Traits

AOS Terrain	Terrain Traits	Terrain Traits	Terrain Traits	Rules
Dominion of Sigmar: Shattered Temple	Defensible	Garrisonable		
Dominion of Sigmar: Sigmarite Dais	Defensible	Garrisonable		
Dominion of Sigmar: Hallowed Stormthrone	Defensible	Garrisonable	Large Terrain	
Awakened Wyldwood*	Wyldwood			
Thondian Strongpoint	Cover			
Baleful Realmgates	Defensible			
Ophidian Archways	Cover			
Numinous Oculums	Cover			
Ruined Temples	Defensible	Garrisonable		
Azyrite Ruins	Cover			
Azyrite Townscapes	Cover			
Dreadstone Blight	Defensible	Garrisonable		
Witchfate Tor	Defensible	Garrisonable		
Skullvane Manse	Defensible	Garrisonable		
Gloomtide Shipwrecks	Impassable			You cannot move models over this terrain feature unless the model can fly, and you cannot set up or move a model onto this terrain feature (even if it can fly).
Rocks (Small)	Impassable			You cannot move models over this terrain feature unless the model can fly, and you cannot set up or move a model onto this terrain feature (even if it can fly).
Rocks (Large)	Impassable			You cannot move models over this terrain feature unless the model can fly, and you cannot set up or move a model onto this terrain feature (even if it can fly)

*Any terrain on an old or new style wood base plays in the same way as Wyldwood for Line of Sight blocking purposes

6.0 HEALTH & SAFETY

At Games Workshop, the health and wellbeing of our staff, their families and loved ones, and the wider community in which we operate is our top priority. When you attend one of our events, you can rest assured that we will be doing everything we can to make it as safe and enjoyable a time as possible.

At a minimum, Games Workshop will always follow government guidance in every area in which we operate. Where we feel we should include additional measures to further improve the safety of our community, we will.

Whilst we can't be certain what the exact rules will be for each of our events yet, at every event, you can certainly expect to see:

- Reduced capacities to help people can keep distanced where possible
- Organization to reduce crowding and bottlenecks in any particular area
- Measures to reduce sharing of equipment
- Sanitisation stations

Specific details will be communicated with all players closer to the event.

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:

Email: whworldevents@gwplc.com

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 here: [Privacy Policy](#)