

WARHAMMER WORLD

Weekday Events

Welcome to Weekday Warhammer - a range of single day events designed to offer more opportunities to play your favourite games, participate in events and spend a day with like-minded hobbyists at Warhammer World! Compared to weekend events at Warhammer World, you'll find Weekday Warhammer may feature smaller army sizes, bespoke narrative games or mini campaigns, meaning they're a perfect opportunity to experiment with a new army or warband, try out a different style of play or even participate in your first event!

This document serves as a guide to the policies, model requirements and the painting competition that will be present at every Weekday Warhammer event. Each event will also be accompanied by a dedicated event pack, which will only cover the specific details needed for that event, such as the event schedule, army selection details and painting competition theme. Occasionally, details in the specific event pack may contradict those found in this document, in these instances, the event pack will take precedence.

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Model Requirements for Weekday Warhammer Events

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer World experience. With this in mind, all miniatures in your collection must be Citadel or Forge World miniatures (excluding basing or scratchbuilt components), and be fully assembled and painted to at least a Battle Ready standard. (Information on Battle Ready can be found at Warhammer-Community.com)

Each model you use 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 Lemman Russ Demolisher but I’m using it as a regular Lemman 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).

Many players “scratch build” or heavily convert elements of their model collection. 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 contact us for approval.

Code of Conduct

At Warhammer World events we place great emphasis on playing excellent games 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. When you arrive at your table for a game, greet your opponents, introduce yourselves, offer them a copy of your army roster and start the game promptly. We then expect players to treat each other positively and demonstrate good sportsmanship.

Judges

If you disagree on the interpretation of a rule during a game, we will have staff members on hand to help as referees. Feel free to ask one of us to help solve the problem. The first place we will look is the rulebook or relevant publications, so we recommend having a read yourself before calling us over. If players do require us to make a ruling, the referee's decision is final.

Conceding

We expect all players to see each 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 in most cases the player conceding will record zero points for that game, whilst the other player will record the maximum possible score. Note that at some events scoring in the case of a player conceding may not follow the above procedure, in which case the alternate ruling will be detailed in the relevant event pack.

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



The Worlds of Warhammer Painting Competition

At each Weekday Warhammer event, we will also hold an open entry painting competition. This competition is separate from the tournament, so has no bearing on any overall rankings. The competition is to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable. To enter you must have done the building and painting yourself, though entries don't need to be from the army you are using at the event.

This is a perfect opportunity to show off any particular models in your collection you are most proud of. It's an open entry, so each player may enter model(s) of their choice into the competition for peer judging, which takes place during the lunch break. The top three winning models will win an award for that player. Each event will have an entry theme, which will be presented in the accompanying event pack.

Players may choose to submit a model not included in their army roster, so each player may enter the competition regardless of which models they have chosen for their games. Players submitting models that aren't included in their army roster should enter them into the competition during the registration period, whilst those choosing to enter a model from their army will have an opportunity to do so at the start of the lunch break.

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.



Event Schedule, Lunch and Lateness.

The schedule for each Weekday Warhammer event will be available in the relevant event pack. Each event will include a break for lunch, however please note that food is not provided with your ticket for Weekday Warhammer events. Food can be purchased from Bugman's Bar, which is Warhammer World's dedicated bar and restaurant. It's the perfect place to seek refuge between your battles and serves a range of drinks, snacks, cakes and meals. The full menu can be found on the Warhammer World website: <https://warhammerworld.warhammer-community.com/>

A Note on Lateness: Should you arrive late to Round 1 of the event, you may lose your spot to a player 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.

Event Scoring and Awards

Full details of the scoring and ranking system for each event will be provided in the accompanying event pack. Events may use physical or digital scorecards, or a mix of both. Physical scorecards will be handed out at the event, whilst details of digital scoring will be emailed to ticket holders a week ahead of the relevant event. Regardless of the scoring method, we ask that all players submit each round's results as promptly as possible once a game has reached its conclusion, as this ensures pairings for the next round or the final results can be organised efficiently.

Favourite Game Votes

After your final game, you'll be asked to vote for the player(s) you enjoyed playing against the most. Maybe they displayed an excellent sporting attitude, perhaps they were positive and friendly, or it was generally a fun and engaging game. The player who receives the most votes will win the Most Sporting Player award. At some events, favourite game votes may also award points towards your tournament score - if so, this will be clarified in the event scoring section of the event pack.

Awards

At the end of each Weekday Warhammer event we will conduct an awards presentation to celebrate players achievements! The majority of Weekday Warhammer events will award the following, though some events may offer alternative or additional awards - these will be detailed in the event pack if relevant.

- 1st, 2nd, 3rd - For the players who rank highest overall.
- Worlds of Warhammer painting 1st, 2nd 3rd - As voted by you, for the most impressive looking models.
- Most Sporting Player - For the player with the most Favourite Game votes, with highest overall ranking as the tiebreaker.

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 via email at: 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](#)

