



MATCHED PLAY

WARHAMMER WORLD

# WARHAMMER 40,000

## MATCHED PLAY EVENT



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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 Warhammer 40,000 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 grim darkness of the 41st Millenium.

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## 1.0 EVENT ESSENTIALS

<b>System:</b>	Warhammer 40,000 Matched Play
<b>Registration:</b>	Saturday at 9:00 AM.
<b>Location:</b>	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
<b>Battle Size:</b>	Strike Force
<b>Board Size:</b>	60" x 44"
<b>Missions:</b>	These will be from the latest Chapter Approved: Grand Tournament Mission Pack
<b>No. of Games:</b>	Five
<b>Army Selection:</b>	Follow Muster Armies from the Warhammer 40,000 Core Book.
<b>Tools of War:</b>	Attendees are expected to bring their army, dice, a tape measure, all relevant rules publications, and at least 2 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.
<b>Other Activities:</b>	Lunch is included Painting competitions and free entry to the Warhammer World exhibition.



## 2.0 ARMY CONSTRUCTION AND PAINTING

### 2.1 Army Construction

All armies in these tournaments must be Battle-forged according to the Warhammer 40,000 Core Book and the Strike Force guidelines. When building your army, use all the most up to date Warhammer 40,000 rules

found in the following Games Workshop and Forge World publications with the cut off date being one week before the event:

- Codexes
- Warhammer 40,000: The App
- Campaign Books
- The latest Chapter Approved: Grand Tournament Mission Pack
- White Dwarf
- FAQs, errata, and beta rules found [here](#)

Army lists should be presented in an easy to read format (such as army lists exported from BattleForge in Warhammer 40,000: The App), including all relevant wargear and unit upgrades.

### 2.2 Best Coast Pairings

Best Coast Pairings will be used for running the event. We recommend downloading the app as it will speed up registration for you on the day and allow you to upload your army lists (these will not be visible until Saturday morning). Online Registration will open up on the Wednesday before the event and we will email you out all the details. Please note it is not a requirement for you to sign up for the app. If you do not wish to do this we can register you in person on the day of the event still.



## 2.0 ARMY CONSTRUCTION AND PAINTING (cont.)

### 2.3 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 scratch-built 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](http://Warhammer-Community.com))

#### CONTRAST METHOD



#### CLASSIC METHOD



Each model must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG). For example, if your army includes a Space Marine equipped with a Meltagun, the model must be equipped with a Meltagun. Equipment such as Frag Grenades that are included on every model within a unit, but not included on every model of that type, need not be modeled.

## 2.0 ARMY CONSTRUCTION AND PAINTING (cont.)

### 2.4 Converted Models/Units

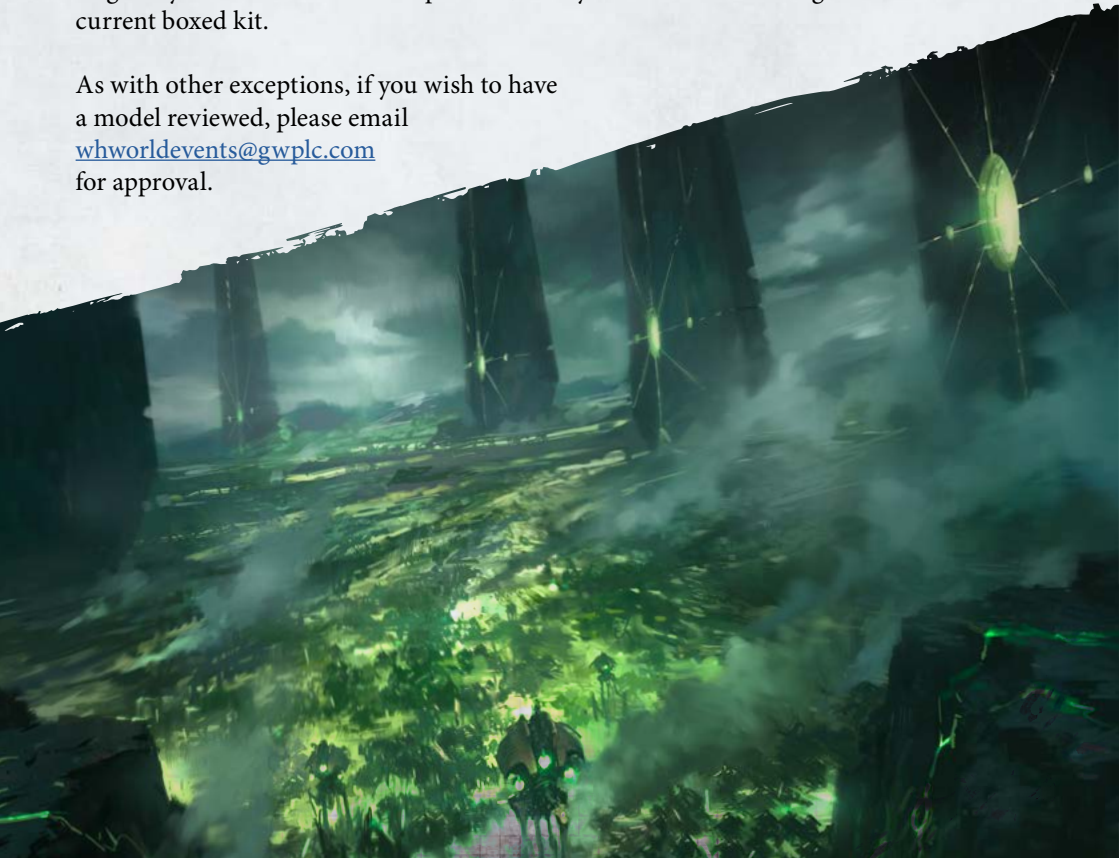
Many players “scratch build” or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit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

For any converted or scratch built models, you must seek permission from [whworlddevents@gwplc.com](mailto:whworlddevents@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 [whworlddevents@gwplc.com](mailto:whworlddevents@gwplc.com) for approval.



## 3.0 TOURNAMENT FORMAT

### 3.1 Scoring

At the end of each game, use the provided score sheet to record your results and provide them to the judges table. There will also be an option for reporting your results digitally on the day.

The overall winner will be determined by the number of victories achieved at the event. Players will then be split by the total amount of Victory Points achieved during the event and then their Strength of Schedule.

### 3.2 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 - 14:00** - Lunch in the canteen
- 14:00 - 16:45** - Round 2
- 16:45 - 17:00** - Break
- 17:00 - 19:45** - Round 3
- 20:00** - Gaming Hall and Bugman's closes

#### Sunday

- 9:00 - 10:00** - Bugman's open
- 10:15 - 13:00** - Round 4
- 13:00 - 14:00** - Lunch and Best Army voting
- 14:00 - 16:45** - Round 5
- 17:00** - Awards Presentations

### 3.3 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:

- **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

### 3.0 TOURNAMENT FORMAT (cont.)

The milestones for a round breakdown as:

- **165 mins remaining:**  
Start round (Formally)
- **160 minutes remaining:**  
Complete pre-game discussions and decisions, including Secondary Objectives
- **150 minutes remaining:**  
Deployment Complete, Begin Round 1
- **110 minutes remaining:**  
First Battle Round Complete, Begin Round 2
- **74 minutes remaining:**  
Second Battle Round Complete, Begin Round 3
- **44 minutes remaining:**  
Third Battle Round Complete, Begin Round 4
- **24 minutes remaining:**  
Fourth Battle Round Complete, Begin Round 5
- **4 minutes remaining:**  
Do not begin a new Battle Round without Judge Permission

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 forty five minutes. You must not intentionally leverage the clock to disadvantage your opponent.

### 3.4 Event Awards

The Warhammer 40,000 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 over the weekend (see 4.1)
- Favourite Army (player voted) 1st, 2nd, 3rd
- Best Painted Army (judge voted)
- Favourite Opponent
- Best in Bracket (for the highest placed player with 4 wins, 3 wins, 2 wins, and 1 win)

### 3.5 Pairings

Your opponent for your first game will be randomly determined. Subsequent rounds will pair players randomly with other players on similar records. For example, after round 1 if there are 20 winners you could be paired against any of them. It will not be 1v2, 3v4 etc.

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.



## 4.0 TERRAIN

### 4.1 Table Layouts

While each table may have a different aesthetic or theme, every table will use the same layout in any given round of the event. Additionally, this standard layout will change depending on the day of the event. The layout chosen for a given round will be determined based upon the Deployment Zone for a given mission from the latest Warhammer 40,000: Grand Tournament mission pack.

These layouts change during the tournament for two primary reasons:

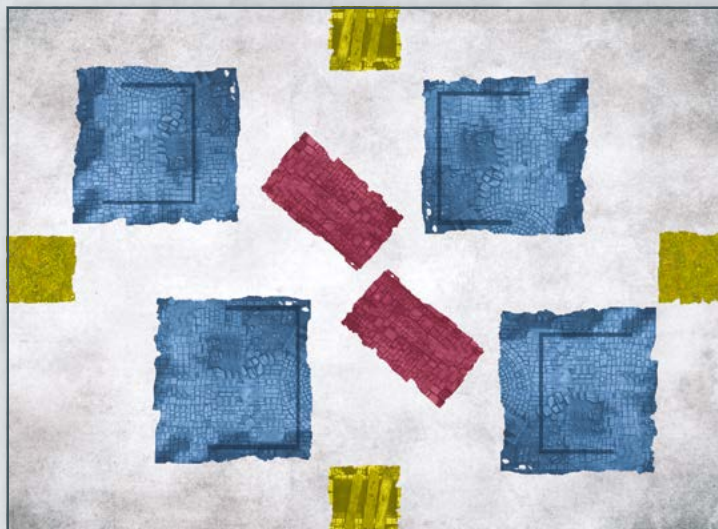
- 1) provide players with a varied experience throughout the event, as opposed to 5 rounds spent playing on exactly the same terrain format
- 2) ensure the placement, orientation, and function of each terrain piece is balanced for a wide variety of army types during each particular mission.

If, upon reaching your table, the layout does not closely match one of these two maps, please adjust the terrain until it matches. If you or your opponent are uncertain whether the layout is precisely correct, please call a judge for assistance as needed.



## 4.0 TERRAIN

### 4.1 Table Layouts

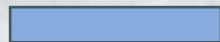


Layout 2



Layout 3

### TERRAIN TRAITS



**Terrain Piece 1:** These large Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.



**Terrain Piece 2:** These midsize Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.



**Terrain Piece 3:** These small terrain pieces also fall into the Area Terrain category and have the Scalable, Dense Cover, Breachable, Defensible, and Difficult Ground traits.



**Terrain Piece 4:** These midsize Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, and Defensible traits.

## 5.0 POLICIES

### 5.1 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.

On a rare occasion, players may intentionally or unintentionally commit rules or sportsmanship fouls in the course of a heated or challenging battle. Behavior such as bullying, rules abuse, moving models illegally, picking up dice before your opponent has the chance to see the results, lying to judges or opponents, or any other form of unethical or inappropriate conduct can result in substantial in-game penalties, automatic loss assessment, permanent removal of parts of your army for the duration of the event, or removal from the event itself.

### *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!

### 5.2 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. 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.

## 6.0 HEALTH AND 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.

Any 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](mailto: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 here: [Privacy Policy](#)

