



MATCHED PLAY

WARHAMMER WORLD

TM

WARHAMMER

40,000

LEGION RECRUITS

A BATTLE HONOURS EVENT



WARHAMMER 40,000 LEGION RECRUITS

A BATTLE HONOURS EVENT

This event has been carefully crafted to present a format that appeals to younger gamers who are looking to attend their first Warhammer 40,000 tournament. Will you fight to defend the Emperor of Mankind, or be its downfall? Muster your army and prepare to test your tactics, implement your strategies and meet your ultimate fate on war-torn battlefields of the 41st Millenium.

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1.0 EVENT ESSENTIALS

System:	Warhammer 40,000 Matched Play
Registration:	Saturday 27th May at 9:00 AM.
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Battle Size:	750 points
Board Size:	30x 44
Missions:	Incisive Attack, Outriders, and Encircle from the Eternal War Mission Pack found in the Warhammer 40,000 Core Book.
No. of Games:	Free



1.0 EVENT ESSENTIALS [cont.]

1.1 Tools of War and Battle Honours

If this is your first event there are a number of things you need to make sure you have to attend. We call these your Tools of War. An excellent way to prepare for this event is to take part in the Battle Honours programme. You can pick up a Battle Honours booklet at your local games Workshop store which will take you through all aspects of the Warhammer hobby and guide you through the steps required to prepare for the event. If you enter this event and complete all the tasks in the Battle Honours booklet you will earn enough stamps to claim your free figure case which you can pick up from your local Games Workshop store at the end of the event.

Attendees are expected to bring the following equipment:

WHAT YOU WILL NEED	PTS	<input checked="" type="checkbox"/>
Warhammer 40,00 Rule Book Contains the rules for playing the game, creating your army and the scenarios for the event.	1pt	
Dice, tape measue and a pen Dice and a tape measure are essential to play the game. Don't forget your pen or you can't fill in your results!	1pt	
4 objective markers These can be officially produced Warhammer tokens or custom-made tokens mounted ona citadel base.	1pt	
Completed Warhammer 40,000 championship roster The roster can be found at the end of this pack. You must use the provided roster and it must be fully completed before arrival.	1pt	
Battle ready army Is a model is Battle Ready, it means it's ready to play a game with. Battle Ready mosels have their main areas coloured and a simple finish on their bases. A Battle Ready model should have no bare plastic showing.	2pts	

More information about the Battle Honours programme can be found at the end of this rules pack.

2.0 CONSTRUCTING YOUR ARMY

Follow the instructions for building your army found in the Warhammer 40,000 Core Book.

The following restrictions apply:

- ☒ You Must build a Combat Patrol force of no more than 750 points
- ☒ You can only include a single Detachment
- ☒ No model or unit can be more than 50% of your army cost.
- ☒ You may select up to three army specific stratagems (those from your Codex for example) to use in your games. These should be recorded on your roster. You may use these alongside the stratagems found in the Core Book
- ☒ You must select 3 secondary objectives (either from your codex or from the Eternal War Mission Pack) and these must be written on your army list. Each game you must select one secondary objective from your list or use the Mission Secondary Objective.

IMPORTANT RULES FOR GAMERS

This event is aimed for younger gamers who are taking their first steps into organised play. To ensure that the games are fun and easy to access for as many players as possible we have decided to limit some of the complexity within the game. When playing your games we expect you to have a good understanding of the Core Rules for Warhammer 40,000. You should be confident moving your models, measuring accurately and understand your armies datasheets and abilities. When selecting your army and during the games, you can use the Detachment Abilities for your Army alongside the rules on your Datasheets. This means that any other Battle Forged Rules, Army Rules, and Matched Play Rules cannot be used.

When building your army, use all the most up to date Warhammer 40,000 publications including all FAQs, Erratas, Balance Date Sheets and Beta rules

Army lists should be presented on the Warhammer 40,000 Recruits Roster found at the end of this player pack.

3.0 TOURNAMENT FORMAT

3.1 Modelling and Painting

For this event all your models must be 100% Games Workshop models and they must be 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 [What is Battle Ready?](#)

CONTRAST METHOD



CLASSIC METHOD



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

For any converted 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.

3.0 TOURNAMENT FORMAT (cont.)

3.2 Gaming Scores

This is a fun but competitive event. Half your score comes from your games and half your score comes from how you behave when playing your opponent and the effort you put into painting your army. These points are then added to your Tools of War total.

At the end of each game, you and your opponent will need to record your results on your event scorecard, and then hand in your results to the event staff at the same time. Each game lasts 90 minutes.

To determine the winner of each game, use the victory conditions as laid out in the mission. Once you know the result please record it on your event card:

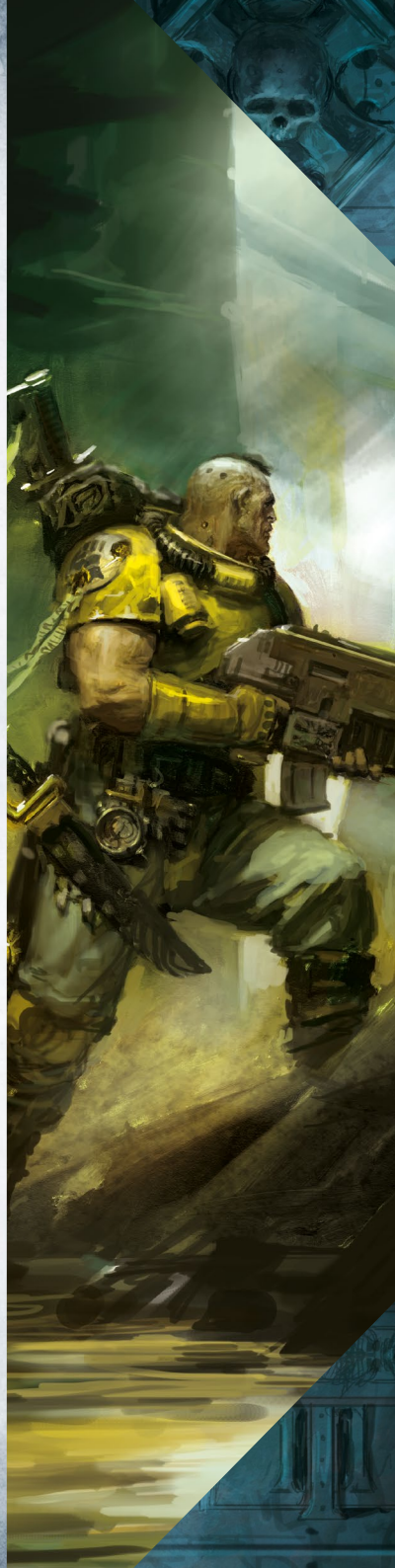
- ☒ Victory - 4 points
- ☒ Draw - 2 points
- ☒ Loss - 0 points

3.3 Favourite Game And Favourite Army Scores

Favourite game and Favourite army scores are calculated by voting in the following two categories when you hand in your final results at the end of the event. You get one vote in each category, and you must vote only for the players and armies you played against. This is also a secret ballot, so don't let anyone see who you've voted for. Each vote you receive counts as 2 points towards your tournament score – this means you can receive a maximum of 12 points for Favourite Game and Favourite Army votes!

Favourite Game – Vote for the player you enjoyed playing against the most. Maybe they were really nice and helpful, perhaps they were positive and friendly, or was it just a really fun and exciting game.

Favourite Army – Vote for the army you played against that you liked the look of the most. Excellent painting standards, a fantastic character model, spectacular conversions or overall theme may make up your mind.



3.0 TOURNAMENT FORMAT [cont.]

3.4 Legion Recruits Tournament Score Example

William has won two games and lost one game earning a tournament score so far of 8. He then receives two Favourite Game votes (worth 4 points) and one Favourite Army vote (worth 2 points), which are added to the 8 points he scored from his games for a total tournament score of 14. These are added to the 6 points he got for bringing his Tools of War making his overall score 20.

3.5 Tiebreakers

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

- ☒ Gaming Score
- ☒ Favourite Game votes
- ☒ Favourite Army votes
- ☒ Points scored from Secondary Objectives

3.6 Event Schedule

SATURDAY

09:00 - 10:00	Bugman's Opens for Registration
10:00 - 10.15	Gaming Hall opens
10:15 - 10.30	Briefing
10.30 - 12.00	Game 1
12.00 - 13.00	Lunch
13.00 - 14.30	Game 2
14.30 - 15.15	Break and Favourite Army voting
15.15 - 16.45	Game 3
17.15	Awards



4.0 EVENT AWARDS

4.1 Gaming Awards

You can win the following Gaming awards at the event:

- ☒ Best Overall - for the player that ranks highest overall.
- ☒ Second Place - for the player that ranks second.
- ☒ Third Place - for the player that ranks third.
- ☒ Most Sporting Player - for the player with the most Favourite Game votes, with the highest overall ranking as the tiebreaker.

4.2 Painting Awards

During the event we will hold a number of painting competitions. These are separate awards and do not count to your event score.

- ☒ Favourite Army Winner - for the player whose army was chosen by the players as their Favourite Army.
- ☒ Best in Show Army Nominee Certificate - for each player who was nominated for the Best Army.
- ☒ Best in Show Army (1st, 2nd and 3rd)*
- ☒ Guardian of Legend - for the parent or Guardian who received the most Legend votes.
- ☒ My First Model - for the parent or Guardian who received the most My First Model votes.

*if you win a Best in Show award you will not be able to win the Favourite Army award

4.3 Favourite Army

During the event, the event staff will nominate their favourite armies for the Best Army award. They will be chosen based on painting, conversions, theme and/or cohesion.

To be nominated you must have built and painted the models in your army yourself.

Between Games 2 and 3 everyone will have a chance to vote for the army they like the best.

4.4 Best in Show

All our events staff are experienced and knowledgeable painters, and they will be selecting the three armies they think are the best based on technical skill. These will be awarded the Best in Show Awards.

4.5 Guardian of Legend

One for the parents and guardians! To enter you need to have built and painted the model yourself and it must have a base size of 50mm or less (or 75x42mm or less for an oval base). Entry is open to anyone attending the event, and the winner is determined by player vote.

4.6 My First Model

During the event there will be space set up in the gaming hall for any parent or guardian who has never painted a model before to have a go! If you take part in this you may enter your creation into the My First Model competition. The winner will be determined by votes from the parents and guardians at the event.

5.0 THE PLAYERS CODE & POLICIES

5.1 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 40,000 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 40,000 as it's meant to be played – as an enjoyable pastime played in a spirit of friendly rivalry.

CORE 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.



5.0 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. By playing your games to both try to win and ensure that both you and your opponent have an exciting game will ensure that no matter the result you will both leave the table as winners. This event presents you the opportunity to build friendships with fellow hobbyists who share your interests and a single great friendship built out of your experiences will outweigh any number of individual victories across your battles today. 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 Judges

Event staff will be prominently visible in the tournament hall throughout the event. Feel free to approach them and ask if you are having trouble with a rule, or if you and your opponent cannot reach an agreement to a rule. Judges hold the final say on all game rules and tournament issues and players must abide by their decision.

A Note on Active Judging.

At Warhammer World our judges are here to help you, and so they are allowed to correct you if they see something being played incorrectly. Our goal here is to make sure all the games at Warhammer World are enjoyable for everyone and to help you expand your Warhammer 40,000 knowledge.



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 following us on Facebook at Games Workshop: Warhammer World

For more information on our event privacy note please follow the link provided here: [Privacy Policy](#)

7.0 WARHAMMER 40,000 LEGION ROSTER

NAME	FACTION	WARLORD
DETACHMENT TYPE	COMMAND POINTS	TOTAL POINTS

UNIT			
Unit Type	Battlefield Role	Number of Models	Pts per model
Wargear			Pts per Wargear
Total Unit Points:			

UNIT			
Unit Type	Battlefield Role	Number of Models	Pts per model
Wargear			Pts per Wargear
Total Unit Points:			

UNIT			
Unit Type	Battlefield Role	Number of Models	Pts per model
Wargear			Pts per Wargear
Total Unit Points:			

UNIT			
Unit Type	Battlefield Role	Number of Models	Pts per model
Wargear			Pts per Wargear
Total Unit Points:			

UNIT			
Unit Type	Battlefield Role	Number of Models	Pts per model
Wargear			Pts per Wargear
Total Unit Points:			

UNIT			
Unit Type	Battlefield Role	Number of Models	Pts per model
Wargear			Pts per Wargear
Total Unit Points:			

STRATAGEMS CHOSEN (MAX 5)
1
2
3
4
5

SECONDARY OBJECTIVES CHOSEN (MAX 3)
1
2
3

Round:	Table Number:	Mission:
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ATTACKER		
Name:		
Battle Round	Victory Points Scored	
	Primary Objective	Secondary Objective:
1		
2		
3		
4		
5		
Objective Totals	/45	/15
Victory Point Totals		/60

DEFENDER		
Name:		
Battle Round	Victory Points Scored	
	Primary Objective	Secondary Objective:
1		
2		
3		
4		
5		
Objective Totals	/45	/15
Victory Point Totals		/60

RESULT (Circle as required)	Attacker Wins	Defender Wins	Draw
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BATTLE HONOURS

BEGIN YOUR WARHAMMER JOURNEY

Do you want to add to your army AND earn rewards for doing the hobby you love? You might enjoy the Battle Honours Programme.

The Battle Honours booklet is designed to kickstart your journey into the worlds of Warhammer. With the help of your local Warhammer Store, you will set goals and complete fun activities whilst learning about Warhammer 40,000 and Warhammer Age of Sigmar.

Aimed at complete beginners looking to start their first-ever armies, Battle Honours provides a guided tour of the five keys to Warhammer: Collect, Build, Paint, Play and Read. Complete each section and earn exclusive goodies along the way!



Each of the keys to the hobby is featured in a dedicated section with 10 activities, for a total of 50. To complete Battle Honours, you must choose 30 from across the Collect, Build, Paint, Play, and Read sections. You can tailor your journey to your own interests and focus on the sections you enjoy the most. For each activity completed, store staff will give you a stamp to mark your accomplishment.



Activities for Battle Honours can be completed anywhere. Got a spare second whilst studying, or looking to spend a quiet evening hobbying? Tackle your activities from the comfort of your own home. Simply bring in your work to your nearest Warhammer store, and staff will stamp your booklet for you.

EARN REWARDS

Once you hit your goal of 30 activities, you will receive a certificate celebrating your hard work, and a figure case to keep your collection in. You can keep doing more activities and collecting stamps after completing 30 to earn more rewards and have more fun. The rewards are only available to Battle Honours participants, so make sure to spread the word!



Complete ten Collect activities to receive a game card folder.



Complete ten Build activities to receive a bits box to store your spare parts for later use.



Complete ten Play activities to receive a pair of themed dice.



Complete ten Read activities to receive a bookmark to keep track of your progress.



Complete ten Paint activities to receive a brush wallet.



Once you've done 30 you will receive a certificate and a figure case.

VISIT YOUR NEAREST WARHAMMER STORE

If you're an existing hobbyist, bring your friends down to the store and get them hobbying for the first time. If you're a new starter, you can take on the Battle Honours challenge solo, or alongside friends or family. Every single Warhammer store worldwide is participating, so there's no better time to get started.

You can also access the Battle Honours website for hobby advice and more information about the worlds of Warhammer:

BATTLEHONOURS.WARHAMMER.COM