

WARHAMMER

40,000

CASUAL TOURNAMENT



FEST
2023



Our tournaments have been carefully crafted to present a casual, laid back format. The purpose of these events is to have some fun rolling dice with like minded folks. In these events, we will incentivize good sporting behaviours while also celebrating all aspects of the hobby!

This event pack provides information to prepare for the Warhammer 40,000 Casual Tournaments at Warhammer Fest. So strap in: let's walk through the rules so you can get yourself best prepared!

Jump to:

[Event Essentials](#)

[Army Construction and Painting](#)

[Tournament Format](#)

[Terrain](#)

[Players' Code & Conduct](#)

[Awards](#)

[Disqualification](#)

[Photography & Filming](#)

[Data Protection & Privacy](#)

[Disclaimer](#)

1.0 EVENT ESSENTIALS

System:	Warhammer 40,000 Matched Play
Battle Size:	1000 points
Board Size:	30" x 44"
Missions:	Determined using Mission Pack: Tempest of War
Number of Games:	3
Army Selection:	Follow Muster Armies steps in Mission Pack: Tempest of War
Tools of War:	Attendees should bring their army, dice, a tape measure, one Mission Pack: Tempest of War, all relevant rules publications and army lists (see section 2.1)
Tournament Location:	Warhammer Fest, Manchester Central Convention Complex, Petersfield, M2 3GX
Tournament Dates:	Sun 30th April, Mon 1st May (separate events)

KEY TIMES

Registration

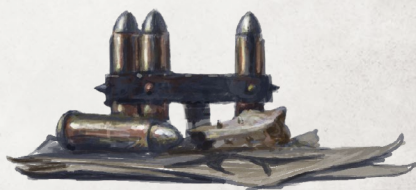
Fri 17:00 - 22:00

Sat 10:00 - 17:00

Sun / Mon 08:00 - 09:00

Live Play

Sun / Mon 09:00 - 19:45



2.0 ARMY CONSTRUCTION AND PAINTING

2.1 Army Construction

You will require an army of no more than 1000 points to play at this event. Details for choosing your army can be found in the Muster Armies section of the Arks of Omen Grand Tournament Mission Pack.

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 prior to a publication date of 14th April.

- Warhammer 40,000 Core Book
- Imperial Armour Compendium
- Codexes
- White Dwarf
- FAQs/Erratas
- Balance Data Slates
- Warhammer 40,000 Matched Play Supplements



Army lists should be presented in an easy to read format , including all relevant weapon selections and unit upgrades with limited extraneous information. Lists can be presented as either:

Physical printed copy - please bring at least 3 x copies

Digital copy - players will be emailed a Best Coast Pairings (BCP)* link in advance of the tournament. Once registered on BCP, please upload a digital copy of your list.

*Best Coast Pairings is an app that is widely used for tournament pairings and rankings. You are free to download and use the app at this event, however it is not required. Judges will be able to tell you your pairings and enter your score.



2.0 TOURNAMENT FORMAT AND POLICIES (cont.)

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 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 [HERE](#).

CONTRAST METHOD



CLASSIC METHOD



Each model 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 your army includes a Chaos Space Marine armed with a Bolter, the model must be equipped with a Bolter.

2.0 TOURNAMENT FORMAT AND POLICIES (cont.)

2.3 Converted and Forge World 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 tournaments@gwplc.com including photos of the models in question where possible, by 14th April at the latest. 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.

Please note that any Forge World models must be the actual models and not conversions to look like Forge World models.

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 tournaments@gwplc.com for approval.



3.0 TOURNAMENT FORMAT

3.1 Win-Path Pairings

Your opponent for your first game will be randomly determined. Subsequent rounds will use “Win-Path” to pair opponents in each round. This pits players both against someone with the same record and who won and lost their games in the same rounds. For example, a player who lost Round 1 and won Rounds 2 will play an opponent who did the same.

This is done both to ensure players with a similar strength of schedule pair off and to ensure an increasing level of skill parity and sportsmanship with each subsequent round, as they face people who have had an increasingly similar play and outcome experience across the event.

[War]Hammering Home the Point: This format has been carefully designed to permit every player an opportunity to gain the most fun from their experience. The format isn't all about the top winners, nor does it discard their achievements. No matter how you enjoy Warhammer 40,000, you'll find your path to glory and fun at Warhammer Fest.

3.2 Schedule

Both the Sunday and Monday Casual tournaments will follow the same schedule, which is listed below:

Registration	08:00 - 09:00
Pre-Event Brief and Pairings	09:00 - 09:15
Round 1	09:30 - 12:00
Lunch	12:00 - 13:00
Round 2	13:00 - 15:30
Break	15:30 - 16:00
Round 3	16:00 - 18:30
Army Showcase and Paint Judging	18:30 - 19:30
Awards	19:30 - 19:45



3.0 TOURNAMENT FORMAT (cont.)

3.3 Game Speed Milestones and Time

Outside of tournaments, many players do not complete their games against a set clock. As a result, when a loudspeaker shouts “two hours remaining,” most players do not naturally think “We should almost be done with the entire first Battle Round!” To help with this, rather than simply calling time left, we call time based upon the game milestone players should have (on average) arrived at. These time calls exist to help keep the flow of play moving, and are not binding. These milestones break down as:

2:30	Start round (Formally)
2:20	Complete pre-game sequence
2:00	Deployment Complete, Begin Round 1
1:30	First Battle Round Complete, Begin Round 2
1:00	Second Battle Round Complete, Begin Round 3
0:40	Third Battle Round Complete, Begin Round 4
0:20	Fourth Battle Round Complete, Begin Round 5
0:10	Do not begin a new Battle Round without Judge Permission

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
- Deploying your actual models: 10 Minutes
- Playing your First Turn: 15 Minutes
- Playing your Second Turn: 15 Minutes
- Playing your Third Turn: 10 Minutes
- Playing your Fourth Turn: 10 Minutes
- Playing your Fifth Turn: 10 Minutes

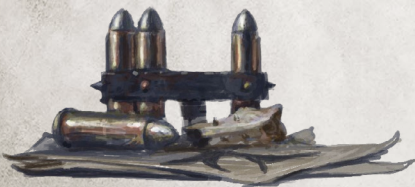
Judges have access to a variety of mechanisms for speeding up or ensuring game completion should milestones be repeatedly missed.

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.

3.4 Scoring

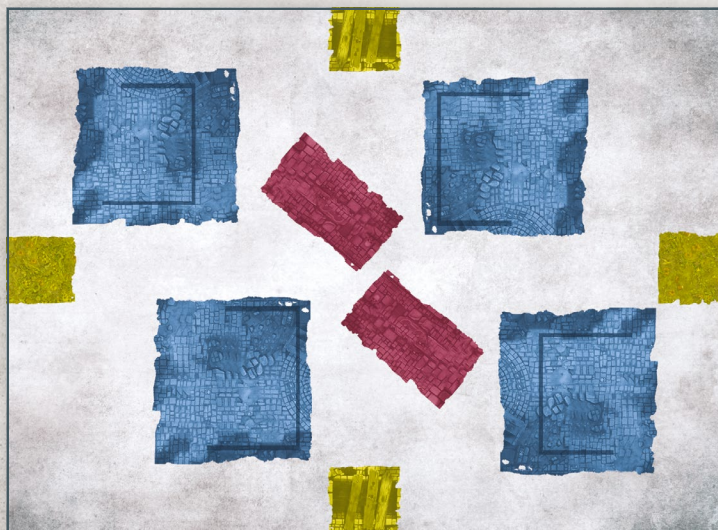
At the end of each game, use the provided score sheet to record your results and provide them to the judges table. There will also be an option for reporting your results digitally on the day.

Many players enjoy tracking their progress at Warhammer tournaments across multiple events. To this end, scores and final results will be reported to independent rankings organisations, such as ITC, where appropriate. Once you submit your scores, they cannot be changed. If you and your opponent discover a scoring error after submission, the default stance of Judges is there will be no change.



4.0 TERRAIN

4.1 Table Layouts



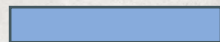
Layout 2



Layout 3

Terrain will be set out on tables by the Events Team prior to Game 1. Please do not adjust terrain. If you feel that terrain should be moved, please call a Judge and they will be happy to help!

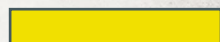
TERRAIN TRAITS



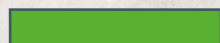
Terrain Piece 1: These large Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.



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 PLAYERS' CODE & CONDUCT

5.1 Player Conduct Policies

The battles set in the grim darkness of Warhammer 40,000 are fast, furious, and sometimes unforgiving, but they present an incredible opportunity for fun and friendship! The excitement of doing battle on the tabletop combined with our community of passionate players help make every game of Warhammer memorable. With that in mind, our events team is always on the lookout for examples of how players make the games better for their opponents and others around them. Special collectible awards and recognition may be given at random for displays of superior sportsmanship.

Everybody Loses from Time to Time

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 a Warhammer Event 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 Time Keeping

Players are expected to arrive in good time and allow enough time to register themselves in the tournament, attend briefings, and be ready to start each round on time.

5.3 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. Rulings may be changed at the judge's discretion with new information presented, and 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.

5.4 Rules Interactions and Interpretations

Warhammer 40,000 has a complex and nuanced rules set. As such, players sometimes find rules interactions that are unclear or develop an interpretation of the rule that is not in line with the original intent of the rule. If you believe that you have found an interaction like this and are unsure of how it will be ruled; please contact us at warhammerevents@gwplc.com. We will happily answer any questions about rulings at events. Additionally, we recommend that you contact 40kfaq@gwplc.com to highlight these issues.



5.0 PLAYERS' CODE & CONDUCT

A Note on Active Judging

At Warhammer Events, 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 played are enjoyable for everyone.

5.5 Quit Policy

The battlefields of Warhammer 40,000 can be brutal at times and the whims of the dice can be unforgiving for both the units in your army and the generals controlling them. There will be times when the battle simply does not go your way due to these and other factors. It is always a true display of sportsmanship and guts to see a battle through even when it is not going your way and sometimes that display of tenacity can help shift the whim of the dice gods in your favour!

We hope that players will be able to see every game through to a natural conclusion. If a player wishes to concede a game before it has reached its natural conclusion, a Judge must be called to help calculate the final score.

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 EVENT AWARDS

6.1 Best Overall

The Warhammer 40,000 hobby is multi-faceted; including social, gaming, and artistic components. With that in mind, the overall winner is determined by equal parts paint (methodology described below in section 6.2) and competitive score from all three games of the event. Both scores are normalised, then added together. The highest score wins Best Overall.

Additionally, we will award Second and Third Place prizes based on the same methodology listed above.

6.2 Best Painted

Best Painted will also be awarded. Paint score is determined in two phases. First, two judges will visit every table during the first day of play. Each player will receive an initial paint score of 30 (Battle Ready), 50 (an excellent looking tabletop army), or 70 (a Showcase army or work of art).

After this initial pass, the head paint judge will determine the mark for any army upon whose initial score the first two judges disagreed.

Once initial scores have been tallied, each player that scored a confirmed 70 will then be invited to The Showcase. The Showcase takes place between 18:30-19:30 after round Three and entails a second round of judging from all three judges. They conduct an in-depth, exacting review of each Showcase army and give it a score of -5 to +5 each. The three scores are then tallied together and added to the base 70, giving the player a paint score between 55-85. These marks are awarded against the combined considerations of technical skill, visual impact, artistic decision, and consistency across the army.

A visually arresting display may help to improve your score at the judges' discretion, but the inclusion of a display does not automatically garner points. However, particularly stunning displays may be eligible for independent awards.

6.3 Most Sporting Award

Perhaps the most important award one can earn and certainly the most noble to strive for is the Most Sporting Award. The recipient will be the player that displays the most sporting behaviour throughout the event. Judges will be on the lookout for exemplary displays of sporting behaviour!

Players may be disqualified or removed from the event for consistently poor sportsmanship.



7.0 DISQUALIFICATION

Games Workshop does not tolerate any form of physical or verbal violence or harassment, both at the event or online. Players who demonstrate aggressive or demeaning behaviour to staff or other attendees, who repeatedly break the rules or who repeatedly fail to follow Games Workshop's instructions at the event, may be disqualified and removed from the event without refund. Games Workshop reserves the right to remove players from the event at our discretion.

8.0 PHOTOGRAPHY AND FILMING

Photography and filming may take place throughout the weekend by Games Workshop staff, press and partners. If you do not wish to be photographed or filmed, please notify staff at the tournament registration desk and we will issue you with a sticker to indicate to our media teams not to include you in any footage at the event. Any photos or video footage taken may be used by Games Workshop and their partners for promotional purposes. No financial compensation will be given for use of the photos or footage.

9.0 DATA PROTECTION AND PRIVACY

9.1 Data Protection

All data submitted as part of tournament registration is protected, in accordance with the Data Protection Act 2018. This includes, but is not limited to, your name, address, email address, phone number and which tournament(s) you have taken part in. This data may not be shared with third parties without your permission.

9.2 Winner's Details

By entering the tournament, you agree that in the case of winning a prize, your name may be shared publicly by Games Workshop and their partners.

9.3 Data Retrieval

At any time, you may request your personal data by emailing privacy@gwplc.com

DISCLAIMER

Games Workshop PLC reserves the right to make changes to the event rules or schedule, for any reason, at any time, without prior notice.