



MATCHED PLAY

WARHAMMER WORLD

# WARHAMMER 40,000

## GRAND TOURNAMENT



# WARHAMMER 40,000 GRAND TOURNAMENT

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 Millennium.

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## 1.0 EVENT ESSENTIALS

**System:** Warhammer 40,000 Matched Play

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**Registration:** Saturday at 9:00 AM.

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**Location:** Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS

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**Battle Size:** Strike Force (not exceeding 2000 points)

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**Board Size:** 60x 44

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**Missions:** These will be from the latest Chapter Approved: Leviathan Mission Deck

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**No. of Games:** Five

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**Tools of War:** 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.

**Other Activities:** 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 Strike Force sized (not exceed 2000 points) and follow the guidelines set out on pages 55 and 56 of the Core Rules.

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

- ☒ Codexes/Index Cards
- ☒ Warhammer 40,000: The App
- ☒ Campaign Books
- ☒ Chapter Approved Mission Deck
- ☒ 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. Painting your miniatures, taking them from bare plastic to fully realised warriors, is also one of the most satisfying parts of the Warhammer hobby.

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 a Battle Ready standard. Battle Ready models have their main areas coloured and a simple finish on their bases. Check out our Battle Ready tutorials for inspiration or [head to your local Warhammer store](#) where the friendly staff can help you find the paints you need and answer your questions. Below are some examples of models painted to a Battle Ready standard.



## 2.0 ARMY CONSTRUCTION AND PAINTING (cont.)

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.

### 2.4 Converted Models/Units

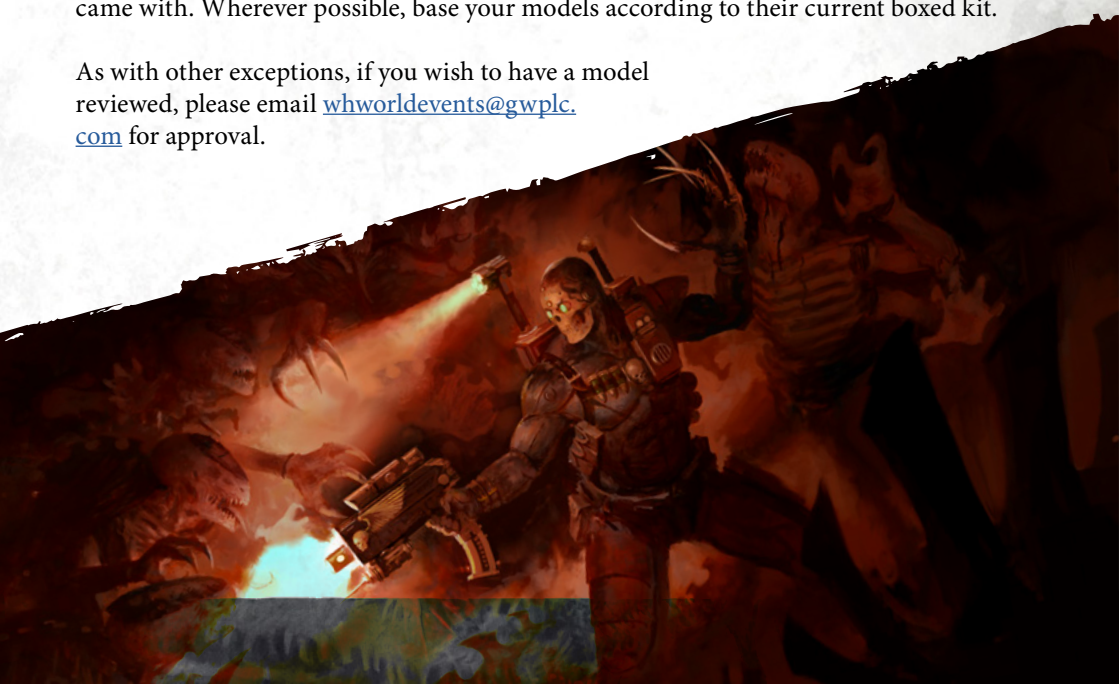
Many players “scratch build” or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit 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 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 - 17:15	Break
17:15 - 20:00	Round 3
20:00	Gaming Hall and Bugman's Close

#### Sunday

09:00 - 10:00	Bugman's Bar Opens
10:00 - 12:45	Round 4
12:45 - 13:45	Lunch in the Canteen
13:45 - 16:30	Round 5
16:30 - 17:00	Break
17:00	Awards

### 3.2 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:

- **2:45.00 remaining:**  
Start round (Formally)
- **2:40.00 remaining:**  
Complete pre-game discussions and decisions, including Secondary Objectives
- **2:30.00 remaining:**  
Deployment Complete, Begin Round 1
- **1:50.00 remaining:**  
First Battle Round Complete, Begin Round 2
- **1:15.00 remaining:**  
Second Battle Round Complete, Begin Round 3
- **0:45.00 remaining:**  
Third Battle Round Complete, Begin Round 4
- **0:25.00 remaining:**  
Fourth Battle Round Complete, Begin Round 5
- **0:05.00 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 45 minutes. You must not intentionally leverage the clock to disadvantage your opponent.

### 3.3 Pairings

Your opponent for your first game will be randomly determined. Subsequent rounds will pair players by the following criteria:

- By record (i.e. the number of wins, losses and draws)
- By win path (i.e. the timing of the rounds in which a player won or lost their games)
- Randomly within players of the same ranking

If you ever find yourself facing off against a player you have faced previously please contact a member of the events team.

### 3.4 Matched Play Games

For this event we will be following the guidelines laid out on the Chapter Approved Instruction Cards with the following changes:

#### Step 1. Muster Armies

Your army should not exceed 2000 points and should be chosen before the event. Your army roster must be uploaded to the Best Coast Pairings app before the start of Round 1. You will be emailed out a link to the Best Coast Pairings sign up page before the event.



## 3.0 TOURNAMENT FORMAT (cont.)

### Step 2. Determine Mission

Your deployment for each mission, the Mission Rules and the Primary Mission Rules will be pre-selected. These will be emailed out to players at least one week before the event.

### Step 3 and 4. Read Mission Briefing & Place Objective Markers

When the mission is revealed the players should proceed with Steps 3 and 4 as normal.

### Step 5. Create the Battlefield

Terrain will be pre set for each round.

### Steps 6 - 13.

Players should proceed with Steps 6 to 13 as normal.

### Step 14. Determine the Victor

Follow the rules laid out in Step 14 to determine the victor. At the end of each game you and your opponent will need to record your results in the Best Coast Pairings App or on an event scorecard (if required). When recording your scores please enter how many points you scored out of the 90 available. To play at the event every player will have an army painted to a Battle Ready Standard, so please ensure you include the 10 points available for this on top of the 100 points available from the game.

### 3.5 Scoring

At the end of each game please input your scores into the Best Coast Pairings Player app. These will then be used to calculate the Best General standings.

### 3.6 Best General

The overall winner will be determined using the following criteria:

1. By overall record (wins, losses and draws)
2. By their opponents' win records (i.e. those with more wins against opponents with better win records would place higher)
3. By total Victory points (VP)

### 3.7 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 3.6)
- Favourite Army (player voted) 1st, 2nd, 3rd
- Best Painted Army (judge voted)
- Favourite Opponent

## 3.0 TOURNAMENT FORMAT (cont.)

### 3.6.1 Best Army Painting Competition

During the lunch break on day 2 we will hold the Best Army painting competition to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable. Throughout Saturday the event staff will be looking at the armies and will select a short list of entries to be displayed on the Sunday. To enter the army must have been built and painted by the player using it and the models must be from the army you are using at the event. Peer judging will take place with the winner earning the Best Army award. 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.



## 4.0 TERRAIN

### 4.1 Table Layouts

While each table may have a different aesthetic or theme, every table will use the same deployment and terrain setup in any given round of the event. Additionally, this standard layout will change depending on the deployment card used each round. These will be available on each table for the players to reference and will be emailed out to players before the event.

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 the map for that round, 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.



## 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 any objectives 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

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