



NARRATIVE PLAY

WARHAMMER WORLD

WARHAMMER AGE OF SIGMAR

THE TWIN-TAILED CRUSADE



THE TWIN-TAILED CRUSADE

A WARHAMMER AGE OF SIGMAR CAMPAIGN WEEKEND

The Twin-Tailed Crusade has begun. Moving into Aqshy and Ghyran, these brave adventurers look to garner favour and fortune by settling a new city of the God-King. However, the trials of this grand expedition are only just beginning, and as enemies gather on all fronts, the need for allies is more desperate than ever.

Join us at Warhammer World where you can play out part of the epic narrative of the Twin-Tailed Crusade, which faces new dangers from within and without. Will you fight for Sigmar and attempt to lay down the first stones of a new fortress settlement, or will you oppose these invaders and look to raze their buildings to the ground?

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1.0 EVENT ESSENTIALS

- System:** Warhammer Age of Sigmar Narrative Play.
- Format:** Singles.
- Registration:** Saturday at 8:00 AM.
- Location:** Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
- Battlepack:** This event will use a bespoke battlepack that will be revealed to the players closer to the event
- Battle Size:** Players should bring three army lists at the following sizes:
- 2000 points
 - 1000 points
 - 500 points (minimum 3 units)

The 2000 and 1000 point lists should be from the same battletome. The 500 point list can be drawn from any battletome as long as it comes from the same Grand Alliance that your primary lists have been created from.

- Board Size:** 60" x 44"
- No. of Games:** Five
- 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 their opponents).
- Meals:** Lunch is provided on both days.
Other activities
Painting competition
Free entry to the Warhammer World exhibition.
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.

2.0 ARMY CONSTRUCTION AND PAINTING

2.1 Army Construction and Army Rosters

Each player should have three army lists (2000 points, 1000 points, and 500 points) that follow the rules from the Matched Play Pitched Battle chart. These armies must be selected following the usual Matched Play rules for picking your army.

The 2000 and 1000 point lists should be from the same battletome. The 500 point list can be drawn from any battletome as long as it comes from the same Grand Alliance that your primary lists have been created from.

When building your army lists, use all the most up to date Warhammer Age of Sigmar Rules. Once you have built your armies, you must create an army roster for each one. We recommend using the Warhammer Age of Sigmar app, or Warscroll Builder on www.warhammer-community.com. All text must be clearly readable for us and your opponents to check. You will each need to hand in one copy of your army roster at registration, and have at least one other copy to give to your opponents before each game.

You must use the same army rosters for each game, and all choices available to you must be noted down on your army rosters. Your rosters must include things like who your general is, Allegiance Abilities, Artefacts of Power, Command Traits, spells etc.

Any kind of ability you can choose before the game must be decided before the event and recorded on your army rosters. This includes things like Mark of Chaos for Slaves to Darkness Chaos Warriors. These choices are made for the tournament and, as they are part of your army roster, cannot be changed during the event.

2.2 Modelling 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 all 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.)



Don't forget, 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 Stormcast equipped with a spear, the model must be equipped with a spear.

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 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 email whworldevents@gwplc.com for approval.



3.0 THE PLAYERS CODE & POLICIES

3.1 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 Age of Sigmar 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 Age of Sigmar as it's meant to be played – as an enjoyable pastime played in a spirit of friendly rivalry.

● THE PLAYER'S CODE ●

CARDINAL RULES

- Always be polite and respectful.
- Always tell the truth and never cheat.

PRINCIPLES

- Arrive on time with all of the things you need to play the game.
- Make a respectful gesture to your opponent before and after the game, such as offering a handshake, wishing them good luck, etc.
- Avoid using language your opponent might find offensive.
- Ask your opponent's permission if you wish to use unpainted models or substitute models.
- 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.



3.0 THE PLAYERS CODE & POLICIES (cont.)

Everybody Loses from Time to Time.

Even in a narrative or Campaign setting 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 be part of the wider story of Age of Sigmar, build friendships with fellow hobbyists and team members 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!

3.2 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.

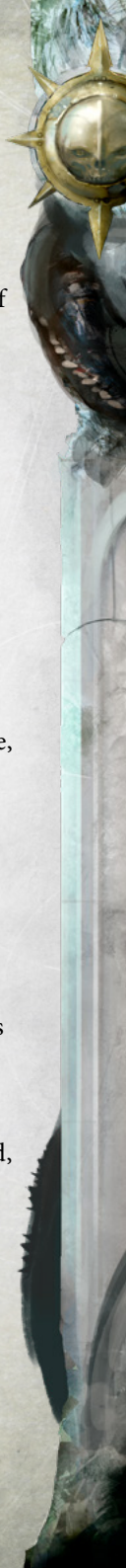
A Note on Active Judging:

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.

3.3 Quit Policy

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.



4.0 TOURNAMENT FORMAT

4.1 Event Schedule

Saturday

08:00 - 09:00 Registration in Bugman's Bar
09:00 - 09:45 Event Briefing
09:45 - 10:15 Faction Briefing
10:15 - 13:00 Game 1
13:00 - 14:00 Lunch in the canteen
14:00 - 14:15 Faction Briefing
14:15 - 17:00 Game 2
17:00 - 17:30 Break & Faction Briefing
17:30 - 20:15 Game 3
20:15 Gaming Hall & Bugman's close

Sunday

9:00 Bugman's open
09:30 - 09:45 Faction Briefing
09:45 - 12:30 Round 4
12:30 - 13:45 Lunch & Best Army voting
13:45 - 14:00 Faction Briefing
14:00 - 16:45 Round 5
17:30 Event Recap and Awards Presentations
18:00 Gaming Hall & Bugman's close



4.0 TOURNAMENT FORMAT (cont.)

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 your faction incurring penalties. If you arrive late to the first round on Day 2 of the tournament, your faction may again incur a penalty.

4.2 Event Awards

Our campaign weekend will award the following prizes, along with some as yet unannounced awards:

- Favourite Army (player voted) 1st, 2nd, 3rd
- Best Painted Army (judge voted)
- Winning Faction - trophies for all players who are in the winning faction

4.3 Pairings

The pairings for this event will be done by faction, so each round your whole faction will play against another faction. These will be determined by how the narrative of the event is progressing and announced during the weekend.

4.4 Favourite Army Painting Competition

The events team will nominate a shortlist of players for the Favourite Army Competition. This is a prestigious award for hobbyists who manage to achieve a truly excellent standard of hobby consistently across their whole force.

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. Please note that to win any of our Painting competitions, you must have built and painted the models yourself.



5.0 TERRAIN

5.1 Table Layouts

Terrain will be set out on tables prior to Game 1. Before each game please adjust the terrain to follow the rules for objective and terrain placement. If you have any issues with terrain placement please ask one of the Event staff for assistance.

The Terrain Sheets found on each table list what Scenery Rules each piece of Terrain has. For example a Shattered Stormvault is considered to be Defensible and Garrisonable. If the terrain is based then that base is used to define if a model is Wholly On Terrain. Please make sure you go through these with your opponent before each game.

5.2 Faction Terrain

Every effort should be made to allow players to use their faction terrain that they have spent time to paint. If faction terrain cannot be placed then please speak to a member of the events team who will adjust the battlefield to accommodate the piece.



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.

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 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](#)

