



MATCHED PLAY

WARHAMMER WORLD

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THE OLD WORLD



GRAND TOURNAMENT

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This tournament has been carefully crafted to present a format that appeals to the broadest variety of players possible. This event pack provides information to prepare for the return of Warhammer: the Old World grand tournament 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 Old World.

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1.0 EVENT ESSENTIALS

System:	The Old World
Registration:	Saturday at 9:00 AM.
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Battle Size:	2000 points
Board Size:	48" x 72"
Missions:	Pitched Battles from the Warhammer: the Old World rulebook
No. of Games:	Five
Tools of War:	Attendees are expected to bring their army, dice, a tape measure and all relevant rules publications. 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.
Refreshments:	Lunch is included both days of the event. A water machine for refilling bottles is present in the gaming hall. Drinks, snacks & additional meals are available to purchase from Bugman's Bar.
Other Activities:	Painting competition and free exhibition entry

2.0 MUSTERING AN ARMY AND PAINTING

2.1 Army Choice

Players should select an army from one of the following races listed below.

Ravening Hordes

Orc & Goblin Tribes
Warriors of Chaos
Beastman Brayherds
Tomb Kings of Khemri

Forces of Fantasy

Kingdom of Bretonnia
Empire of Man
Dwarfen Mountain Holds
High Elf Realms
Wood Elf Realms

2.2 Mustering your Force

You will require an army of no more than 2000 points to play at this event. Details for choosing your army can be found in the Warhammer Armies section of the Warhammer: the Old World rulebook (page 276).



2.0 MUSTERING AN ARMY AND PAINTING (cont.)

2.3 Number of Units

As described on page 278 of the Warhammer: the Old World rulebook, the number of some of the available units is restricted. In Matched Play events, there is an additional limit of 0-3 applied to any units that are not otherwise restricted by the army composition list you are using.

For example, if you are fielding an Empire of Man army using the Grand Army composition list, you can only include 0-1 unit of Veteran State Troops per 1,000 points, but you can field as many units of Free Company Militia as you wish. When writing your muster list for a Matched Play event, you can only include 0-3 units of Free Company Militia. The limit on Veteran State Troops remains unaffected.

Note however that any units taken as Detachments are not counted towards this limit.

When mustering your force please use the most up to date rules found in the Ravening Hordes and Forces of Fantasy publications, and any Arcane Journals, FAQs, errata, and beta rules found via www.warhammer-community.com/faqs. You can use either the Grand Army composition list for your chosen faction or you can use an Army of Infamy list from your faction's Arcane Journal.

Mercenaries can be used at the event, and named characters from the Arcane Journals are allowed. Allied Contingents are not used at this event.

Muster lists should be presented in an easy to read format, including which model is your General, all relevant weapon selections and unit upgrades, including any magic items etc that should be selected prior to a game with limited extraneous information. Please ensure you have the points values of all your models and upgrades included.



2.0 MUSTERING AN ARMY AND PAINTING (cont.)

2.4 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 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.

Don't forget, each model must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG).

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 as per the Base Size section of their profile.

As with other exceptions, if you wish to have a model reviewed, please email whworldevents@gwplc.com for approval.



3.0 TOURNAMENT FORMAT

3.1 Event Registration

To play in this event you will need to purchase a ticket from Eventbrite.

Best Coast Pairings will be used for running the event. We recommend familiarising yourself with the software as it will speed up registration for you on the day.

Online registration will open up during the week ahead of the event and we will email you out all the details.

You will need to input your army list into Best Coast Pairings. This must be done before Round 1 begins.

Please note it is not a requirement for you to sign up to use Best Coast Pairings. If you do not wish to do this we can register you in person on the day of the event. You will need to provide us with a digital copy of your army list for us to complete your registration.

You can find out more about Best Coast Pairings here: [Best Coast Pairings](#)

3.2 The Games

The event will be a five game event. The following scenarios will be played in a random order determined on the day:

- Open Battle x2
- Flank Attack
- Mountain Pass
- Command and Control

Please note that the Historical Recreations rules will not be used at this event.

3.3 Scoring

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

Victory Points are awarded for the following:

- Dead or Fled
- The King is Dead
- Trophies of War
- Scenario Objectives
- Special Features

Full details on how these are calculated and the number of points available for each one are detailed on page 286 of the Warhammer: the Old World rulebook.

3.4 Best General

The overall winner will be determined by the number of victories achieved at the event. Players will then be split using the following tiebreakers:

- Total Victory Points scored in games
- Opponents Game Win Percentage

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 TOURNAMENT FORMAT (cont.)

3.5 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

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.

3.6 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. If there are no other late arrivals and games have begun then you will be added back into the event in round 2. If you arrive late on day two the same ruling will be in place.

3.7 Sunday Registration

On Saturday evening, all players will be 'Checked out' of the event on Best Coast Pairings. Players will then need to re-register with the events team Sunday morning, to be checked back into the event. This is based on player feedback from previous events, with the aim of ensuring the round four pairings only take into account present players. The round four pairings will be drawn at 9:50am. Any players who arrive after pairings have been determined will receive a score of 0 for round four.

3.8 Pairings

Your opponent for your first game will be randomly determined. Subsequent rounds will be organised using a swiss system where you will be paired randomly with another player on the same record. If you ever find yourself facing off against a player you have faced previously please contact a member of the events team.

4.0 TOURNAMENT FORMAT (cont.)

3.9 Event Awards

The Warhammer: The Old World hobby is multifaceted; 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 4.1.1)
 - Favourite Army (player voted) 1st, 2nd, 3rd
 - Best Painted Army (judge voted)
 - Favourite Opponent
-

4.0 TERRAIN

4.1 Table Layouts

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

The Terrain Reference Sheet on your table lists what category of terrain each piece is. The rules for each terrain piece can also be found in the Warhammer: the Old World rulebook. If the terrain is based then that base is used to define if a model is Wholly On Terrain.

5.0 THE PLAYERS CODE & POLICIES

5.1 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 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.

5.3 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.

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.

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

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](#)

