



MATCHED PLAY

WARHAMMER WORLD

WARHAMMER 40,000

LEGION RECRUITS



WARHAMMER 40,000 LEGION RECRUITS

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.



EVENT ESSENTIALS

Age Restriction:	16 and under
System:	Warhammer 40,000 - Matched Play
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Battle Size:	Incursion - 1000 Points
Board Size:	60" x 44"
Missions:	Selected from the Chapter Approved Mission Deck: Pariah Nexus
No. of Games:	Three
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. If you are a supervising adult you can also purchase a separate lunch ticket from Eventbrite.
Other Activities:	Painting competition and free exhibition entry for the players

Tools of War and Battle Honours

This event is aimed for younger gamers who are taking their first steps into organised play. 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.

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 from 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.

Attendees are expected to bring the following equipment:

- A copy of the Warhammer 40,000 rules
- 6 objective markers
- Dice, tape measure and a pen
- A battle ready army

MODEL REQUIREMENTS

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.



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 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 modelled.

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 contact us for approval.



CONSTRUCTING YOUR ARMY

Your army for this event must be Incursion sized (not exceed 1000 points) and follow the guidelines set out on pages 55 and 56 of the Warhammer 40,000 Core Rules.

For this event there is an additional restriction. You cannot include a single model or unit that costs more than 350 points in your army

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 with the cut off date being 1 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 via Warhammer 40,000 Downloads section on the Warhammer Community Website.

THE GAMES

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

Step 1. Muster Armies

All the battles for the weekend will be Incursion missions. Your army should be chosen before the event and recorded on an army roster.

Step 2. Determine Mission

Your deployment for each mission, the Mission Rules and the Primary Mission Rules will be pre-selected.

Game	Primary Mission	Mission Rule
1	Take and Hold	Inspired Leadership
2	Linchpin	Swift Action
3	Purge the Foe	Fog of War.

Step 3. Read Mission

Read the primary mission and Mission Rule cards carefully

Step 4. Place Objective Markers

Objective markers will already be in place on the tables.

Step 5. Create the Battlefield

Terrain will be pre set on each table. Please do not move the terrain.

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. When recording your scores please record 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 90 points available from the game.

Pairing Opponents

Your opponent for your first game will be randomly determined. Subsequent rounds will be organised using a swiss system, following the above ranking. If you ever find yourself facing off against a player you have faced previously please contact a member of the events team.

SCHEDULE

09:00 - 10:00	Registration in Bugman's Bar
10:00 - 10:15	Event Briefing
10:15 - 12:00	Game 1
12:00 - 13:00	Lunch and painting competition voting
13:00 - 14:45	Game 2
14:45 - 15:15	Break
15:15 - 17:00	Game 3
17:00 - 17:30	Break
17:30	Awards Presentation
18:00	Warhammer World Closes

SCORING

At the end of each game both players should record their scores on their score card.

You must also come to the organisers desk together and tell the events team the final score for each game you play.

After the third game you must hand in your score card, making sure that you have recorded your results correctly, voted for your favourite opponent, and also picked the army you liked the best from the three you played against.

You will receive three points for each game you win

You will receive three points for each Favourite Opponent vote you receive.

You will receive three points for each opponent who selects your army as their favourite.

If a tie breaker is required players will then be split by the total amount of Victory Points achieved during the event followed by their opponents game win percentage.

GAME SPEED MILESTONES

Outside of tournaments, many players may not complete their games against a set clock. Rather than simply calling time left, event staff will announce time based upon the place in the game you should on average be at. These timings 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 - 15 Minutes per player
- Playing your Second Turn - 10 Minutes per player
- Playing your Third Turn - 10 Minutes per player
- Playing your Fourth Turn - 5 Minutes per player
- Playing your Fifth Turn - 5 Minutes per player

PAINTING COMPETITION

During the lunch break between Game 1 and 2, all players will have a chance to display their armies on the table they played their first game on. All the players will then have a chance to vote for their favourite army. This could be for painting, conversions or anything else worthy of recognition. The three players whose armies receive the most votes will win the Favourite Army award. Any ties will be broken by the event organisers' vote.

Please note that to enter you must have built and painted your army yourself

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.

FAVOURITE GAME VOTES

After your final game, you'll be asked to vote for the player you enjoyed playing against the most. Maybe they displayed an excellent sporting attitude, perhaps they were positive and friendly, or it was generally a fun and engaging game. The player who receives the most votes will win the Most Sporting Player award.

FAVOURITE GAME VOTES

After your final game, you'll be asked to vote for the player you enjoyed playing against the most. Maybe they displayed an excellent sporting attitude, perhaps they were positive and friendly, or it was generally a fun and engaging game. The player who receives the most votes will win the Most Sporting Player award.

AWARDS

At the end of the event we will conduct an awards presentation to celebrate players achievements! For this event we will be awarding the following:

- 1st, 2nd, 3rd - For the players who rank highest overall.
- Best Painted Army 1st, 2nd 3rd - As voted by you, for the most impressive looking armies.
- Most Sporting Player - For the player with the most Favourite Game votes, with highest overall ranking as the tiebreaker.
- 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.

THE PLAYERS CODE & POLICIES

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.

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!

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.

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](#)

