



MATCHED PLAY

WARHAMMER WORLD

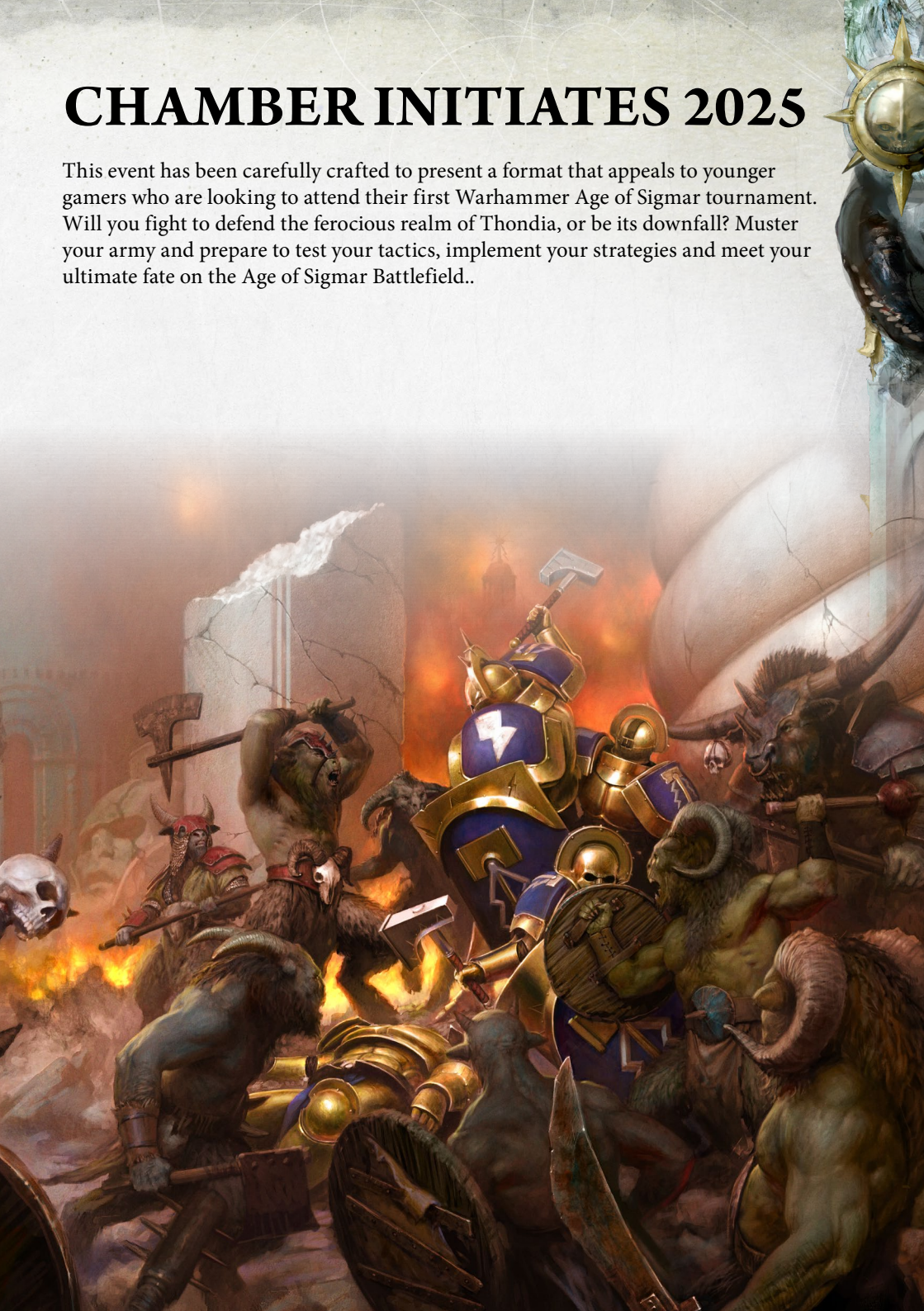
WARHAMMER AGE OF SIGMAR

CHAMBER INITIATES 2025



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This event has been carefully crafted to present a format that appeals to younger gamers who are looking to attend their first Warhammer Age of Sigmar tournament. Will you fight to defend the ferocious realm of Thondia, or be its downfall? Muster your army and prepare to test your tactics, implement your strategies and meet your ultimate fate on the Age of Sigmar Battlefield..



EVENT ESSENTIALS

Age Restriction:	16 and under
System:	Warhammer Age of Sigmar - Matched Play
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Battle Size:	1000 points
Board Size:	60" x 44"
Missions:	Battleplans from the First Blood Battlepack - this can be found at the end of this rulespack and on the Age of Sigmar App
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 Age of Sigmar. You should be confident moving your models, measuring accurately and understand your armies war scrolls 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 Age of Sigmar Rules
- Dice, tape measure and a pen
- 6 objective markers
- A battle ready army

ARMY CONSTRUCTION

Details for creating your army can be found in Army Composition (Advanced Rules). We have also included the following restrictions for this event:

- At this event your army can only include 1 unit worth more than 250pts, and no more than half of your points can be spent on a single unit.
- Reinforced units are not allowed at this event.
- When building your army roster, use all the most up to date Warhammer Age of Sigmar rules found in the Warhammer Age of Sigmar Faction Packs, any legal battletomes, and the points and regiment options in the Battle Profiles 2024-25.



ARMY ROSTERS

You must bring a copy of your army roster with you for your opponents to check.

Army rosters must be presented in an easy to read format and include all relevant weapon selections and unit upgrades that must be picked prior to a battle

We recommend using the Warhammer Age of Sigmar app to build your Army Roster. All text must be clearly readable for us and your opponents to check.

You must use the same army roster for each game, and all choices available to you must be noted on your army roster. Your roster must include things like which model is your general, your battle formation, which models have which enhancements and your lores (spells, prayers and manifestation).

Any kind of ability you can pick before the game must be decided before the event and recorded on your army roster. These choices are made for the event, and as they are part of your army roster, cannot be changed during the event.

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.



CLASSIC METHOD

CONTRAST METHOD



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

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: Every model in your army must be based on the correct base. The Battle Profiles 2024-25 details the correct base size for each model (which is typically the base that is contained with the current boxed kit) and can be downloaded from warhammer-community.com/downloads.

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

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.



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.

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.



PLAYER CONDUCT

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.

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!

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 via email at:

whworlddevents@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](#)



MATCHED PLAY BATTLEPACK: FIRST BLOOD

Advanced Rules

In addition to the Core Rules, Matched Play: First Blood uses the following Advanced Rules:

- Commands
- Terrain
- Magic
- Army Composition
- Command Models
- Battle Tactics

1. PICK YOUR ARMIES

Each player picks an army using the rules in Army Composition. For this event you cannot include a unit that costs more than 300 points.

2. DETERMINE THE BATTLEPLAN

We will be playing the Battleplan's in the following order:

Game 1 - Border War

Game 2 - Stake a Claim

Game 3 - Shifting Priorities

3. SET UP THE BATTLEFIELD

The players roll off. The winner chooses which player is the attacker and which is the defender.

Next, the defender sets up objectives in the locations indicated by gold circles on the battlefield map .

For this event the terrain is set up before the event. Please do not move the terrain.

After objectives have been set up, the attacker picks which territory is their territory. The other territory is the defender's territory. The players then resolve the deployment phase. The attacker begins deployment (Core Rules, 10.0).

VICTORY POINTS

Each player scores victory points at the end of each of their turns as follows:

- Score 2 victory points if you control at least 1 objective.
- Score 2 victory points if you control 2 or more objectives.
- Score 2 victory points if you control more objectives than your opponent.

TWISTS

Each battleplan includes a twist. Twists modify the gameplay within the battleplan, and they may provide additional means of scoring victory points.

BATTLE LENGTH

First Blood battles last for 4 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a major victory. If the players are tied on victory points at the end of the battle, and only one player's general has survived the battle, that player wins a minor victory. If the players are tied on victory points and both generals or neither general survived the battle, the battle is a draw.



BATTLEPLAN 1 BORDER WAR

Two armies are determined to capture vital ground that separates their domains. From there, they can strike deep into enemy territory.

TWIST: Score 2 additional victory points if you control the objective in enemy territory. If there is an **underdog**, they score 1 additional victory point for each objective they control that is within both players' territories.



BATTLEPLAN 2 STAKE A CLAIM

Two armies clash on land that is highly prized by both generals. So close are the key areas of control that rival warriors cannot help but come into contact, no matter where they choose to make their stand.

TWIST: At the start of the battle round, if there is an **underdog**, they can pick 1 objective. That objective is no longer controlled by either player and cannot be controlled this battle round.



BATTLEPLAN 3 SHIFTING PRIORITIES

A general must learn to react with lightning swiftness to the changing conditions of battle, striking with all their might first in one direction and then another to ensure victory.

TWIST: At the start of the battle round, if there is an **underdog**, they can pick 1 objective to be the **primary objective** for that battle round. The primary objective is worth 1 additional victory point to the player who controls it.

