

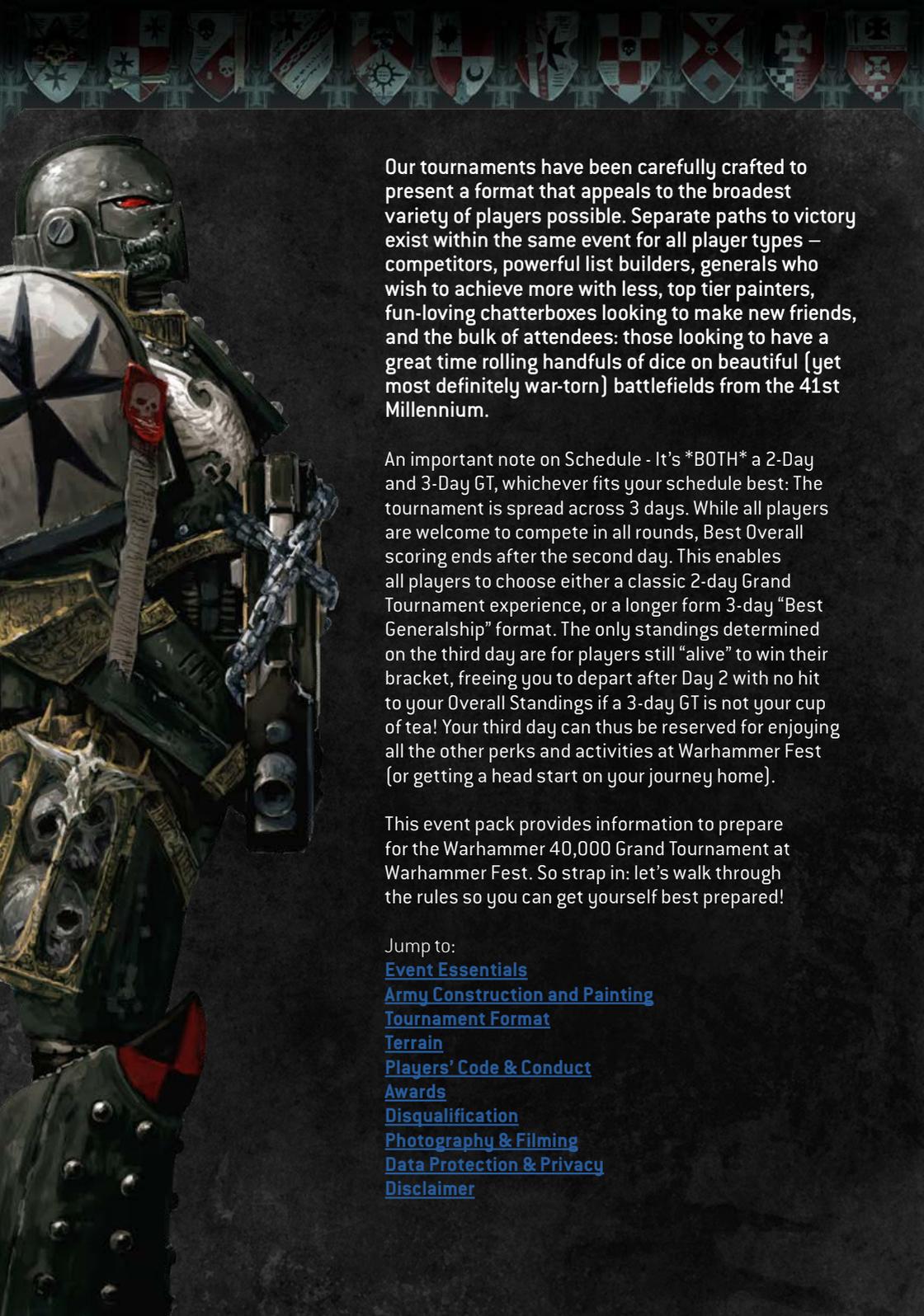
# WARHAMMER

40,000

GRAND TOURNAMENT



**FEST**  
2023



Our tournaments have been carefully crafted to present a format that appeals to the broadest variety of players possible. Separate paths to victory exist within the same event for all player types – competitors, powerful list builders, generals who wish to achieve more with less, top tier painters, fun-loving chatterboxes looking to make new friends, and the bulk of attendees: those looking to have a great time rolling handfuls of dice on beautiful (yet most definitely war-torn) battlefields from the 41st Millennium.

An important note on Schedule - It's **\*BOTH\*** a 2-Day and 3-Day GT, whichever fits your schedule best: The tournament is spread across 3 days. While all players are welcome to compete in all rounds, Best Overall scoring ends after the second day. This enables all players to choose either a classic 2-day Grand Tournament experience, or a longer form 3-day "Best Generalship" format. The only standings determined on the third day are for players still "alive" to win their bracket, freeing you to depart after Day 2 with no hit to your Overall Standings if a 3-day GT is not your cup of tea! Your third day can thus be reserved for enjoying all the other perks and activities at Warhammer Fest (or getting a head start on your journey home).

This event pack provides information to prepare for the Warhammer 40,000 Grand Tournament at Warhammer Fest. So strap in: let's walk through the rules so you can get yourself best prepared!

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# 1.0 EVENT ESSENTIALS

<b>System:</b>	Warhammer 40,000 Matched Play
<b>Battle Size:</b>	Strike Force (up to 2000 points)
<b>Board Size:</b>	60" x 44"
<b>Missions:</b>	The most recent Grand Tournament Mission Pack (at the time of the event).
<b>Number of Games:</b>	6 - 9 (see section 3.2)
<b>Army Selection:</b>	Follow Muster Armies steps in the most recent Grand Tournament Mission Pack (at the time of the event).
<b>Tools of War:</b>	Attendees should bring their army, dice, a tape measure, all relevant rules publications and army lists (see section 2.1)
<b>Tournament Location:</b>	Warhammer Fest, Manchester Central Convention Complex, Petersfield, M2 3GX
<b>Tournament Dates:</b>	Sat 29th April - Mon 1st May 2023 (with registration starting Friday PM)

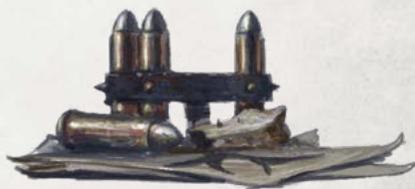
## KEY TIMES

### Registration Open

Fri 28th April	17:00 - 22:00
Sat 29th April	08:00 - 09:00

### Live Play

Sat 29th	09:00 - 20:45
Sun 30th April	09:00 - 20:00
Mon 1st May	09:00 - 19:45 (optional, for Best General)



## 2.0 TOURNAMENT FORMAT AND POLICIES

### 2.1 Army Construction

You will require an army of no more than 2,000 points to play at this event.

Details for choosing your army can be found in the most recent Grand Tournament Mission Pack.

When building your army, use all the most up to date Warhammer 40,000 found in the following Games Workshop and Forge World publications prior to a publication date of 28th April 2023.

- Warhammer 40,000 Core Book
- Codexes
- White Dwarf
- FAQs/Erratas
- Balance Data Slates
- Warhammer 40,000 Matched Play Supplements



Army lists should be presented in an easy to read format , including all relevant weapon selections and unit upgrades with limited extraneous information. Lists can be submitted as either:

Physical printed copy - please bring at least 6 x copies

Digital copy - players will be emailed a Best Coast Pairings (BCP) link in advance of the tournament. Once registered on BCP, please upload a digital copy of your list.



## 2.0 TOURNAMENT FORMAT AND POLICIES (cont.)

### 2.2 Modeling and Painting

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. With this in mind, all miniatures in your collection must be Games Workshop or Forge World miniatures (excluding basing or scratch-built components), and be fully assembled and painted to at least a Battle Ready standard. Below are some examples of models painted to a Battle Ready standard. More information on Battle Ready can be found [HERE](#).

#### CONTRAST METHOD



#### CLASSIC METHOD



You must maintain a WYSIWYG (What You See Is What You Get) standard for models. 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. WYSIWYG ensures fewer miscommunications between players at the table. Ideally, each player will remember the full load out of each opponent's army, however in practice this rarely happens.

## 2.0 TOURNAMENT FORMAT AND POLICIES (cont.)

### 2.3 Converted and Forge World 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 [tournaments@gwplc.com](mailto:tournaments@gwplc.com) including photos of the models in question where possible, by 14th April at the latest. 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.

Please note that any Forge World models must be the actual models and not conversions to look like Forge World models.

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 [tournaments@gwplc.com](mailto:tournaments@gwplc.com) for approval.



## 3.0 TOURNAMENT FORMAT

### 3.1 Win-Path Pairings

Your opponent for your first game will be randomly determined. Subsequent rounds will use 'Win Path' to pair opponents in each round. This pits players both against someone with the same record and who won and lost their games in the same rounds. For example, a player who lost Round 1 and won Round 2 will play an opponent who did the same, rather than someone who lost their first two and lost their third round. This is done to ensure players with a similar strength of schedule pair off and to ensure an increasing level of skill parity and sportsmanship with each subsequent round, as they face people who have had an increasingly similar play and outcome experience across the event.

### 3.2 Event Schedule

All players compete in Rounds 1-6, Saturday and Sunday. Most awards and recognition are based on these six rounds.

Rounds 1-5 operate like pool play, establishing a player's rank before the field is split into brackets based on your record in the first 5 games. Any players still undefeated in their bracket by the end of Sunday are eligible to continue in Monday's finals for each bracket if they wish. This will naturally include the 8 players still undefeated in the top bracket and in contention for Best General.

If you're looking for a classic 2-day GT experience of the highest quality, you can choose to play only Saturday and Sunday. If you want a mega 3-day extravaganza of Warhammer games, play Monday as well and try for Best General amongst your peers. The choice of adventure is yours!

#### Saturday

Pre-Event Brief and Pairings	9:00 - 09:15
Round 1	9:15 - 12:15
Lunch	12:15 - 13:15
Round 2	13:15 - 16:15
Break	16:15 - 16:45
Round 3	16:45 - 19:45
Army Showcase	19:45 - 20:45

#### Sunday

Round 4	09:00 - 12:00
Lunch	12:00 - 13:00
Round 5	13:00 - 16:00
Break	16:00 - 16:30
Round 6	16:30 - 19:30
Awards - Best Overall, Best Painted	19:45 - 20:00

#### Monday

Round 7	09:00 - 12:00
Lunch	12:00 - 13:00
Round 8	13:00 - 16:00
Break	16:00 - 16:30
Round 9	16:30 - 19:30
Awards - Best General	19:30 - 19:45



## 3.0 TOURNAMENT FORMAT (cont.)

### 3.3 Game Speed Milestones and Time

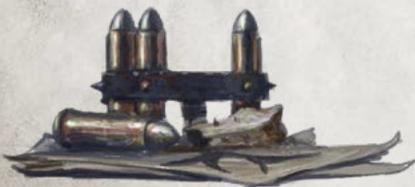
Outside of tournaments, many players do not complete their games against a set clock. As a result, when a loudspeaker shouts “two hours remaining,” most players do not naturally think “We should almost be done with the entire first Battle Round!” To help with this, rather than simply calling time left, we call time based upon the game milestone players should have (on average) arrived at. These time calls exist to help keep the flow of play moving, and are not binding. These milestones break down as:

<b>3:00</b>	Start round (Formally)
<b>2:50</b>	Complete pre-game discussions and decisions, including Secondary Objectives
<b>2:30</b>	Deployment Complete, Begin Round 1
<b>1:50</b>	First Battle Round Complete, Begin Round 2
<b>1:10</b>	Second Battle Round Complete, Begin Round 3
<b>0:40</b>	Third Battle Round Complete, Begin Round 4
<b>0:20</b>	Fourth Battle Round Complete, Begin Round 5
<b>0:10</b>	Do not begin a new Battle Round without Judge Permission

For clarity, this provides each player with, on average, the following time breakdown for the typical game:

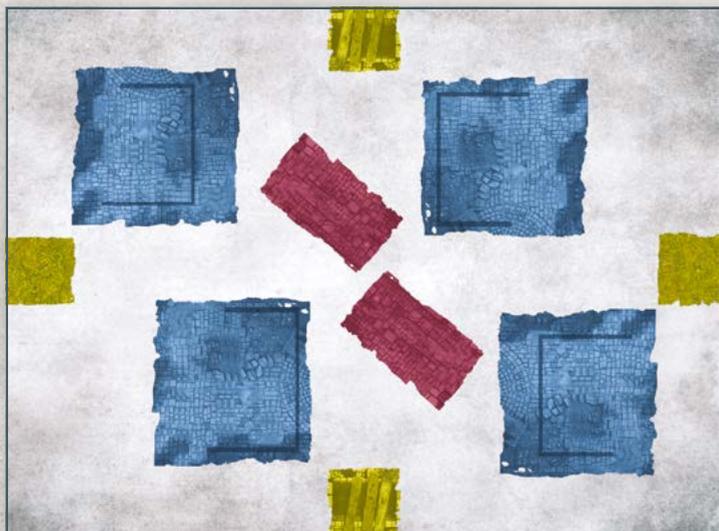
- Pre-Game activities, review army lists, select secondaries: 5 Minutes
- Deploying your actual models: 10 Minutes
- Playing your First Turn: 20 Minutes
- Playing your Second Turn: 20 Minutes
- Playing your Third Turn: 15 Minutes
- Playing your Fourth Turn: 10 Minutes
- Playing your Fifth Turn: 10 Minutes

If you're concerned about finishing your game on time, do not hesitate to call a judge. We take an approach to ensure all games finish, to include judge assistance in time-constrained games.



## 4.0 TERRAIN

### 4.1 Table Layouts

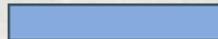


Layout 2



Layout 3

### TERRAIN TRAITS



**Terrain Piece 1:** These large Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.



**Terrain Piece 2:** These midsize Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.



**Terrain Piece 3:** These small terrain pieces also fall into the Area Terrain category and have the Scalable, Dense Cover, Breachable, Defensible, and Difficult Ground traits.



**Terrain Piece 4:** These midsize Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, and Defensible traits.

## 5.0 PLAYERS' CODE & CONDUCT

### 5.1 Player Conduct Policies

The great Olympian Jesse Owens once said, "Friendships born on the field of athletic strife are the real gold of competition. Awards become corroded, friends gather no dust."

While Warhammer is no athletic competition, the saying holds true. Warhammer 40,000 is a game best played in this spirit and we place great emphasis on playing excellent games with like-minded people at our events. Therefore we expect players to play each game with a certain code of conduct to support this. When you arrive at your table for a game, greet your opponent, introduce yourself, and start the game promptly. We then expect players to treat each other positively and demonstrate good sportsmanship throughout each game.

#### **Everybody Loses from Time to Time**

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 a Warhammer Event 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 Time Keeping

Players are expected to arrive in good time and allow enough time to register themselves in the tournament, attend briefings, and be ready to start each round on time.

### 5.3 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 may be changed at the judge's discretion with new information presented, and 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 Events, 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 played are enjoyable for everyone.



## 6.0 EVENT AWARDS

### 6.1 Best Overall and Best General

The Warhammer 40,000 hobby is multi-faceted; including social, gaming, and artistic components. With that in mind, the overall winner is determined by equal parts artistic and competitive score from the first six games of the event. Both scores are normalised, then added together. The highest score wins Best Overall.

The player with the most Victories will be the Best General. In the case of a tie the players will be split using the following tiebreakers: Opponent Game Win Percentage, Battle Points, Wins Strength of Schedule, and Battle Points Strength of Schedule.

Both the winner of Best Overall and the Best General will have their names engraved on the plinth of the epic Warhammer Global Events trophy to be revered and adored for all time. We consider these awards to be equal in prestige. What's more - both winners will also receive an invite to the 2023 US Open Grand Finale in the US!

### 6.2 Best Painted

Best Painted will also be awarded. Paint score is determined in two phases. First, two judges will visit every table during the first day of play. Each player will receive an initial paint score of 30 (Battle Ready), 50 (an excellent looking tabletop army), or 70 (a Showcase army or work of art).

After this initial pass, the head paint judge will determine the mark for any army upon whose initial score the first two judges disagreed.

Once initial scores have been tallied, each player that scored a confirmed 70 will then be invited to The Showcase. The Showcase takes place on the evening of the first day and entails a second round of judging from all three judges. They conduct an in-depth, exacting review of each Showcase army and give it a score of -5 to +5 each. The three scores are then tallied together and added to the base 70, giving the player a paint score between 55-85. These marks are awarded against the combined considerations of technical skill, visual impact, artistic decision, and consistency across the army.

A visually arresting display may help to improve your score at the judges' discretion, but the inclusion of a display does not automatically garner points. However, particularly stunning displays may be eligible for independent awards.

As mentioned above, in addition to Best Painted and 2nd Best Painted awards, every player's paint score will be normalised and added to your normalised competitive track score. Combined; these represent your Best Overall score.

### 6.3 Sportsmanship Awards

Awards and recognition may be given at random for superior sportsmanship. Players may be disqualified or removed from the event for consistently poor sportsmanship.

## **7.0 DISQUALIFICATION**

Games Workshop does not tolerate any form of physical or verbal violence or harassment, both at the event or online. Players who demonstrate aggressive or demeaning behaviour to staff or other attendees, who repeatedly break the rules or who repeatedly fail to follow Games Workshop's instructions at the event, may be disqualified and removed from the event without refund. Games Workshop reserves the right to remove players from the event at our discretion.

## **8.0 PHOTOGRAPHY AND FILMING**

Photography and filming may take place throughout the weekend by Games Workshop staff, press and partners. If you do not wish to be photographed or filmed, please notify staff at the tournament registration desk and we will issue you with a sticker to indicate to our media teams not to include you in any footage at the event. Any photos or video footage taken may be used by Games Workshop and their partners for promotional purposes. No financial compensation will be given for use of the photos or footage.

## **9.0 DATA PROTECTION AND PRIVACY**

### **9.1 Data Protection**

All data submitted as part of tournament registration is protected, in accordance with the Data Protection Act 2018. This includes, but is not limited to, your name, address, email address, phone number and which tournament(s) you have taken part in. This data may not be shared with third parties without your permission.

### **9.2 Winner's Details**

By entering the tournament, you agree that in the case of winning a prize, your name may be shared publicly by Games Workshop and their partners.

### **9.3 Data Retrieval**

At any time, you may request your personal data by emailing [privacy@gwplc.com](mailto:privacy@gwplc.com)

## **DISCLAIMER**

Games Workshop PLC reserves the right to make changes to the event rules or schedule, for any reason, at any time, without prior notice.