

WARHAMMER AGE OF SIGMAR

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.

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. You may 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 Age of Sigmar 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

System: Warhammer Age of Sigmar Pitched Battles

Battle Size: 2000 points

Board Size: 60x 44

Missions: Pitched Battle Battleplans from the most recent copy of the Generals Handbook

Number of Games: 6 - 8 (see section 3.2)

Army Selection: See the Battlehost restrictions on the Pitched Battle chart in the most recent copy of the Generals Handbook

Tools of War: Attendees should bring their army, dice, a tape measure, all relevant rules publications and army lists (see section 2.1)

Tournament Location: Warhammer Fest, Manchester Central Convention Complex, Petersfield, M2 3GX

Tournament Dates: Sat 29th April - Mon 1st May 202

KEY TIMES

Registration Open

Fri 28th April 17:00 - 22:00

Sat 29th April 08:00 - 9:00

Live Play

Sat 29th April 09:00 - 20:45

Sun 30th April 09:00 - 20:00

Mon 1st May 09:00 - 16:30 (Optional, for Best General)

2.0 ARMY CONSTRUCTION AND PAINTING

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 Pitched Battles section in the General's Handbook.

When building your army, use all the most up to date Warhammer Age of Sigmar rules found in the following Games Workshop and Forge World publications prior to a publication date of 14th April.

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 presented 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.

2.2 Modelling 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](#).)



Each model must accurately represent its entry on your army roster. This is commonly referred to as 'What you see is what you get' or WYSIWYG for short. For example, if your army includes a Stormcast Sequitor armed with a Stormsmite Greatmace, the model must be equipped with a Stormsmite Greatmace.

2.0 ARMY CONSTRUCTION AND PAINTING (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 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 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 Rounds 2 and 3 will play an opponent who did the same, rather than someone who won their first two and only lost in the third Round.

This is done both 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.

[War]Hammering Home the Point: This format has been carefully designed to permit every player type an opportunity to gain the most fun from their experience. The format isn't all about the top winners, nor does it discard their achievements. No matter how you enjoy Age of Sigmar, you'll find your path to glory and fun at Warhammer Fest.

3.2 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	09:00 - 09:15
Round 1	09:15 - 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
Awards - Best General, Best in Grand Alliance	16:15 - 16:30

3.0 TOURNAMENT FORMAT (cont.)

3.3 Game Speed Milestones and Time

Outside of tournaments, most players do not complete their games against a set clock. As a result, when a loudspeaker shouts “two hours remaining,” most folks don’t naturally think “Shoot, we should almost be done with the entire first Battle Round!” To help with this, rather than simply calling time left, event staff will call time based upon the place in the game you should on average be at (don’t fret, we’ll also tell you how much time is left). These time calls exist to help keep the flow of play moving, and are not binding. These “milestones” break down as:

3:00	Start round (Formally)
2:50	Complete pre-game
2:30	Deployment Complete, Begin Round 1
1:50	First Battle Round Complete, Begin Round 2
1:10	Second Battle Round Complete, Begin Round 3
0:40	Third Battle Round Complete, Begin Round 4
0:20	Fourth Battle Round Complete, Begin Round 5
0:10	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 Mission, Review army lists: 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

Judges have access to a variety of mechanisms for speeding up or ensuring game completion should milestones be repeatedly missed.

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 point penalties. If you arrive late to the first round on Day 2 or 3 of the tournament, you may incur a penalty.

3.4 Scoring

At the end of each game, use the provided score sheet to record your results and provide them to the judges table. There will also be an option for reporting your results digitally on the day.

Many players enjoy tracking their progress at Warhammer tournaments across multiple events. To this end, scores and final results will be reported to independent rankings organisations, such as ITC, where appropriate. Once you submit your scores, they cannot be changed. If you and your opponent discover a scoring error after submission, the default stance of Judges is there will be no change.

4.0 TERRAIN

4.1 Table Layouts

Terrain will be set out on tables by the Events Team prior to Game 1. If the terrain is based then that base is used to define if a model is Wholly On Terrain.

4.2 Faction Terrain

Every effort should be made to allow players to use their faction terrain that they have spent time to paint to battle ready standard. If faction terrain cannot be placed then please speak to a tournament organiser who will endeavour to adjust the battlefield to accommodate the piece.

4.3 Mysterious Terrain

The defender in the Battleplan should determine the Mysterious Terrain rules.



5.0 PLAYERS' CODE & CONDUCT

5.1 Player Conduct Policies

The battles set in the realms of Warhammer Age of Sigmar are fast, furious, and sometimes unforgiving, but they present an incredible opportunity for fun and friendship! The excitement of doing battle on the tabletop combined with our community of passionate players help make every game of Warhammer memorable. With that in mind, our events team is always on the lookout for examples of how players make the games better for their opponents and others around them. Special collectible awards and recognition may be given at random for displays of superior sportsmanship.

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. If you do your best, have a great time, and build some lasting friendships... you haven't really lost at all!



5.0 PLAYERS' CODE & CONDUCT (cont.)

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. 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.

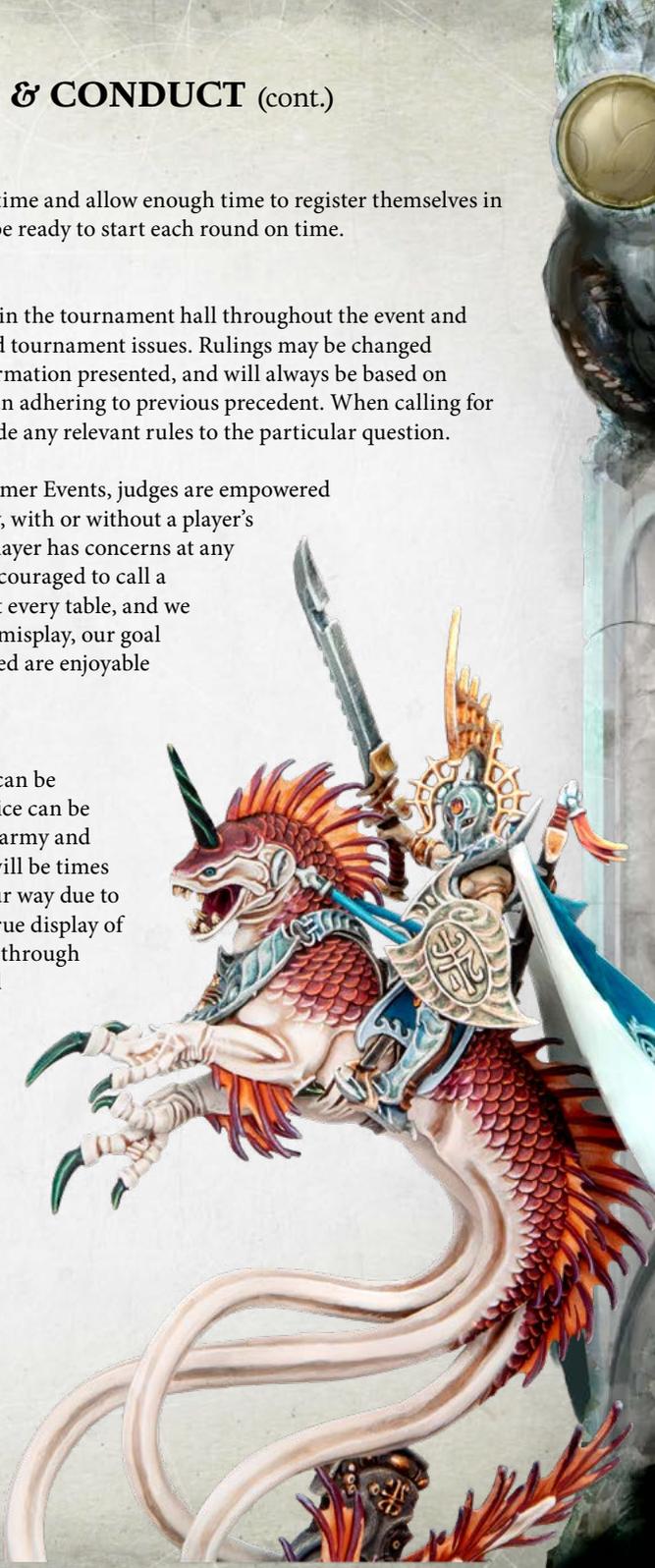
A Note on Active Judging. At Warhammer Events, judges are empowered to actively stop instances of illegal play, with or without a player's specific request for intervention. If a player has concerns at any point, they are always welcome and encouraged to call a judge. While we will not have judges at 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.

5.4 Quit Policy

The battlefields of the Mortal Realms can be brutal at times and the whims of the dice can be unforgiving for both the units in your army and the generals controlling them. There will be times when the battle simply does not go your way due to these and other factors. It is always a true display of sportsmanship and guts to see a battle through even when it is not going your way and sometimes that display of tenacity can help shift the whim of the dice gods in your favour!

We hope that players will be able to see every game through to a natural conclusion. If a player wishes to concede a game before it has reached its natural conclusion, a Judge must be called to help calculate the final score.

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 AWARDS

6.1 Best Overall and Best General

The Warhammer Age of Sigmar 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.

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 Best in Grand Alliance

The highest ranked player for each Grand Alliance (Order, Death, Destruction, and Chaos) will win the title of Best in Grand Alliance. To determine rank, we will use the Generalship rankings described in section 6.1.

6.4 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

10. 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.