

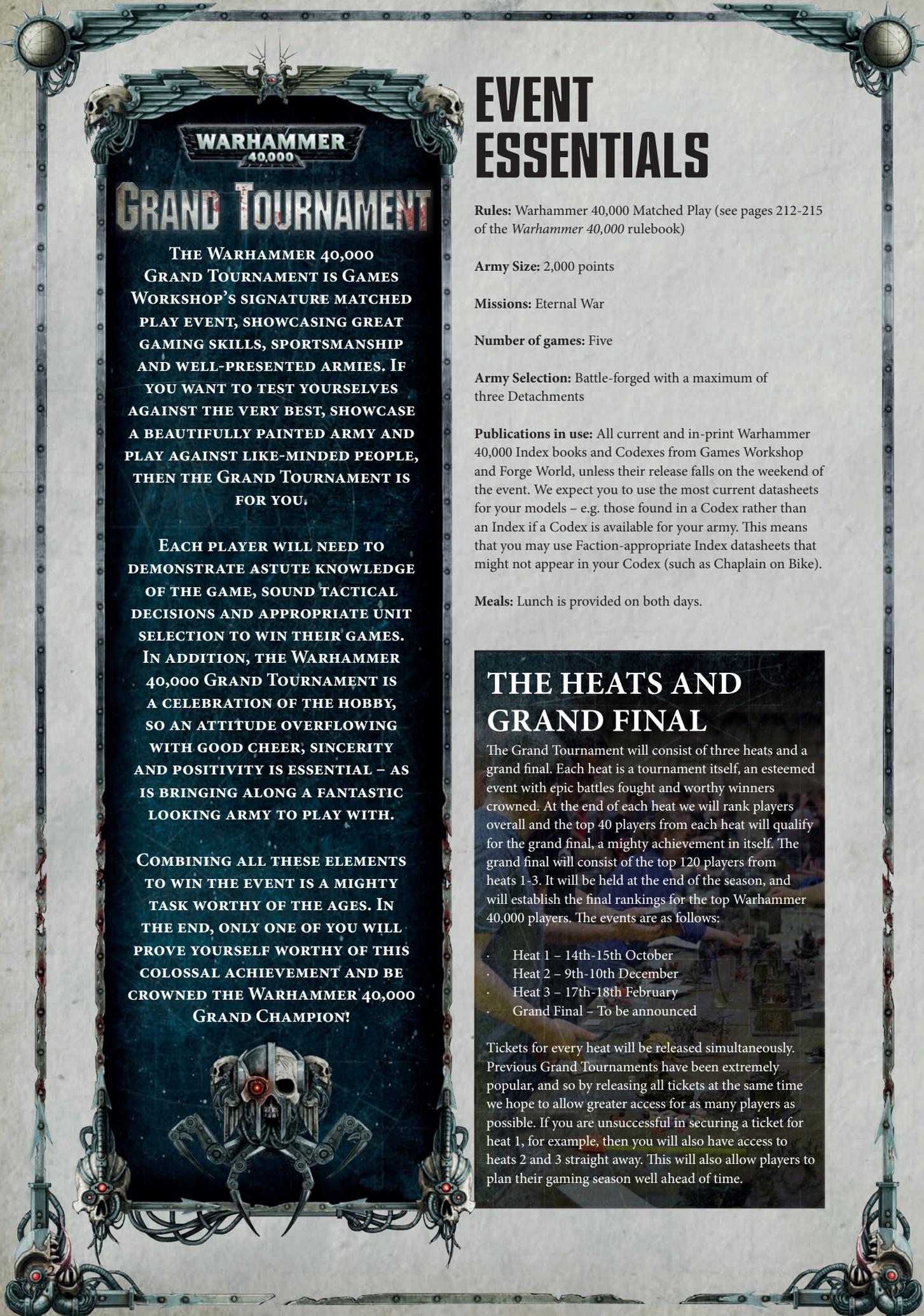
WARHAMMER  
40,000

# GRAND TOURNAMENT



WARHAMMER WORLD EVENTS

GAMES  
WORKSHOP®



**WARHAMMER  
40,000**

# GRAND TOURNAMENT

**THE WARHAMMER 40,000 GRAND TOURNAMENT IS GAMES WORKSHOP'S SIGNATURE MATCHED PLAY EVENT, SHOWCASING GREAT GAMING SKILLS, SPORTSMANSHIP AND WELL-PRESENTED ARMIES. IF YOU WANT TO TEST YOURSELVES AGAINST THE VERY BEST, SHOWCASE A BEAUTIFULLY PAINTED ARMY AND PLAY AGAINST LIKE-MINDED PEOPLE, THEN THE GRAND TOURNAMENT IS FOR YOU.**

**EACH PLAYER WILL NEED TO DEMONSTRATE ASTUTE KNOWLEDGE OF THE GAME, SOUND TACTICAL DECISIONS AND APPROPRIATE UNIT SELECTION TO WIN THEIR GAMES. IN ADDITION, THE WARHAMMER 40,000 GRAND TOURNAMENT IS A CELEBRATION OF THE HOBBY, SO AN ATTITUDE OVERFLOWING WITH GOOD CHEER, SINCERITY AND POSITIVITY IS ESSENTIAL – AS IS BRINGING ALONG A FANTASTIC LOOKING ARMY TO PLAY WITH.**

**COMBINING ALL THESE ELEMENTS TO WIN THE EVENT IS A MIGHTY TASK WORTHY OF THE AGES. IN THE END, ONLY ONE OF YOU WILL PROVE YOURSELF WORTHY OF THIS COLOSSAL ACHIEVEMENT AND BE CROWNED THE WARHAMMER 40,000 GRAND CHAMPION!**

# EVENT ESSENTIALS

**Rules:** Warhammer 40,000 Matched Play (see pages 212-215 of the *Warhammer 40,000* rulebook)

**Army Size:** 2,000 points

**Missions:** Eternal War

**Number of games:** Five

**Army Selection:** Battle-forged with a maximum of three Detachments

**Publications in use:** All current and in-print Warhammer 40,000 Index books and Codexes from Games Workshop and Forge World, unless their release falls on the weekend of the event. We expect you to use the most current datasheets for your models – e.g. those found in a Codex rather than an Index if a Codex is available for your army. This means that you may use Faction-appropriate Index datasheets that might not appear in your Codex (such as Chaplain on Bike).

**Meals:** Lunch is provided on both days.

## THE HEATS AND GRAND FINAL

The Grand Tournament will consist of three heats and a grand final. Each heat is a tournament itself, an esteemed event with epic battles fought and worthy winners crowned. At the end of each heat we will rank players overall and the top 40 players from each heat will qualify for the grand final, a mighty achievement in itself. The grand final will consist of the top 120 players from heats 1-3. It will be held at the end of the season, and will establish the final rankings for the top Warhammer 40,000 players. The events are as follows:

- Heat 1 – 14th-15th October
- Heat 2 – 9th-10th December
- Heat 3 – 17th-18th February
- Grand Final – To be announced

Tickets for every heat will be released simultaneously. Previous Grand Tournaments have been extremely popular, and so by releasing all tickets at the same time we hope to allow greater access for as many players as possible. If you are unsuccessful in securing a ticket for heat 1, for example, then you will also have access to heats 2 and 3 straight away. This will also allow players to plan their gaming season well ahead of time.

# MODEL REQUIREMENTS

Playing exciting, atmospheric games with painted miniatures is a big part of our events at Warhammer World. With this in mind, all miniatures in your collection must be Citadel or Forge World miniatures, and be fully assembled, painted and based. Each model must completely and accurately represent its entry on your army roster (including all weapons and equipment).

Furthermore, you need to contact us to let us know about any conversions you are planning on using, and provide us with photos of the models in question where possible. Don't worry – we fully appreciate spectacular modelling skills, but we just want to make sure everything is super clear for your opponent so that no confusion can arise during games.

To protect everyone's experience, we will politely ask you to remove any models that don't meet these standards.

## ARE YOU PLANNING ON USING CONVERTED MODELS IN YOUR ARMY?

**YES**

CONTACT US AT  
[WHWORLDEVENTS@GWPLC.COM](mailto:WHWORLDEVENTS@GWPLC.COM)  
OR CALL US  
**0115 900 4994**

AND CHECK TO MAKE SURE YOUR  
CONVERSION IS APPROPRIATE FOR  
OUR EVENTS.\*

**NO**

CARRY ON. THERE'S NOTHING TO  
WORRY ABOUT EXCEPT GETTING IT  
PAINTED ON TIME!

\* THIS ONLY APPLIES TO OUR GAMING EVENTS HELD HERE AT WARHAMMER WORLD. Your local Games Workshop, independent stockist, gaming club or even regular gaming evening at Warhammer World may do things differently. Get in touch to see what their standards are concerning conversions, if they have any!

If you contact us, please include pictures of the models in question. And don't panic! We're very friendly and we love creativity in modelling.



# YOUR ARMY AND THE GAMES

You will require an army of no more than 2,000 points to play at this event. Follow the matched play (pg 214) and Battle-forged (pg 240) rules in the *Warhammer 40,000* rulebook when choosing your army. You may take a maximum of three Detachments in your army.

Once you are happy with your army, you must record it on a typed and printed army roster – a PDF download of a blank army roster is available from [www.warhammer-community.com](http://www.warhammer-community.com). All text must be clearly readable for us and your opponent to check. You will need to hand one copy of your army roster in at registration, and have at least one other copy to give to your opponents before each game. You must use the same army roster for each game, and all choices available to you must be noted down on your army roster. Remember that your roster must include things like reinforcement points, Command Points, army Faction, who is your Warlord and what Detachments you are using.

Any kind of ability or trait you can choose before the game must be decided on before the event and recorded on your army roster. This

includes things like psychic powers, Warlord Traits, relics and specific Faction keywords, e.g. <CHAPTER> or <CLAN>.

This also includes any Stratagems that state they are used 'before the battle' (such as the Chapter Master or Relics of the Chapter Stratagems in *Codex: Space Marines* – but not, for example, Strike From the Shadows, as this is used 'during deployment'). After ensuring you have the required Command Points, you must record these on your army roster – we suggest using the 'Notes' section. These choices are made for the entire heat or grand final, and as they are part of your army roster, cannot be changed during the event.

This does not mean you need to use the same army at different heats, or indeed the grand final. In fact, many players change their army roster between the heats and the final to make improvements or try different things. This is all part of the fun of gaming over extended tournaments, and we heartily encourage you to engage with it!

Each Grand Tournament heat and grand final will consist of five matched

play games using the Eternal War missions, and you will have two hours and thirty minutes to play each game (the schedule at the end of this pack will show you the times all five games start and finish on each day). Your opponent for your first game will be randomly determined, then from game two onwards we will use a 'Swiss' system to match you against players of a similar rank. By playing an opponent of a similar rank, you are more likely to be matched up evenly, creating enjoyable games for all.

Each mission will be randomly determined by the events team before the round starts. Once a mission has been played, it will not be played again, so you will play five of the six Eternal War missions. Once a game starts, play through the mission exactly as laid out in the *Warhammer 40,000* rulebook (these can be found on pages 216-223, including rules for determining which standard deployment map is used). You will be given a card when you register for the event – at the end of the game, record your result and score on this event card and hand the relevant portion in to the event staff. Information on scoring can be found on the next page.



# GRAND TOURNAMENT SCORES

Each heat or grand final of the Warhammer 40,000 Grand Tournament ranks players overall by a Grand Tournament score, or GT score for short. This is a combination of gaming, sportsmanship and army presentation scores. Your gaming score is based on the results of your games – you can achieve a maximum of 30 points here for winning all five games. You can then achieve a maximum of 10 points for sportsmanship and army presentation scores. These scores combined create your GT score. Your event card will contain spaces to record all the following information.

## GAMING SCORES

At the end of each game, you and your opponent will need to record your results on your event card, and then hand in your results to the event staff at the same time. We need you to do this as promptly as possible so that the next game can be organised straight away. Each game lasts two hours and thirty minutes, and once the game ends, you will have five minutes to record your result with the events team.

To determine the winner of each game, use the victory conditions as laid out in the mission. Once you know the result, you will record it on your event card using the following system:

- **Win the game** – 6 points
- **Draw the game** – 2 points
- **Lose the game** – 0 points

## Tiebreakers

If players earn the same GT score by the end of the heat or grand final, we will use the following tiebreakers to establish final rankings. They are listed here in order of priority:

- Total Slay The Warlord victory conditions achieved
- Total Linebreaker victory conditions achieved
- Total First Blood victory conditions achieved

For each game you will also need to record on your event card the following victory conditions (if you achieve them), which will be used as tiebreakers should the need arise (see the Tiebreakers box, below).

- **Slay The Warlord**
- **Linebreaker**
- **First Blood**
- **Points value of enemy units destroyed** – this is the total, in points, of enemy units that have been destroyed. Any units not on the board at the end of the game count as destroyed.

## SPORTSMANSHIP AND ARMY PRESENTATION SCORES

Sportsmanship and army presentation scores are calculated by voting in the following two categories when you hand in your final results at the end of the heat or grand final. You get two votes in each category, and you must vote only for those players and armies you played against. This is also a secret ballot, so don't let anyone see who you've voted for!

**Favourite Game** – You can vote for the two opponents you enjoyed playing against the most (note that you can't vote for the same opponent twice!). Maybe they displayed excellent sportsmanship, perhaps they were positive and friendly, or it was generally a fun and engaging game.

**Favourite Army** – You can vote for the two armies you played against that you liked the look of the most (note that you can't vote for the same army twice!). Excellent painting standards, a fantastic centrepiece model, spectacular conversions or overall theme may make up your mind.

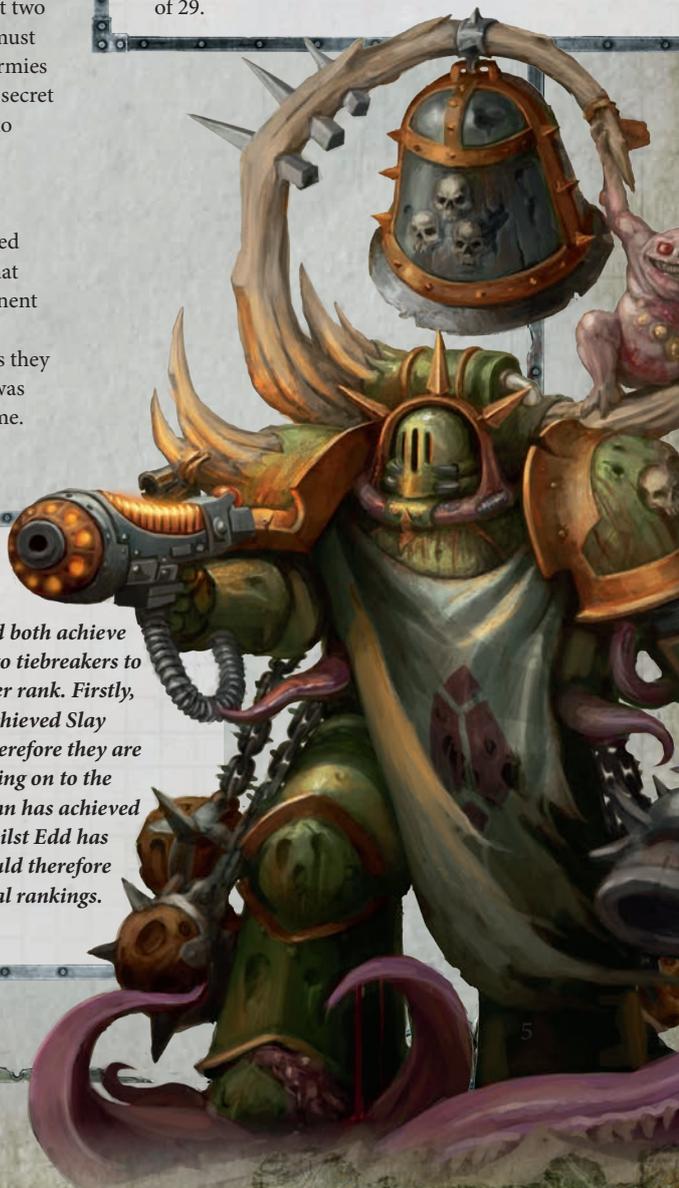
Each vote you receive counts as one point towards your GT score – this means you can receive a maximum of five points for Favourite Game and five points for Favourite Army. Every player must use their four votes, as they are integral to the event. If you don't vote, then you don't rank!

## GT Score Example

At the end of heat 1, Elliot has won four games and lost one game, earning a GT score so far of 24. He then receives three Favourite Game votes and two Favourite Army votes, which are added to the 24 points he scored from his games for a total GT score of 29.

- Total points value of enemy units destroyed

*For example, John and Edd both achieve a GT score of 21, so we go to tiebreakers to establish who has the higher rank. Firstly, John and Edd have both achieved Slay The Warlord four times, therefore they are still of the same rank. Moving on to the next tiebreaker, we find John has achieved Linebreaker four times, whilst Edd has achieved it twice. John would therefore finish above Edd in the final rankings.*



# PAINTING COMPETITIONS

During each heat or grand final we will hold two painting competitions. These competitions are separate from the GT score system, so have no bearing on the overall rankings. They are there to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable. You are eligible to enter each category once. To enter, you must have done the building and painting yourself and the models must be from the army you are using in the heat or grand final.

The first is the Legends painting competition. This is perfect for the models in your army that you are most proud of. Entry is open to anyone taking part in the event, and the winners are determined by player vote. The winning model(s) from each category will win a Legend award. The categories are as follows:

- **Hero of Legend** includes any one model that doesn't have the **VEHICLE** or **MONSTER** keyword.
- **Company of Legend** includes any unit of two-to-five models, or two-to-three models on larger bases.
- **Icon of Legend** includes any model with the **VEHICLE** or **MONSTER** keyword, or any model that doesn't fit into the above categories.



The second competition is for the Best Army. This is a prestigious award for hobbyists who take the time and put in the effort to achieve a truly excellent standard of modelling and painting consistently across their whole army. The Events Team will nominate a shortlist of armies, and then the winner will be determined by player vote. Your events card will contain spaces to record your votes for each category and competition.

The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding these competitions, feel free to contact us before the event.

## CODE OF CONDUCT AND SUDDEN DEATH

At Warhammer World, we place great emphasis on playing excellent games of Warhammer 40,000 with like-minded people at the home of Games Workshop. 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, offer them a copy of your army roster and start the game promptly. We then expect players to treat each other positively and demonstrate good sportsmanship. After all, part of your GT score is based on doing just this!

With regards to the first point under Sudden Death (page 215 of the *Warhammer 40,000* rulebook), 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, no extra victory conditions (e.g. Slay the Warlord), and zero points for enemy units destroyed. The winning player records a crushing victory – which counts as a win and maximum extra victory conditions achieved! Thus the winner would record six points for their GT score, and also record Slay The Warlord, Linebreaker, First Blood and 2,000 points for 'enemy units destroyed'.

In the event of the second point under Sudden Death, the winner records a crushing victory as above. The loser records a loss, any victory conditions they achieved during the game and the total points value of enemy units destroyed.



# THE AWARDS

## HEAT 1/2/3 FIRST PLACE

For the player that finishes in first place at a heat.

## HEAT 1/2/3 SECOND PLACE

For the player that finishes in second place at a heat.

## HEAT 1/2/3 THIRD PLACE

For the player that finishes in third place at a heat.

## FAVOURITE PLAYER

For the player with the most Favourite Game votes in each heat and the grand final, with highest overall ranking as the tiebreaker.

## BEST ARMY

For the winner of the Best Army painting competition in each heat and the grand final.

## HERO OF LEGEND

For the winner of the Hero of Legend painting competition.

## COMPANY OF LEGEND

For the winner of the Company of Legend painting competition.

## ICON OF LEGEND

For the winner of the Icon of Legend painting competition.

## FIRST PLACE

For the player that finishes in first place at the grand final.

## SECOND PLACE

For the player that finishes in second place at the grand final.

## THIRD PLACE

For the player that finishes in third place at the grand final.



## SCHEDULE

### FRIDAY

- **10.00am-10.00pm** Warhammer World is open for early birds wanting to meet old friends and play some practice games. This is not part of the event, but feel free to reserve a table and get warmed up for the weekend. Check out the Warhammer World website for more information.

### 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:

Phone: 0115 900 4994

Email: [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com)

Write: Warhammer World Events Team, Games Workshop, Willow Road, Nottingham, NG7 2WS

Catch up on all the latest Warhammer World news by finding us on  [facebook](#) at Games Workshop: Warhammer World

### SATURDAY

- **9.00am-10.00am** Registration in Bugman's
- **10.00am** Events Hall and Stores open
- **10.20am** Event brief
- **10.30am-1.00pm** Game 1
- **1.00pm-2.00pm** Lunch and the Legends painting competitions
- **2.00pm-4.30pm** Game 2
- **4.30pm-5.00pm** Break
- **5.00pm-7.30pm** Game 3
- **10.00pm** Warhammer World closes

### SUNDAY

- **10.00am** Warhammer World opens
- **10.30am-1.00pm** Game 4
- **1.00pm-2.00pm** Lunch and the Best Army painting competition
- **2.00pm-4.30pm** Game 5
- **4.30pm-5.15pm** Break
- **5.15pm** Award ceremony
- **6.00pm** Warhammer World closes

