

WARHAMMER
AGE OF SIGMAR

GRAND TOURNAMENT



GAMES
WORKSHOP



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The Warhammer Age of Sigmar GT is one of Games Workshop's signature matched play events, 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 Age of Sigmar 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 Age of Sigmar Grand Champion!

EVENT ESSENTIALS

Rules: The core rules, including allegiance abilities, Realm of Battle and endless spells (pages 226-263 of the *Warhammer Age of Sigmar Core Book*); the Pitched Battles rules (pages 48-49 of *General's Handbook 2018*)

Army Size: 2,000 points

Battleplans: Pitched Battle battleplans (see pages 50-61 of *General's Handbook 2018* and pages 312-317 of the *Warhammer Age of Sigmar Core Book*)

Number of Games: Five

Army Selection: See the Battlehost restrictions on the Pitched Battle chart on page 48 of *General's Handbook 2018*

Publications in Use: The Core Book, all current and in-print Warhammer Age of Sigmar battletomes, Grand Alliance books, warscroll compendiums (including those from Forge World), *General's Handbook 2018*, *Malign Sorcery* and any warscrolls and warscroll battalions with a Pitched Battle profile, unless their release falls on the weekend of the event. We expect you to use the most current warscrolls for your models, e.g. those found in a battletome rather than a Grand Alliance book or warscroll compendium.

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 Age of Sigmar players. The events are as follows:

- Heat 1 – 2nd-3rd March
- Heat 2 – 9th-5th May
- Heat 3 – 22nd-23rd June
- Grand Final – 28th-29th September

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 absolutely 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?

NO

YES

Carry on. There's nothing to worry about except getting it painted on time!

Contact us at: eventsupport@gwplc.com

...or call us on **0115 900 4994** and check to make sure your conversion is appropriate for our events.*

*This only applies to our gaming events 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

PICKING YOUR ARMY

You will require an army of no more than 2,000 points to play at this event. Follow the Picking Your Army section (pages 48-49) in the *General's Handbook 2018* when choosing your army, noting the Battlehost restrictions in the Pitched Battle chart on page 48. We also expect players to use the recommended base sizes found in the *Warhammer Age of Sigmar: Base Sizes* document, downloadable from warhammer-community.com.

ARMY ROSTER

Once you are happy with your army, you must record it on an army roster – a PDF download of a blank army roster is available at 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 who your general is, army allegiance, the allegiance abilities you will use, artefacts of power, spells, and the number of leader, artillery and behemoth models in your army.

PRE-GAME RULES AND ABILITIES

Any kind of ability you can choose before the game must be decided on before the event and recorded on your army roster. This includes things like Marks of Chaos for **SLAVES TO DARKNESS** units. 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.

USING DIFFERENT ARMIES

You do not need to use the same army in 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!

BATTLEPLANS AND MATCHMAKING

Each Grand Tournament heat will consist of five Pitched Battle games using the Pitched Battle battleplans from *General's Handbook 2018* (pages 50-61) and the Core Book (pages 312-317), 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). The grand final will consist of six Pitched Battle games. Your opponent for your first game will be randomly determined, then from game two onwards we will use a Swiss-system format 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 battleplan will be randomly determined by the Events Team before the round starts (see page 49 of *General's Handbook 2018*). Once a battleplan has been played, it will not be played again, so you will play five of the eighteen Pitched Battle battleplans. Once a game starts, play through the battleplan exactly as laid out in *General's Handbook 2018* (pages 50-61) or the Core Book (pages 312-317).



REALM OF BATTLE RULES

Realm of Battle rules and realmscape features will be in use; which ones are in effect will be announced before each game, at the same time as determining the battleplan.

EVENT CARD

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 Age of Sigmar 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 battleplan. Once you know the result, you will record it on your event card using the following system:

- **Major Victory** – 6 points
- **Minor Victory** – 4 points
- **Draw** – 2 points
- **Loss** – 0 points

For each game you will also need to record on your event card the following information, which will be used as a tiebreaker should the need arise (see the Tiebreakers box at the bottom of this page):

- **Points value of enemy units destroyed**

- This is the total, in points, of enemy units (excluding summoned units) that have been destroyed. If all enemy units have been destroyed, this counts as 2,000 points.



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

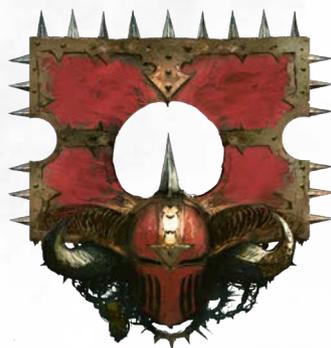
At the end of heat 1, Elliot has won one **major victory** and three **minor victories** but has lost one game, earning a GT score so far of 18. He then receives three Favourite Game votes and two Favourite Army votes, which are added to the 18 points he scored from his games for a total GT score of 23.

TIEBREAKERS

If players earn the same GT score by the end of the heat or grand final, we will use the following tiebreaker to establish final rankings:

- Total points value of enemy units destroyed (excluding summoned units)

For example, John and Edd both achieve a GT score of 32, so we go to the tiebreaker to establish who has the higher rank. We find out John has destroyed 7920 points' worth of enemy units, while Edd has destroyed 6770, meaning John will be ranked higher than Edd.



PAINTING COMPETITIONS

During each heat or grand final we will hold two painting competitions. These have no bearing on your GT score or 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** – Any single Leader, Battleline or uncategorised model.
- **Company of Legend** – Any unit of between two and five models, not including any Behemoth, Behemoth Leader or Artillery models.
- **Icon of Legend** – Any Behemoth, Behemoth Leader or Artillery model (plus any attendant crew).

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.

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 CONCEDED

At Warhammer World, we place great emphasis on playing excellent games of Warhammer Age of Sigmar with like-minded people at the home of Games Workshop. Therefore we expect players to play each game according to 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!

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 and zero points for enemy units destroyed. The winning player records a **major victory** and 2,000 points for 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.

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

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

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

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SCHEDULE

FRIDAY (HEAT & FINAL)

• **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.

SATURDAY (HEAT & FINAL)

- **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
- **8.00pm** Stores and Gaming Hall close
- **10.00pm** Warhammer World closes

SUNDAY (HEAT)

- **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

SUNDAY (FINAL)

- 9.00am** Doors open.
- 9.30am-12.00pm** Game 4
- 12.00pm-1.00 pm** Lunch and the Best Army painting competition
- 1.00pm-3.30pm** Game 5
- 3.30pm-4.00pm** Break
- 4.00pm-6.30pm** Game 6
- 6.30pm-7.15pm** Break
- 7.15pm** Award Ceremony
- 8.00pm** Warhammer World closes

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: eventsupport@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

