



# LONDON GRAND TOURNAMENT

**WARMASTER WORLD CHAMPIONSHIP  
2018 GAMING PACK**

**BROUGHT TO YOU BY  
THE WARMASTER PODCAST**

# CONTENTS

<b>Introduction</b>	<b>3</b>
<b>General Info</b>	<b>4</b>
<b>What you need</b>	<b>5 – 6</b>
<b>Terrain</b>	<b>7</b>
<b>Scenario 1 &amp; 5</b>	<b>8</b>
<b>Scenario 2</b>	<b>9</b>
<b>Scenario 3</b>	<b>10</b>
<b>Scenario 4</b>	<b>11</b>
<b>Scenario Maps</b>	<b>12 – 13</b>
<b>Scoring</b>	<b>14</b>

# INTRODUCTION

## WELCOME TO THE LONDON GRAND TOURNAMENT WARMMASTER WOLD CHAMPIONSHIP 2018

This document provides all the information you need to play in the 2018 Warmaster World Championship and should be printed and brought with you to the event if you intend to play. Contained herein are details of Gaming Schedule, Army Composition, Scenarios and Scoring. If you have any questions at all - please do not hesitate to get in touch at the appropriate email below.

### GENERAL ENQUIRIES

[pfw14\\_7@hotmail.co.uk](mailto:pfw14_7@hotmail.co.uk)

For more information on the venue, local pubs, the full programme of events and details of all our fabulous prizes and special guest appearances, please see our Convention Programme which can be found at [www.LGTpresents.co.uk/programme](http://www.LGTpresents.co.uk/programme)

We look forward to seeing you in May for a weekend of wargaming madness.

*Paul Winter - Tournament Organiser*

# GENERAL INFO

## WHAT IS IT

The Warmaster World Championship is a 5 round, 2000 point, Warmaster tournament, using the Warmaster Revolution Rule set, which can be found here: <http://www.wm-revolution.com/>

## WHEN IS IT

The 19<sup>th</sup> and 20<sup>th</sup> May 2018 with organized social activities and pre-registration on the 18<sup>th</sup> May.

## WHERE IS IT

The Olympic Stadium (entrance B), Queen Elizabeth Olympic Park, London E20 2ST

## WHERE CAN I BUY TICKETS

Tickets are available from our webstore: [www.LGTpresents.co.uk/store](http://www.LGTpresents.co.uk/store)

**Remember, you must purchase a Convention Access Pass along with an event ticket to attend this event.**

Please note that no physical tickets are issued in advance. You can collect your entry ticket to your events from the registration desk.

## EVENT TIMINGS

Friday May 18<sup>th</sup>

- Registration 18:00 – 20:00
- Social 18:00 – 23:00

Saturday May 19<sup>th</sup>

- Registration 09:15 – 09:45
- Welcome Speech 09:45 – 10:00
- Round 1 10:00 – 12:30
- Break 12:30 – 13:30
- Round 2 13:30 – 16:00
- Round 3 16:15 – 18:45
- Social 18:00 – Late

Saturday May 19<sup>th</sup>

- Venue Opens 09:15 – 09:30
- Round 4 09:30 – 12:00
- Break 12:00 – 13:00
- Round 5 13:00 – 15:30
- Announcements & Prizes 17:00 – 17:30

## WHAT YOU NEED TO BRING

- Your painted and based army
- 3 copies of your Army List – 1 to submit for checking, 1 for you and 1 for your opponents
- This tournament pack
- Pen and Paper
- Dice and tape measure
- Objective markers X2

# WHAT YOU NEED

## ARMY SELECTION

The Warmaster World Championship uses the following Warmaster Revolution Armies Book. This can be found at the following website.

<http://www.wm-revolution.com/>

Each player should select an army of no more than 2000 points.

You can use this army builder that is free online. It has Revolution Edition in its home page.

<http://wm-selector.appspot.com/>

At the time of writing some army lists are missing. With regards to Beastmen, Norse, and Wood Elves. If you want to use one of these armies contact the tournament organiser before to seek permission.

## CLOCKS

A death clock system shall be in use for each round. Each player has 1 hour 15 minutes on their clock. The TO will explain how the clock system will work to the players in the opening brief. Each player turn must last at least 1 minute.

## MODELLING AND PAINTING

Games with painted armies are more interesting to watch and generally enhance the experience for all. Although painting is not required, players are encouraged to show off all aspects of the hobby.

Models used at the Warmaster World Championship can be sources from any appropriate 10mm range. Each model must be fully assembled on the appropriate size base.

Players will need to talk through their army before the game starts about what is in there army and how it is represented. Your opponent should be at no disadvantage because they cannot tell what a unit should be. A player could use different models to represent others, for example in a chaos army all my Troll/Ogre minis are Chaos Warriors, this needs to be clearly stated prior and during the game.

# WHAT YOU NEED

## **SPORTSMANSHIP**

A fair and honest in-game environment is required for everyone to have fun. Players must accurately execute the rules of the game and fully cooperate with opponents to honestly answer any questions that arise before and during the game. Players are also responsible for holding their opponents to the same standards.

The Tournament Organiser (TO) will not be able to observe every game. If a player is made uncomfortable by something his opponent is doing (stalling, cheating etc) he should tell his opponent about it and explain what the opponent can do to maintain a fair, honest, and fun in-game environment. If the behaviour continues or a dispute arises, the players should call the TO and explain the situation. The TO has the final word on rules questions or debates.

Players must present a mature and polite demeanour to their opponents and the TO. Failure to do so will result in immediate disqualification without a refund. A TO can also disqualify a player for any incident that is deemed unsporting. Disqualified players cannot win any awards and are barred from further events.

## **TIME KEEPING**

Players are requested to be at their tables on time for the start of a round. If a player is over 15 minutes late they count as missing the game and their opponent will score maximum points for the game. If your opponent is not at the table by the cut off time, please contact a judge.

## **FIRST ROUND PAIRINGS**

This round is a random draw over who plays who. The exception to this is if players issue a grudge to another player to play them, if this is accepted and the TO agrees, they both players will play each other in the first round.

## **SUBSEQUENT PAIRINGS**

The Warmaster World Championship is a Swiss tournaments. This means that in each round after the first winners will play winners, except in a odd number of players one winner will need to play a loser from the previous round. this process is called "Pairing down." Strength of schedule placements or in other words deciding who is first amongst equals is done by each players running Victory point total.

# TERRAIN

Before the first round starts the TO will get the players attention and walk/talk through the tables announcing what the scenery is and how it is to be played. Before each game begins players should talk through the scenery on the table they are about to use and clarify to each other what it means and how it is to be played. if the TO is asked to clarify mid game they will state the same thing they did on the first talk given. The TO decision is final. From experience scenery disputes is the biggest cause of an argument between players, do not let it happen.

At the Warmaster World Championship the tournament standard for amount of terrain is 6-8 pieces of scenery well spaced apart. This will include 3 hills and 3 woods where possible. If you feel the scenery has been moved before starting your game as the TO for a re set of the table for you.

# SCENARIO 1 & 5

## SCENARIO 1 PITCHED BATTLE

1. Mark two deployment zones 20cm deep on both sides of the table.
2. Both players then make their scouting rolls.
3. The winner of this roll then decides which table side they want to set up on and deploys their scouts.
4. The second player sets up his army, leaving the first player to finally deploy the rest of their army.
5. The game ends when one side is broken or has lost their general, or a player has run out of time. If a player has run out of time their opponent automatically gets a total victory point score of 10.

## VICTORY POINTS

- 4 points for breaking the enemy/killing the enemy general.
- 2 point for gaining less than 300 victory points.
- 4 points for gaining between 300 and 600 victory points.
- 6 points for gaining more than 600 victory points.

# SCENARIO 2

## SCENARIO 2 MEETING ENGAGEMENT

1. Divide the table into 6 equal 2 foot by 2 foot squares, label these squares 1-6.
2. One player rolls three dice to be allocated 3 of these squares. Re roll the result if all 3 results are on the same half of the table as this would make the scenario too close to Pitched Battle.
3. Both players then make their scouting rolls.
4. Each unit or brigade of up to four units and characters cannot be placed within 30cm of the opposing army. A player will choose a unit or brigade to deploy and will roll to see which of the three squares allocated to each player they are set up in.
5. The player who wins the scouting roll deploys their scouts first.
6. The second player sets up his army, leaving the first player to finally deploy the rest of their army.
7. For both players, characters cannot be set up within 30cm of a friendly unit, but can be chosen where to be placed. Note that a Skaven player can only deploy a brigade of four units at a time just like every other army.
8. The game ends when one side is broken or has lost their general, or a player has run out of time. If a player has run out of time their opponent automatically gets a total victory point score of 10.

## VICTORY POINTS

- 4 points for breaking the enemy/killing the enemy general.
- 2 point for gaining less than 300 victory points.
- 4 points for gaining between 300 and 600 victory points.
- 6 points for gaining more than 600 victory points.

# SCENARIO 3

## SCENARIO 3 TAKE AND HOLD

The aim of this scenario is to fight over certain objectives rather than just breaking your opponent.

After terrain is set, players take turns in placing four game objectives. These can be any kind of markers or preferably some terrain features, such as buildings, lone trees, shrines etc. Two of the objectives should be placed 15cm within the central table line (objective zone B). Place the remaining two objectives outside this zone as well as outside the deployment zones (objective zone A). In each objective zone A there should be one objective.

## SPECIAL RULES

After the objectives are placed, make the scouting role and deploy your armies within the deployment zones. Victory Points are awarded for breaking the opponent and for holding the objectives at the end of the game - no matter whether the army was broken or not. An objective is held if a non-confused unit is within 5cm of the objective while there is no enemy unit within 5cm of the same objective. Flyers cannot hold objectives however, they can contest them. The game ends when one side has been broken or has lost their general, or a player has run out of time. If a player has run out of time their opponent automatically gets a total victory point total of 10.

## VICTORY POINTS

- 2 points for breaking the enemy/killing the enemy general.
- 1 point for holding the objective in the objective zone next to your deployment zone.
- 2 points for holding an objective within the central objective zones.
- 3 points for holding the objective in the objective zone next to the opponent's deployment zone.

# SCENARIO 4

## SCENARIO 4 BATTLE FOR THE TOWER

The aim of this scenario features a bloody struggle for a tower positioned in the middle of the battlefield.

## SPECIAL RULES

Along with other terrain, place a tower (or any similar significant terrain feature such as farm house, monolith, shrine etc.) right in the middle of the table. This terrain feature counts as impassable terrain.

Deploy your armies as usual with scouting rules.

A player controls the tower if at least two of their non-confused units of infantry, cavalry or chariots (in any combination) are touching the tower and are not in combat, and no enemy unit is touching the tower.

The game ends when one side has been broken or has lost their general, or a player has run out of time. If a player has run out of time their opponent automatically gets a total victory point total of 10.

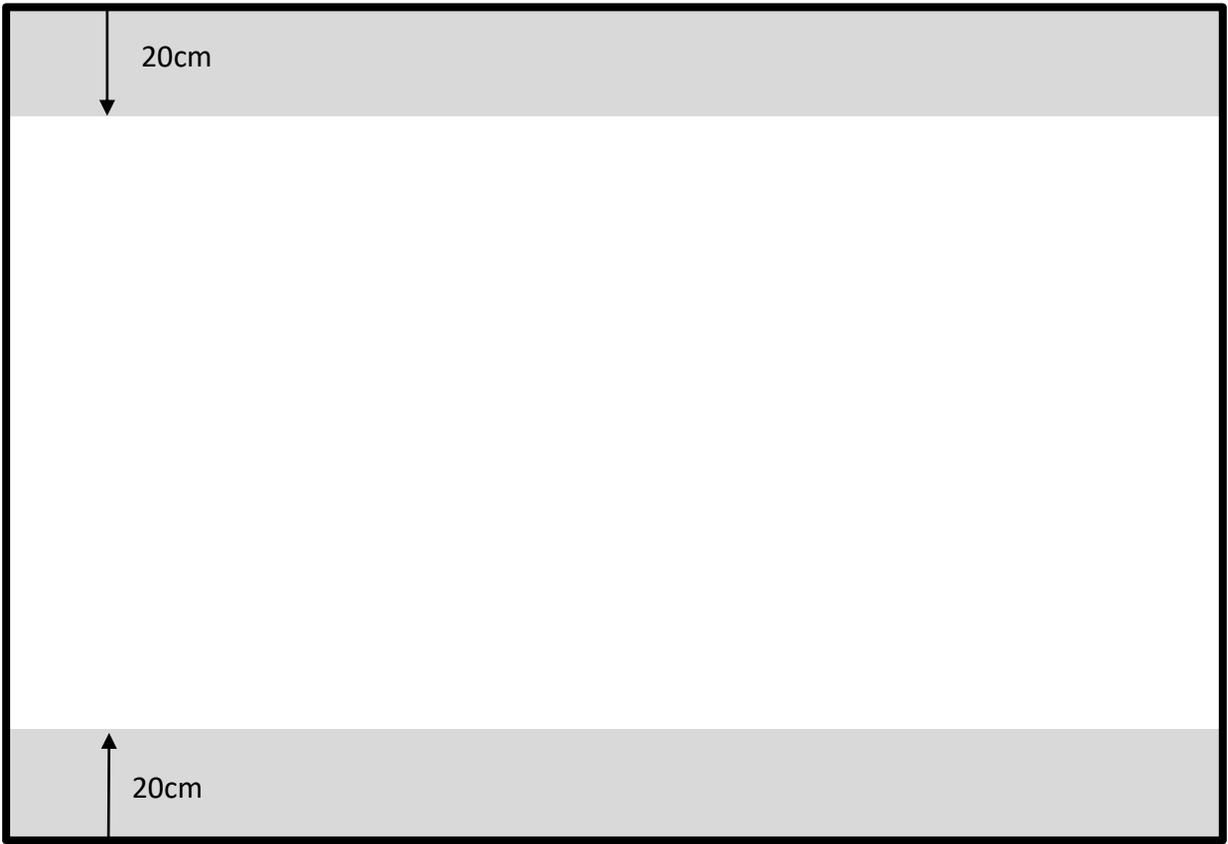
## VICTORY POINTS

It is important who controls the tower at the end of the game, no matter which side withdrew. Points are awarded according to the situation on the battlefield at the end of the game.

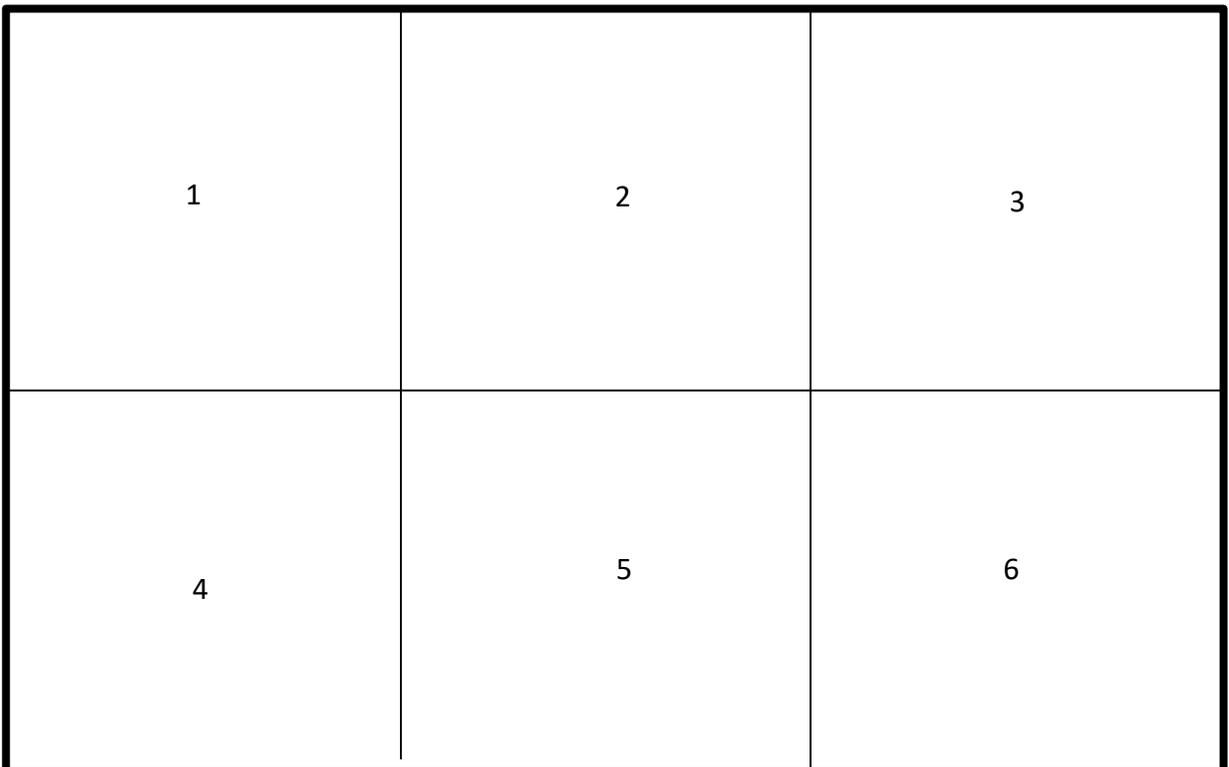
- 4 points for breaking the enemy/killing the enemy general.
- 4 points for controlling the tower.
- 1 point extra if there is no enemy unit within 10cm of the tower.
- 1 point extra if there is no enemy unit within 20cm of the tower. This bonus stacks with the previous one

# SCENARIO MAPS

## SCENARIO 1 and 5 PITCHED BATTLE

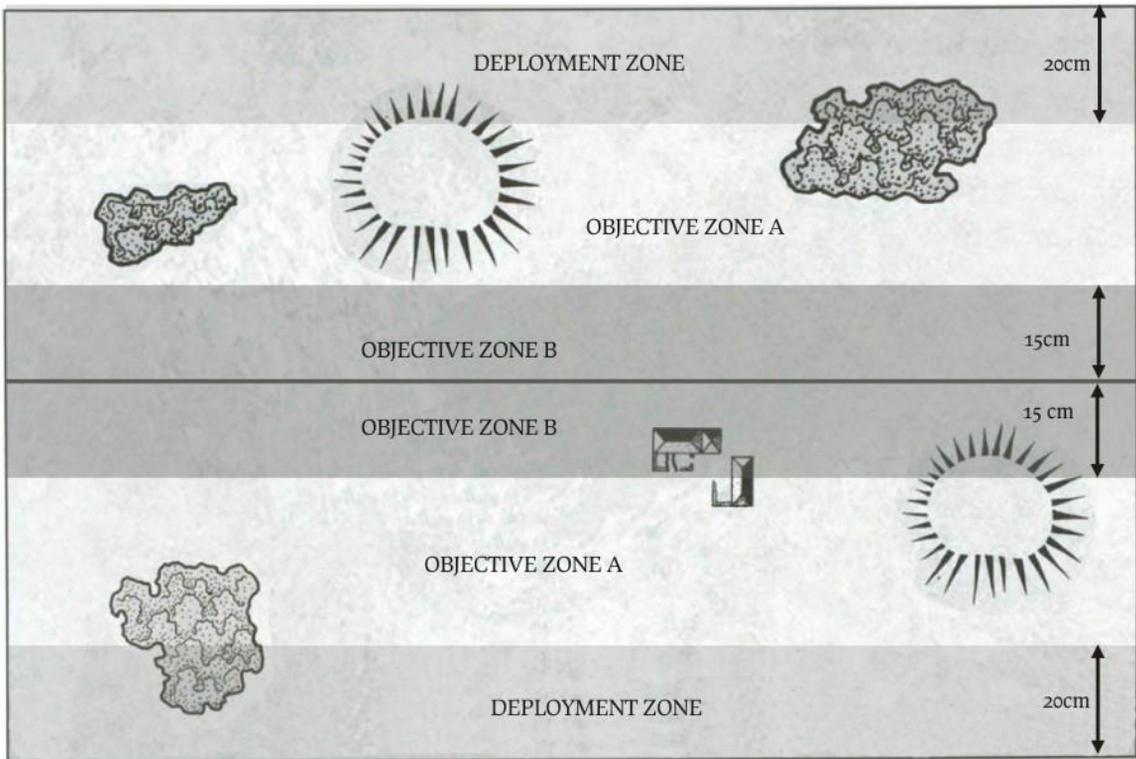


## SCENARIO 2 MEETING ENGAGEMENT

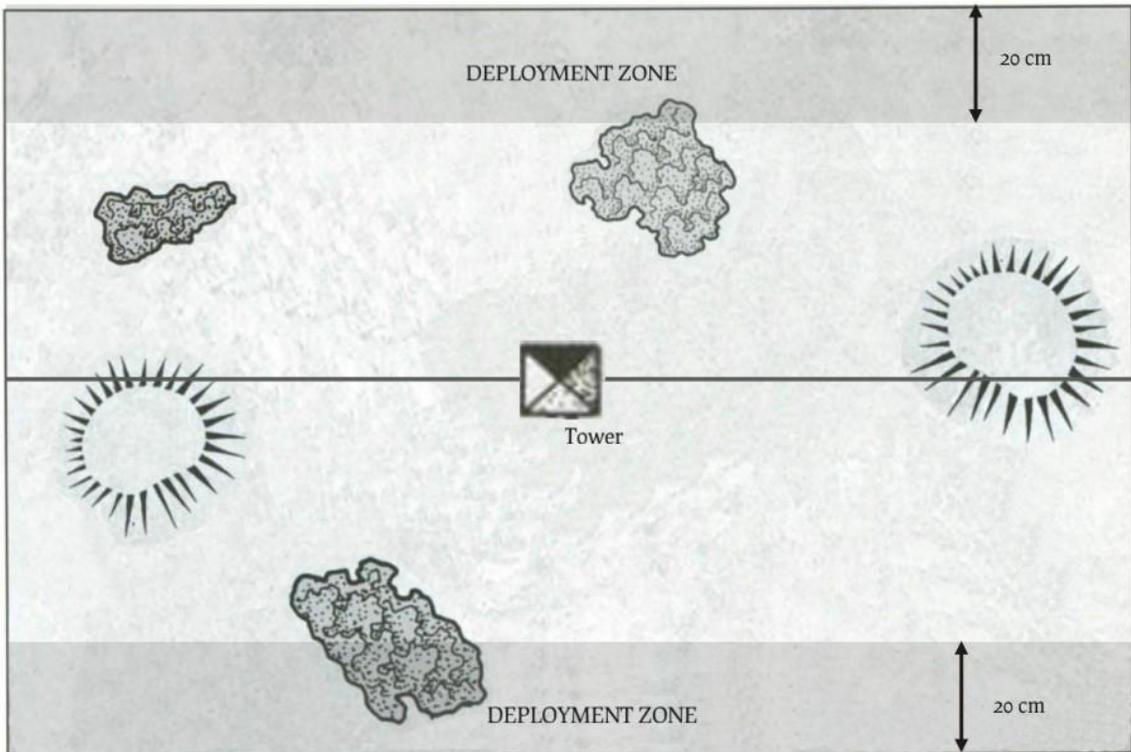


# SCENARIO MAPS

## SCENARIO 3 TAKE AND HOLD



## SCENARIO 4 BATTLE FOR THE TOWER



# SCORING

## WORKING OUT WHO HAS WON

At the end of the game both players should work out the result, agree on it and both hand/speak the result to the TO. Each game is going to have an outright winner, as well as recording who won player's will also need to record the Victory points they scored in the game. Ultimately the tournament winner will be the player who won all their matches, or if due to lack of time there are several players in this position, first place would go to the player who won their games and has the highest strength of schedule. (This is the cumulative total of all your opponents Victory Points). A final decider is the cumulative Victory points total.

## WORKING OUT WHO HAS WON

- Best General – 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> based on total number of wins, ties broken by strength of schedule
- Most Sporting – The player who receives the most nominations for the award
- Best Painted – The player with the best painted army determined by the head judge.



## REMINDER

*Remember, this is a Gaming Pack and provides only the information you need to play in the Warmaster World Championship. For all details on prizes, venue and much much more: please refer to our event Programme*

