

WARHAMMER

40,000



**WORLD CHAMPIONSHIPS
OF WARHAMMER**



WORLD CHAMPIONSHIPS OF WARHAMMER

Congratulations on qualifying for the first ever World Championships of Warhammer.

You are joined by fellow hobbyists from over 40 countries. Before you begin rolling dice, consider the shared community you all represent and the opportunity this presents for you to build friendships and connections with people from around the world who share your passion for Warhammer.

This rules pack is by necessity dense; we want to ensure every eventuality and rule consideration is covered and clear. In short, your experience will be as follows:

For the first two days of the event, you will compete in an internationally diverse pool of players, with the winners of each pool advancing to the Championship Bracket, and everyone else continuing in seeded groups for the chance at earning Medals (for themselves and their represented Country) and numerous other awards. Unless mathematically unavoidable, you will not play against others from your own country. Two days to seed the field, then two more days to sort it out.

More importantly, every game you play can contribute to your country's standing. Wins, losses, victory points, and faction ranking can all contribute to your country's rank at the end. In a sense, you represent those hobbyists from home who cannot be there with you.

Most importantly, you'll have at least 8 opportunities to build a lifelong friendship with a fellow hobbyist and competitive peer from around the World. Despite every attendee being a champion from their home region, only one at most can be undefeated throughout. For most of you, your four days in the World Championships will include defeat on the table; how you carry yourself, however, will determine whether you stand proud as a winner by the end.

**Take a moment, enjoy where your hobby led you, and
welcome to the World Championships!**



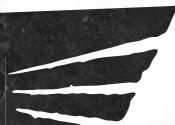
Every Game Counts

Unlike most events, your performance during the WCW has a chance to contribute to your Team's finish - in this case, your team is your home country! Even if you enter your final game with a losing record, winning it might help your country standing by impacting Faction Rankings, Best Overall scores, Opponent Win %'s, and more. Furthermore, your games may often matter more to your country back home than to your individual standing. Never underestimate how important your performance will be from start to finish, even if it isn't for your own rankings!



1.0 EVENT ESSENTIALS

System:	Warhammer 40,000, Leviathan Mission Pack, Leviathan Tournament Companion
Battle Size:	Strike Force
Board Size:	60" x 44"
Missions:	Selected from the Leviathan Tournament Companion, revealed at registration
No of Games:	No less than eight and as many as twelve, depending on performance
Army Selection:	Follow Muster Your Army steps from the Warhammer 40,000 Core Rules
Tools of War:	Attendees should bring their army, dice, a tape measure, and all relevant rules publications (the Warhammer 40,000 App is acceptable; third party sources are not).
Languages:	The official language of the World Championships of Warhammer is English. You should expect to communicate in English throughout the event, whether it be with an opponent or Judge. Should you and your opponent share the same native language and it is NOT English, you may agree to communicate in your shared native tongue throughout the game, but must call a judge over to confirm this decision before the game begins. You still must communicate with any judge or other event staff in English at all times. If you have concerns about your ability to participate in the game using English, please e-mail useventslistssubmission@gwplc.com as soon as possible.



2.0 SCHEDULE

Three Hour Rounds & Four Hour Rounds - A Carefully Structured Experience

As you look through the schedule, you'll notice some rounds are 4 hours long with a 1 hour break, and some are 3 hours long with a 1 hour break. This is done for a couple reasons:

Whenever possible, we want to give players a long period of time in which to play a relaxed game to completion. As discussed later in this document, we will ensure all games reach a completed state, but more time doesn't hurt.

Friday is meant to be the most intense day for all competitors - Pool Play resolves, with the final results tally in the evening unveiling the distribution of players for championship play over the weekend.

For those players in the Top 8 for their game system, Saturday and Sunday are intentionally challenging days - you're earning more points for your Country and are in it to win Best General.

For all other players, they need only 3 more games over 2 days to reach appropriate score conclusions for categories like Best Overall, Best Faction, etc. We also want the majority of players (those who miss out on Top 8) to have more time outside of games to socialize, meet players from around the world, and enjoy their weekend.

So for most players, they will play the majority of their games to a 4 hour timer. All players will have 3 x 3 hour games on Friday. And the Top 8 will play 3 hour games over the weekend.

2.1 Pool Play

Thursday and Friday are dedicated to Pool Play. All players compete in a Pool of up to 26 opponents, the results of which will determine their course of play in Bracket Play (2.2).

Please note that during the World Championships of Warhammer, you will play both three and four hour rounds.

Four hour rounds will take place on Thursday, 16 November and are intentionally longer to ensure all players are adequately rested, relaxed and prepared to play in the World Championships after international travel.

After Thursday, all games will be scheduled for three hours and there will be a one hour break between rounds. This provides adequate time for games to reach a natural conclusion and ensures players have sufficient time to relax, get some food, and enjoy each other's company in between rounds.



2.0 SCHEDULE (cont.)

Wednesday, 15 November 2023

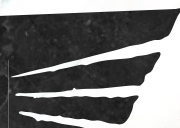
Event	Time
Registration	17:00 - 20:00

Thursday, 16 Nov 2023; Pool Play Day 1

Event	Time
Registration	07:00 - 09:00
Opening Ceremony	09:00 - 10:00
Round 1	10:00- 14:00
Lunch	14:00 - 15:00
Round 2	15:00 - 19:00
World Championship Army Showcase	19:00- 21:00

Friday, 17 Nov 2023; Pool Play Day 2

Event	Time
Round 3	08:00- 11:00
Break	11:00 - 12:00
Round 4	12:00- 15:00
Break	15:00 - 16:00
Round 5	16:00 - 19:00
Warhammer Live Preview Event and Combined Social	21:00



2.0 SCHEDULE (cont.)

2.2 Championship Bracket - Double Elimination

The Top 8 players from across all Pools during Pool Play will compete in the Championship Bracket. This is a Double Elimination bracket (though all players participate in at least 3 games on Saturday to ensure a complete Best Overall, Victory Point, and Faction score).

Saturday, 18 Nov 2023, Championship Bracket - Double Elimination

Event	Time
Championship Round 1	08:00- 11:00
Break	11:00 - 12:00
Championship Round 2	12:00- 15:00
Break	15:00 - 16:00
Championship Round 3	16:00 - 19:00
Break	19:00 - 20:00
Championship Round 4 'Death's Match'*	20:00 -23:59

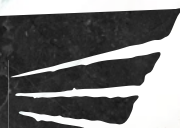
**By design, only 2 players compete in the Death's Match. All others either have been eliminated by this time or have earned a bye until Day 2.*

Sunday, 19 Nov 2023; Championship Bracket - Double Elimination

Event	Time
Championship Round 5	08:00- 11:00
Break	11:00 - 12:00
Championship Round 6	12:00- 15:00
Break	15:00 - 16:00
Championship Round 7**	16:00 - 19:00
Awards Ceremony - Championship and World Bracket Combined***	20:00 - 21:00

***Only played if both players end Championship Round 6 with only one loss each.*

****If the Championship Bracket ends with only a single final round at 16:00, we will move the award ceremony for most awards up to facilitate departure, if necessary.*



2.0 SCHEDULE (cont.)

2.3 World Bracket - Saturday - Non-Elimination

If you do not make the Top 8 and place into the Championship Bracket, you will participate in only three more games in the World Bracket to ensure you reach a complete score for categories like Best Overall (which you can win even if not in the Championship Bracket) while facilitating a more relaxed schedule and ample time for community building among the international community of players present, visiting the city, or spectating the champs finals.

Event	Time
World Round 1	10:00- 13:00
Break	13:00 - 14:00
World Round 2	14:00- 17:00

World Bracket - Sunday

Event	Time
World Round 3 (Final Round)	10:00- 14:00
Awards Ceremony - Championship and World Bracket Combined**	20:00 - 21:00

***If the Championship Bracket ends with only a single final round at 16:00, we will move the award ceremony for most awards up to facilitate departure, if necessary.*

Further information on the differences between Championships Bracket and World Brackets is included below in Section 4.8



2.0 SCHEDULE (cont.)

2.4 Player Journey Map - Warhammer 40,000

A brand new event, the World Championship's format will be new for every player this year. To help you understand the timing and pacing of your journey through the event, reference the following journey map.

Pool Play - 8 Pools of 24-26 Players Pools are formed by distributing Country participants as evenly as possible, then randomly paired with in each Pool for Round 1. Whenever possible during Pool Play, participants from the same country will not be paired against one another.			
Thursday 16 Nov Pool Play Begins with a more casual schedule for players adjusting to time zones and late Wednesday arrivals; starts with a ceremony honoring players by name & country		Friday 17 Nov By the end of Round 5, brackets are set for the Weekend. For 40K, Pools are ranked by record, then by Opponent Win %, then VP.	
Opening Ceremony 09:00 - 10:00	Player name & coin ceremony; pairings	Round 3 08:00 - 11:00	Milestones are called to match a 3 hour game time, but you can bleed into your breaktime if needed to reach a complete and natural game conclusion
Round 1 10:00 - 14:00	4 Hour game time followed by 1 hour break One loss does NOT mathematically eliminate you from contention	Extra Time & Break 11:00 - 12:00	
Break 14:00 - 15:00	4 Hour game time followed by 1 hour break If you've taken a 2nd loss, you're still in contention for faction rankings, best overall, VP totals, and more in honor of yourself and your country	Round 4 12:00 - 15:00	It's possible with the size of the pool for no one to cleanly win the Pool by Record alone. If no one is undefeated, tie breakers will be used.
Round 2 15:00 - 19:00		Extra Time & Break 15:00 - 16:00	
WCW Army Showcase & Judging 19:00 - 20:00	If not in showcase, headout or to bed	Round 5 16:00 - 19:00 Extra Time 19:00 - 20:00	

If you win your Pool during Pool Play

If you do NOT win your Pool during Pool Play

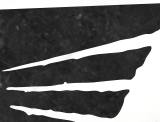


If you win your Pool during Pool Play

Championship Bracket - 8 Players

If you won your Pool during Pool Play, you will enter the Championship Bracket.
It will be seeded by your Pool Play metrics in order: Win % > Opponent Win % > VP > Random

Saturday 18 Nov		Sunday 19 Nov	
The Championship Bracket is Double Elimination, though everyone plays 3 games on Saturday (for Best Overall & other metrics)		Only 3 players remain alive on Sunday; the other 5 have been eliminated and get the day off. If the 1-loss player wins the 12:00 - 16:00 game, sudden death rematch occurs.	
Championship Round 1 08:00 - 11:00	Double Elimination begins. Non-Generalship scores like Faction, Overall, and VP are calculated off 8 games per player, so even double eliminated players will play 3 Rounds today.	Championship Round 5 08:00 - 11:00	The 2-1 player who lost in Round 3 on Saturday faces the winner of Death's Match.
Extra Time & Break 11:00 - 12:00		Extra Time & Break 11:00 - 12:00	
Championship Round 2 12:00 - 15:00	Even though they play a third round, players who lose their 2nd game in Round 2 are eliminated from Best General contention.	Championship Round 6 12:00 - 15:00	Saturday's 3-0 finisher faces the winner of Round 5. Win, and they win Best General in the World Championship. Lose, and they must immediately rematch their opponent.
Extra Time & Break 15:00 - 16:00		Extra Time & Break 15:00 - 16:00	
Championship Round 3 16:00 - 19:00	The players who enter this game 2-0 will both get a bye past Death's Match. The 3-0 player for the day has a bye in Championship Round 5 as well.	Championship Round 7 Sudden Death 16:00 - 19:00	If the winner of Round 5 triumphed in Round 6, they face one final test in a sudden death rematch.
Extra Time 19:00 - 20:00		Extra Time 19:00 - 20:00	
Championship Round 4 20:00 - 23:59 Death's Match	The two players who lost in either Rounds 1 or 2 and are still sitting at only 1 loss compete in this game. The winner faces the tall challenge of another game in Round 5.		



If you do NOT win your Pool during Pool Play

The World Bracket

All players who did not advance to the Championship Bracket

Paired against those who won the same # of games in Pool Play, you compete in 3 more games over 2 days to determine your final standing in all categories. You are still eligible to win any category other than Best General.

Saturday 18 Nov		Sunday 19 Nov	
Missing the Championship Bracket only eliminates you from Best General. Many personal and country awards remain!		Missing the Championship Bracket only eliminates you from Best General. Many personal and county awards remain!	
World Round 1 10:00 - 14:00	Everyone in the World Bracket plays a lighter schedule than Championship, to afford more time for meeting fellow international players, visiting Atlanta, spectating championship games, strategizing with countrymates about WCP standing, and getting a little sleep!	World Round 3 10:00 - 14:00	Any number of games may matter in this sub group. Something as simple as a game between lower ranked players fielding off-meta Factions could determine a Best Faction award and cause one country to leap frog another in standings. By the end of World Round 3, all results except Best General will be calculated and revealed.
Break 14:00 - 15:00		Cooldown Period Spectate Championship Round 6	
World Round 2 15:00 - 19:00	Within the World Bracket, you'll be paired against a subgroup containing members of the Bracket who won the same # of games during Pool Play. Go undefeated in your subgroup and you'll earn a medal for yourself and your country!	If you're making travel plans, most players will be done with all gaming by 14:00 at latest on Sunday. You may wish to book travel out on Sunday evening to save the cost of another hotel night, and change your flight if you find yourself among the 2 left standing for Generalship by Noon on Sunday.	



3.0 POLICIES

3.1 Army Construction and Army Lists

Your army must meet guidelines set forth in the Warhammer 40,000 core rules and the Leviathan Tournament Companion

For army construction, the following are approved sources for rules on army construction and composition:

- Faction Indices
- Faction Codices
- Warhammer 40,000: The App
- Leviathan Tournament Companion
- FAQs, errata, and commentary found via www.warhammer-community.com/faqs

When building your army, use all the most up to date Warhammer 40,000 rules published prior to the following date:

- November 9th, 2023

Please note that Codices not published as a standalone product are not considered to be legal for Matched Play use. Additionally, we will use FAQs published after this date as they are clarifications to how the rules work and not updates or changes to rules.

3.1.1 List Submission Deadline

Your list will need to be uploaded to Best Coast Pairings by 17:00 BST on 9 November 2023. Your list should be submitted using the Official Warhammer 40,000 App's list format if the app is available to you. Please note, a subscription is not required to create one army list, so you do not need to subscribe in order to do so.

If you are not using the Warhammer 40,000 app to submit your list because of issues with availability or otherwise, please ensure your list is clearly written and includes all information on your army (including but not limited to detachments, enhancements, wargear, etc).



3.0 POLICIES (cont.)

3.2 Modeling and Painting

When in doubt, for any/all Modeling or Painting questions, send an e-mail with any relevant questions, pictures, and information to useventslistsubmission@gwplc.com.

Playing exciting, atmospheric games with finely detailed, lovingly painted miniatures is intrinsic to the Warhammer experience. With this in mind all miniatures used in the tournament 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](#))



3.0 POLICIES (cont.)

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 modeled. 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.

3.2.1 Converted Models and 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.

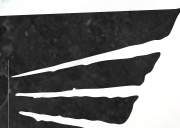
For any converted or scratch built models, you must seek permission from useventlistssubmission@gwplc.com including photos of the models in question where possible, two weeks prior to the event. If you do not obtain permission for conversions before this date, you run the risk of them being removed from 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 useventlistssubmission@gwplc.com for approval.

3.2.2 3D Printed & Third Party Miniatures & Components

You may use 3D Printed & sculpted components for your miniatures if you designed and printed them yourself. Any components or entire miniatures supplied by third parties (either as a printable file or purchased component/miniature) are not permitted at the World Championships. Please contact useventlistssubmission@gwplc.com with any questions.



3.0 POLICIES (cont.)

3.3 Game Speed Milestones and Time

Chess Clocks are not used at official Warhammer Events; the functional “clock” for a game of Warhammer is the number of Battle Rounds and Player Turns, not the minutes and seconds elapsed in the outside world. We use time call milestones and active judging to ensure games finish in their entirety. Intentional Slow Play thus yields no meaningful benefit, as judges will actively become involved in the game and help drive it to a natural conclusion. This is especially true at the World Championships, where a natural conclusion to all games is desired. These time calls exist to help keep the flow of play moving, and are not binding. Should you and your opponent miss more than one Milestone in the early going, please alert a judge so we can help accelerate the course of play.

For a three hour game, these milestones break down as such:

- 3:00** Start round (Formally)
- 2:50** Complete pre-game discussions and decisions
- 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 a four hour game, these milestones break down as such:

- 4:00** Start round (Formally)
- 3:50** Complete pre-game discussions and decisions
- 3:30** Deployment Complete, Begin Round 1
- 2:30** First Battle Round Complete, Begin Round 2
- 1:40** Second Battle Round Complete, Begin Round 3
- 0:50** 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



3.0 POLICIES (cont.)

Be aware: while we do not use a time-clocked Hard Dice Down policy in this event, our team of judges will actively help walk/roll/talk through games that have gone into break time, are running egregiously long, and are beginning to risk the start time of the next round. While this is a less-than-desirable outcome compared to a player-only natural outcome, it is preferential to an arbitrary hard dice down moment that may unfairly penalize one player over another. Furthermore, any attempt to manipulate the time rules, intentionally slow play, or otherwise disrupt the course of play to gain an advantage can result in arbitrary VP penalties adjudicated by the judge team. Given the high caliber of player attending the WCW, we encourage you all to prepare in advance, get some repetitions in with your army of choice, and attend prepared to complete games within their 3-4 hour allotted timeframes.

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

For four hour games, the following break down applies:

- Pre-Game activities, review army lists, select secondaries: 5 Minutes
- Deploying your actual models: 10 Minutes
- Playing your First Turn: 30 Minutes
- Playing your Second Turn: 25 Minutes
- Playing your Third Turn: 25 Minutes
- Playing your Fourth Turn: 15 Minutes
- Playing your Fifth Turn: 10 Minutes



3.0 POLICIES (cont.)

3.4 Players' Code & Conduct

3.4.1 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. By rule, only one player *at most* can complete the event Undefeated. Thus, since nearly every attendee will lose at least one game, we place sportsmanlike behavior far ahead of winning games at the WCW.

3.4.2 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 at the World Championships of Warhammer, in fact! This can be particularly difficult to anticipate for the type of player attending this event - you are all champions in some way, qualified for this event through your successes around the world. The WCW roster includes many of the best known competitive players on the planet, yet all except one will fall short of the Championship.

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. Keep in mind that while one of you will earn the title of World Champion, roughly 99.5% of you will not. Roughly half of you will lose most of your games. Despite all of you being prior tournament winners. However, you will all earn something this weekend; the shared experience of being the first group of players to compete for the title of the World Champion of Warhammer 40,000.

The real opportunity presented at this event is the chance to build friendships with players from around the world, and revel in your success at making it to the very pinnacle of your preferred aspect of the Warhammer Hobby.

Finally, remember that you represent your homeland or adopted country. Your conduct is not only a reflection of yourself, but your fellow friends and hobbyists back home.



3.0 POLICIES (cont.)

3.5 Judges

Our Judge 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 the precedent established by a previously incorrect ruling. When calling for assistance, please be prepared to provide any relevant rules to the particular question. Also, do not ask questions or solicit answers without your opponent present. Moreover, show respect for both your opponent and the judges when resolving questions or disputes. Disrespectful treatment of staff or players at the WCW can incur in-game VP penalties or, in extreme cases, automatic game losses.

3.5.1 A Note on Active Judging

At the World Championships of Warhammer, 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. Additionally, our Judge Staff is empowered to assess in-game point penalties for fouls. While extremely rare, this can include deducting points from your score or units from your army.

Judges are also empowered to prevent instances of intentional "gotcha" play or enforcing gentlemen's agreements between players where one player is attempting to renege on a promise of good sportsmanship.

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 games played are as enjoyable and fair as possible for all players.

3.6 Rules Interaction Questions

If, in the course of preparing for the event, you discover a rules interaction that is unclear, please send your questions to useventlistssubmission@gwplc.com and we will provide you with a ruling. Please be aware: rulings made at Games Workshop events do not in and of themselves constitute de facto FAQ/Errata clarifications, and should not be considered official outside the confines of the event itself.



3.0 POLICIES (cont.)

Please note: many attendees may be familiar with third party rules documents that govern the course of play in non-Games Workshop run events. While our rulings on unclear subjects may occasionally intersect with these documents, under no circumstances should they be used as reference material with judges OR opponents as a guide for how to play the game. In short, only official Games Workshop publications, answers from the useventslistssubmission@gwplc.com email, or judge rulings at the event can be considered official for purposes of the World Championship. Third party event rulings do not constitute precedent or guidance for how to rule any question at the WCW.

3.7 Dropping / Conceding / Quitting the Event Early

If, during the course of the World Championships, extenuating circumstances or an emergency force you to withdraw early from the event, please let Judge staff know before you withdraw. This ensures we are able to adjust pairings, pull in qualified ringers, and otherwise adjust for the withdrawal without it being a surprise after the next round's pairings are already live.

That said, withdrawing, conceding games early, or skipping Rounds is otherwise not permitted at the WCW, and can result in forfeiting future qualification for the event. Why? Players are ranked by Win Record, then by Opponent Win %, then VP total. While BCP tournament software adjusts for early withdrawals, quitting games, conceding games, and skipping rounds can harm the standing of your opponents.

Country Rankings, as illustrated below, can include point contributions based upon a player's final VP total and Faction Rank. If you've brought a currently less powerful or less "meta" faction, you may hold a mediocre record as an individual, yet still be in contention for placing within the Faction rankings. Moreover, even a relatively low-standings game can impact the Opponent Win % of your and your opponent's prior competition. Finally, Best Overall is based only 50% upon your competitive score, so a large swathe of the field remains in contention for this and many other awards throughout the course of play. It is entirely possible that a game on a "low table" in Round 8 on Sunday may be even more important for where a Country finishes in the rankings than the same country's best player competing in the final for Best General. So you not only let down your prior opponents by quitting early, you may even let down your entire country.

Simply put, do not drop early, concede a game early, or skip a Round during the WCW.

Of course, if you have a personal or medical emergency that arises during the event, we will be happy to accommodate you. Should this unfortunate case arise, we will 'stop' your event for the purposes of scoring. You will not have losses assessed in future games, however you will no longer accumulate wins or points.



3.0 POLICIES (cont.)

3.8 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 behavior 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.

That said, we take pains to show understanding and respect for all players, regardless of their personality traits or comfort in a social setting. Should a game become contentious and penalties become enforced, disqualification and removal is the very last resort in all cases.

3.9 Correcting Game Scores

Occasionally, players will mistakenly enter their scores "backward" or commit some other scoring error they only detect after the fact. First and foremost, scoring and submitting your game score correctly is entirely a player's responsibility, and part of playing the game correctly. If you submit a score incorrectly, you are immediately at risk of that score becoming permanently part of the event record.

Whenever possible during the course of play, if an erroneous score is discovered, validated by both players, and correctable, we will correct it. Once a new round begins after most rounds, due to random pairing within win path, it can be possible to remediate an incorrect score. However, as soon as a round is paired, there is no requirement or expectation any corrections can or will be made.

Due to the nature of Saturday's schedule difference between the Championship and World brackets, we will pair Saturday's rounds at 21:00 on Friday. Players who make the Top 8 will be required to start their next game at 08:00 on Saturday, while all other players do not compete until 10:00. Due to this, we must finalize scores with no chance for further correction by 22:00 on Friday, so players do not go to bed expecting their games will happen at one time, only to wake up and discover they've missed the beginning of their round.

As such, we encourage all players to not only score their games carefully, but pay close attention to their standings and bracket placement between 21:00 and 22:00 on Friday, so they can ask the judge team about any questions they have or attempt to correct any erroneous scores.



3.0 POLICIES (cont.)

3.9.1 Tracking Opponent Win %

The first tiebreaking metric used at the WCW after Win Record is Opponent Win % (OW%). The tournament software we are using (BCP) does not update a player's OW% until the round is processed and the next round is paired. This means whatever OW% you see in the app for a given player is their OW% as of the end of the PRIOR round to whichever one is currently ongoing. As a result, do not base your assumptions on standings upon OW% until a new round is paired. Furthermore, if you finish Pool Play with only a single loss, your OW% may determine whether you make the Top 8 or the broader World Bracket. Naturally, the players who faced a harder set of opponents to reach the same record will finish higher in the standings. Since OW% is not processed until the round is paired, should you finish Pool Play with only one loss, make sure you do not assume your standing until after 9PM on Friday, and make sure you check your standings after that time to ensure you do not miss your round start time on Saturday.



4.0 TOURNAMENT FORMAT

4.1 Tracked Categories of Performance - World Championship Points

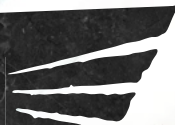
Every participant in the World Championships of Warhammer will have their performance tracked across a number of different scoring categories. Each category's top finishers will earn Medals both for themselves and their represented country throughout the event. Additionally, each placing within a category earns a number of World Championship Points (WCP) that may contribute to each Country's Performance within the event (see Section 4.2 - Country Performance). The tracked categories and their values for placing are as follows:

Overall Score, WCP Value

Placing	WCP Earned	Medal Earned
1st Place	10	Gold
2nd Place	9	Silver
3rd Place	8	Bronze
4th - 10th Place	7	-
11th - 50th Place	5	-
51st - 100th Place	3	-
101st - 150th Place	2	-
151st Place & Lower	1	-

Generalship Score

Placing	WCP Earned	Medal Earned
1st Place	10	Gold
2nd Place	9	Silver
3rd Place	8	Bronze
4th - 8th Place	6	-
9th Place (World Bracket 1st Place)	6	-
10th Place (World Bracket 2nd Place)	5	-
11th Place (World Bracket 3rd Place)	4	-
12th - 50th Place	3	-
51st - 100th Place	2	-
101+	1	-
3-0, World Bracket	N/A	Gold, Silver, or Bronze, based on Day 1-2 Standing



4.0 TOURNAMENT FORMAT (cont.)

Paint Score

Placing / Paint Score	WCP Earned	Medal Earned
1st Place	7	Gold
2nd Place	6	Silver
3rd Place	5	Bronze
Showcase (70+ Score)	4	-
Parade+ (51-69 Score)	3	-
Parade Ready (50 Score)	2	-
Battle Ready (30 Score)	1	-

Victory Points Scored

VP Over 1st 8 Games	WCP Earned	Medal Earned
750+	7	-
700-749	5	-
600-699	4	-
500-599	3	-
400-499	2	-
100-399	1	-
80-99	0	-

Faction Ranking

Faction Ranking	WCP Earned	Medal Earned
1st	5	Gold
2nd	4	Silver
3rd	3	Bronze
4th and Lower	1	-



4.0 TOURNAMENT FORMAT (cont.)

4.2 Country Performance

When you qualified for the World Championships of Warhammer, you were asked which country you would like to represent. We will place you on country teams based upon this preference. This will help avoid pairing you against fellow country representatives. Furthermore, your performance in each game will be tracked and will contribute to the overall performance of your country.

Some countries will have teams much larger than others, which may appear as an advantage. To counter this, only the 5 highest value standings in any one tracked category will count for a country at any given time. A single player may contribute to multiple categories in this fashion. Thus, while a country with a larger number of qualifiers has a greater number of opportunities to contribute to their country's score, even a country with only one qualifying attendee will earn a score in at least 5 categories.

The World Championships of Warhammer pairing methodology is described in detail in this document. Briefly, you can expect to be paired using Win-Path as you would in a Singles Grand Tournament.

4.2.1 Country Representation - United Kingdom

For the 2023 World Championships of Warhammer, players who wish to represent the United Kingdom may represent England, Scotland, Wales, or Northern Ireland.



4.0 TOURNAMENT FORMAT (cont.)

4.3 Country Points

The purpose of World Championship Points is to help track the performance of each Country that participates in the event. Each game system awards points as seen in its respective event pack for each standing a player can hold in each relevant category (Overall 50/50 Paint/Competitive, pure Generalship, Victory Points or similar criteria, Paint Score, and Faction). Each Country will maintain a Country Score composed of the 5 best WCW-Valued standings across all its participants in the event. Unless a country is represented by less than 5 attendees across all game systems (see 3.2.1.1 below), no one attendee can contribute more than a single score to their Country score, nor can countries earn more than a single score within the same category within the same event system.

For Example, from Finland:

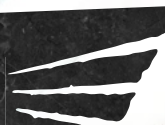
- John is 2nd Overall in Warhammer 40,000 (9 WCP)
- Sam is 3rd Overall in Warhammer 40,000 (8 WCP)
- Joe is 4th Overall in Age of Sigmar (7 WCP)
- Sarah is 1st Generalship in Age of Sigmar (10 WCP)
- Jacob is 1st Generalship in Kill Team (9 WCP)
- Mary is 1st in Stormcast Eternals in Age of Sigmar (5 WCP)
- Mark is 2nd in Space Wolves in Warhammer 40,000 (4 WCP)

Finland's WCP score would then comprise the 5 **BOLDED** bullets above. Since John contributes 9 in Overall Warhammer 40,000, Sam's lower (but still impressive) score cannot be used from the same category, but Joe's 4th Overall can be used since it is in a different game system. Further, while Mark's 2nd place finish in Warhammer 40,000 Space Wolves can be used, it is lower than any of the other 5 available scores, and thus is not used in the Country Standing.

In this example, Finland's WCP Score would be: 40 WCP.

If two countries manage to finish tied for the highest total WCP, then both are celebrated! WCP score is intended to provide numerous reasons for countries with multiple attendees to collaborate and root for each other, and for the wider Warhammer Community (Section 7.2) to have something to root for and follow throughout the event, regardless of any individual game system of choice. In the case of a tie for best, two countries equally share bragging rights for the best overall performance at that year's Championship!

Please note that each country may only earn one Best Faction score per Game System.



4.0 TOURNAMENT FORMAT [cont.]

4.3.1 Countries with Under 5 Representatives

If a country is represented by less than 5 total qualifiers (as many are in Year 1), more than one score per player may be used, but as many players as possible must be used. Furthermore, if a second score (or more) is used by any one player, at least one of their contributing scores must be from their Faction Ranking. As such, countries with fewer than five representatives may score Best Faction points from the same game system (in this case, the last sentence of the previous section will not apply)..

4.3.1.1 Why is WCP Scored in This Fashion?

In all cases, WCP scoring is meant to give all Countries a chance at taking home Best Country or a high final rank from the WCW. It is also designed to give weight and importance to every game played, as even a low-ranking player who wins a late Round to take a Faction placing might help their Country standing in a meaningful way.

WCP scoring is also meant to discourage any country from organizing in such a way as to discourage growing their scene and bringing more players. For example, if we instead used a Country's average score, it might cause some nations to intentionally prevent too many players from qualifying, to ensure only a controlled handful of their best players attended.

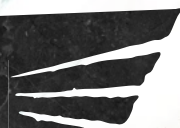
4.3.2 Country Medal Count

In addition to World Championship Points identifying the Best Warhammer Country, we will report the total Medal Count for each country on Warhammer Community following the event, all as part of celebrating the very international nature of this inaugural championship!

4.4 Country Team Coordination

The format of the World Championships of Warhammer was intentionally designed to promote cooperation and coordination between individuals representing their countries. We recommend and encourage that individual Qualifiers on Country Teams contact one another prior to traveling to the event.

Discussing the format presented here and developing a Country strategy based on this information will greatly increase your chances of earning WCPs and improving the overall rank of your Country.



4.0 TOURNAMENT FORMAT (cont.)

4.5 Thursday/Friday, Phase 1 - Pool Play

The World Championships are divided into two distinct phases: Pool Play (Days 1 and 2) and Bracket Play (Days 3 and 4). The top 8 finishers from Pool Play will advance to the Championship Bracket, while the rest advance to the World Bracket (Section 4.7 below).

For Warhammer 40,000, there are 8 pools of between 24-26 players each (with each pool as close to the same size as possible). Players are distributed amongst the pools based on their represented country, and otherwise randomly (the pools are not seeded, nor does any factor besides your country representation impact which pool you are placed in). This distribution is done to minimize the chance representatives from the same country face each other during Pool Play. The pairing software used for the event (Best Coast Pairings) will seek to avoid pairing players from the same country during Pool Play unless otherwise unavoidable.* You will also not be forced to play the same opponent twice during Pool Play unless otherwise unavoidable.

*Be aware, unlike many events, no other factors will influence pairing avoidance (i.e. being from the same gaming club or team).

Ties are possible during Pool Play. By design, no Pool is large enough to guarantee your elimination from contention on the basis of only one loss. However, winning all 5 games will mathematically guarantee you advance to the Championship Bracket from your Pool. Simply put, if you lose a game you aren't out of it, but if you win all of your games you are guaranteed to advance. Should no player go undefeated, there may be multiple instances of competitors with the same Win Record. Where this is the case, standings will be determined first by Opponent Win %, then by Victory Points across all games. By the nature of a 5-round Pool Play, it is unlikely Victory Points will come into play as a tiebreaker, but they are used once other factors are exhausted. If players remain tied for first place, we will move to head-to-head record (i.e. if one defeated the other during Pool Play), then finally randomly.

4.5.1 Pool Play - Pairing

Within each Pool, Round 1 is paired randomly. Thereafter, players will be paired based on having the same record and then randomly within their win path - that is to say, when they won and lost.



4.0 TOURNAMENT FORMAT (cont.)

4.6 Field Separation - Championship & World Brackets

The highest placing finisher from each Pool (see Section 4.6) after Round 5 will be placed into the Championship Bracket for the second half of the event on Saturday and Sunday. All remaining players will compete in the World Bracket on Saturday and Sunday. Each Bracket has a different schedule, reflecting the different stakes they represent.

4.6.1 Championship Bracket

The Championship Bracket is a Double Elimination tournament to determine the sole Best Warhammer 40,000 General for the 2023 World Championships of Warhammer. In addition, each player in the Championship Bracket will - at worst - contribute more WCP points to their Country Standings than any player outside this bracket. No player is eliminated until they've lost two total games, and ties are not permitted in this bracket (see Section 4.8 for rules on Tie Breaking at the World Championships), which means the player with 1 loss entering the final game must defeat their unbeaten opponent in consecutive matches to win. For purposes of Faction Ranking, Victory Point totals, and Best Overall (as impacts Country WCP scoring), eliminated players after the first 2 games on Saturday will still play a third round to complete their required 8 games for these categories. The following illustrates the path followed by each player in the Championship Bracket, and identifies at what times they play.



4.0 TOURNAMENT FORMAT (cont.)

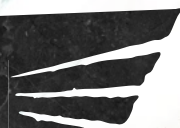
4.6.1.1 Seeding the Championship Bracket

Player Seed within the Championship Bracket will be based upon their performance during Pool Play. It is likely many players will exit Pool Play with a similar record (either 5-0, 4-0-1, or 4-1). Rankings will use tiebreaking criteria to differentiate within the same record for seed: Opponent Win % first, Victory Point total second, and randomized if those criteria also tie.

8am - Saturday Championship Round 1		Noon - Saturday Championship Round 2		4pm - Saturday Championship Round 3		8pm - Saturday Death's Match Championship Round 4		8am - Sunday Championship Round 5		Noon - Sunday Championship Round 6		4pm - Sunday Sudden Death Championship Round 7	
Game 1	1 Seed	Game 5	Winner, Game 1	Game 9	Winner, Game 5	Bye - Winner of Game 9				Game 14	Winner, Game 9	If the Winner of Game 13 (Loser Bracket) defeats the Winner of Game 9 (Winner Bracket), the Players Will Immediately Rematch	
	8 Seed		Winner, Game 2		Winner, Game 6								
Game 2	4 Seed	Game 6	Winner, Game 3	Game 10	Loser, Game 6	Game 12	Winner, Game 10	Game 13	Loser, Game 9	Game 13	Winner, Game 13		
	5 Seed		Winner, Game 4		Winner, Game 7		Winner, Game 11		Winner, Game 12				
Game 3	2 Seed	Game 7	Loser, Game 1	Game 11	Loser, Game 5	Game 12	Winner, Game 11	Game 13	Winner, Game 12	Game 13	Winner, Game 13		
	7 Seed		Loser, Game 2		Winner, Game 8		Winner, Game 12						
Game 4	3 Seed	Game 8	Loser, Game 3	Game 11	Winner, Game 8	Game 12	Winner, Game 11	Game 13	Winner, Game 12	Game 13	Winner, Game 13		
	6 Seed		Loser, Game 4		Winner, Game 8		Winner, Game 12						

4.6.2 World Bracket

All players will compete in 2 Rounds on Saturday and 1 Final Round on Sunday, affording the opportunity to complete 8 full games for purposes of WCP standings and a last opportunity for medals. These games also contribute to each individual's Generalship ranking and the Generalship component of their Best Overall score. Moreover, this lighter schedule permits all players no longer in contention for Best General to enjoy a more relaxed finish to the event. We recommend players use this time to explore the rare opportunity presented by the very international nature of the World Championships, meeting and building community with players from around the World (hence, the title of the bracket).



4.0 TOURNAMENT FORMAT (cont.)

The schedule has also been structured to permit World Bracket players to spectate (respectfully) key gaming moments in the Championship Brackets, shop the Forge World store (especially if you and friends from back home have less access to Forge World than those living in the UK or US), and socialize with the WCW attendee community.

The city of Atlanta also presents a wide variety of cultural and social opportunities, which the majority of attendees can explore during their off hours over the weekend.

4.6.2.1 World Bracket Seeding

The World Bracket will be broken into subgroups based upon each player's # of wins during Pool Play. So, 5 Groups of players (those with 4 wins, 3 wins, 2 wins, 1 win, and 0 wins respectively over the first 2 days). The first round in each group will be reverse paired (highest ranked in group against lowest ranked in group), then paired randomly within World Bracket win path thereafter.

4.6.2.2 World Bracket Awards

All players who go 3-0 in the 4-win subgroup will receive a Gold Medal.

Wins in Pool Play	Medal for 3-0 in World Bracket
4	Gold
3	Silver
2	Silver
1	Bronze
0	Bronze

All players who go 3-0 in the 3-win and 2-win subgroups will receive a Silver Medal. All players who go 3-0 in the 1-win and 0-win subgroups will receive a Bronze Medal. These of course also add to their country's overall Medal Count.

4.7 Championship Bracket Ties

If a tie should result at the end of the game in the top bracket, players will immediately consult a judge without altering the board state in any way. With the judge's assent, play will then continue for additional battle rounds wherein the only scoring done is a count of the number of objectives held at the end of each player's respective turn. If, at the end of any subsequent Battle Round, one player held more objectives at the end of their turn than the other did at the end of theirs, that player wins and the game immediately ends. For scoring purposes, subtract one point from the losing player's score as it stood when the game was tied after the end of regulation.



5.0 EVENT AWARDS

5.1 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 all games of the event. Both scores are normalized, then added together. The highest score wins Best Overall. The formula for Best Overall at the 2023 World Championships is $\text{Wins}/8 + \text{Paint Score}/85$. Ties are broken by Opponent Win %, followed by total Victory Points. Each player's first 8 Games over the course of the event are the only ones considered for purposes of assessing Best Overall (so, the end of Saturday for players in the Championship Bracket, and the end of Sunday's games for players in the World Bracket).

The player who wins the Championship Bracket will be the Best General. Due to the nature and timing of how and when Best General and Best Overall are determined, should a player manage to win both awards, they will instead receive 2nd Best Overall.

Both the winner of Best Overall and the Best General will earn incredible, bespoke trophies designating them the Best General and Best Overall in the world for 2023. We consider these awards to be equal in prestige.

5.2 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 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.



5.0 EVENT AWARDS (cont.)

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 normalized and added to your normalized competitive track score. Combined, these represent your Best Overall score.

5.3 Faction Awards

The highest ranked player for each faction will also receive an award, designating them the Best in Faction at the World Championship of Warhammer. Ranking in factions will be determined by the player's Generalship scores.

Faction ranking will also earn WCP as per the table in Section 4.1. For the World Championships of Warhammer, the following factions will be eligible for awards:

- Space Marines
- Black Templars
- Blood Angels
- Dark Angels
- Deathwatch
- Space Wolves
- Grey Knights
- Adepta Sororitas
- Adeptus Custodes
- Adeptus Mechanicus
- Astra Militarum
- Imperial Knights
- Chaos Daemons
- Chaos Knights
- Chaos Space Marines
- Death Guard
- Thousand Sons
- World Eaters
- Aeldari
- Drukhari
- Genestealer Cults
- Necrons
- Orks
- T'au Empire
- Tyranids
- Leagues of Votann



5.0 EVENT AWARDS (cont.)

5.4 Medals

Along with WCP, the chart presented in Section 4.1 above indicates different placings in the tracked categories of performance that will earn a medal.

The medals will be Gold, Silver, and Bronze. Players satisfying the criteria for each medal will be presented with and keep these medals as a memento item to return home with.

5.5 Sportsmanship and Special 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.

Additionally, we will award a special recognition award(s) for those players who best demonstrate the international spirit of the event.

5.6 Country Team Spirit

In addition to individual sportsmanship and special recognition awards, the opportunity for Country level accolades for spirit and sportsmanship exists. Countries that display superior sportsmanship and embrace the international spirit of the event will be recognized for their commitment to building a global Warhammer community.



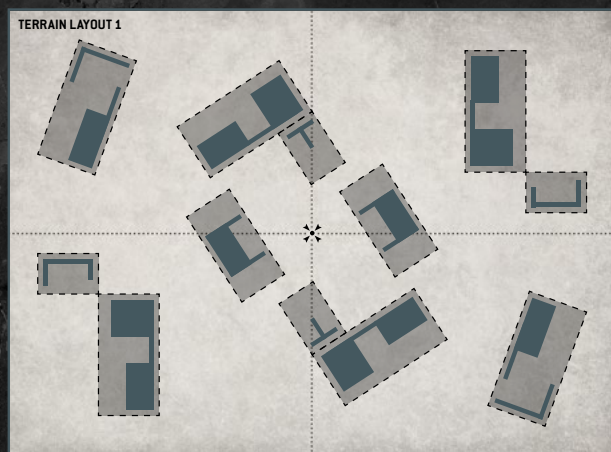
6.0 TERRAIN & MISSIONS

6.1 Mission Selection

All missions will be selected from the Leviathan Tournament Companion. Every mission will be used at least once, with the exception of Sites of Power. Sites of Power will not be in play. The mission order and any missions played more than once will not be revealed until you arrive at the World Championships.

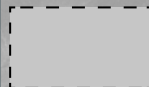
6.2 Table Layouts

Terrain Layouts can and will change on certain tables throughout the course of play. These layouts may differ from table to table throughout the event. You will always be playing on a layout, however, that is appropriate for the Mission currently in play (according to the Leviathan GT Pack). If you arrive at a table and the terrain layout looks incorrectly set-up or the layout is inappropriate for the current mission, please contact a judge before beginning the course of play. Once armies are deployed and play has begun, judges are not able to guarantee a subsequent change in the terrain.



TERRAIN KEY

Area Terrain

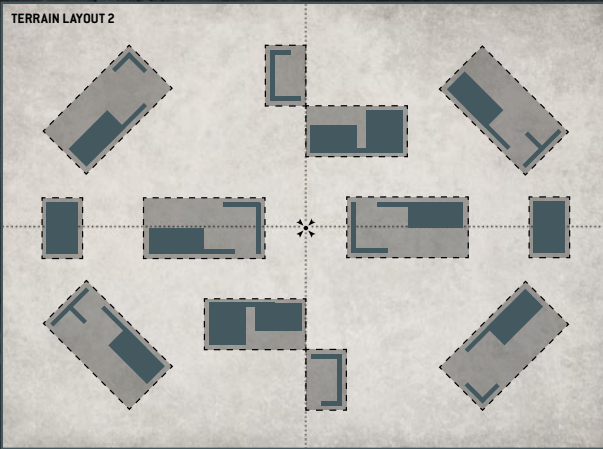


Suggested Ruin walls

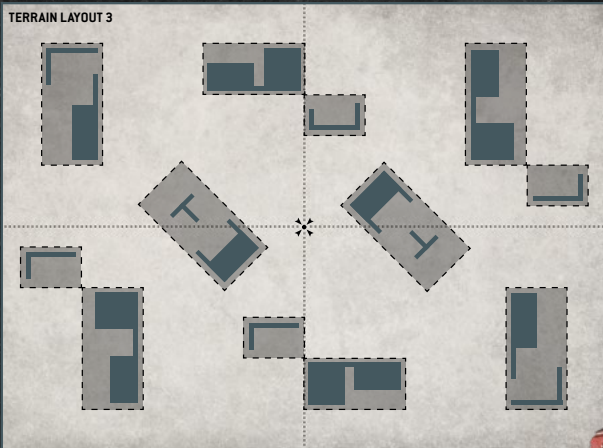


For model mobility purposes, wall sections shown as thin lines should be largely under 2" in height, and never more than 4" in height, while wall sections shown as solid rectangles should always be more than 4" in height.

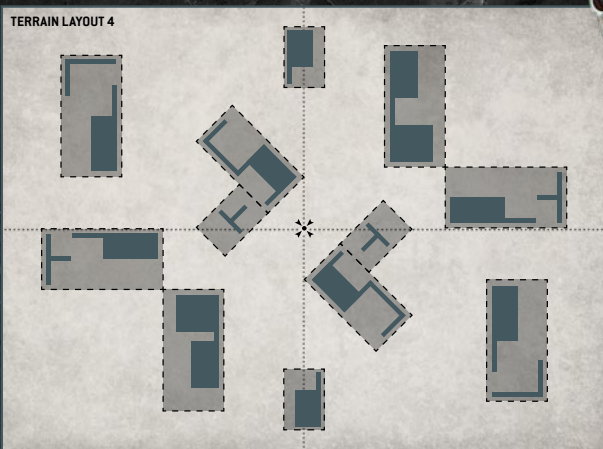
TERRAIN LAYOUT 2



TERRAIN LAYOUT 3



TERRAIN LAYOUT 4



TERRAIN KEY

Area Terrain



Suggested Ruin walls



For model mobility purposes, wall sections shown as thin lines should be largely under 2" in height, and never more than 4" in height, while wall sections shown as solid rectangles should always be more than 4" in height.



7.0 COVERAGE

7.1 Photography and Filming Notice

Photography and filming may take place throughout the weekend by Games Workshop staff, press and partners. 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.

7.2 Warhammer Community Coverage

Warhammer Community will be closely covering the happenings throughout the World Championships of Warhammer. This will include, but is not limited to, stream coverage on the Warhammer Twitch Channel, numerous Warhammer Community articles before, during, and after the event, and an updating Country Medal and WCP tracker.

During the event, you may be asked to play games on stream, discuss game outcomes with a host on stream, recount games for Warhammer Community articles, and many other situations where you will be presented publicly. Additionally, your name may be displayed on the aforementioned pages and other marketing platforms. You are not required to participate in any of these activities if you are uncomfortable with doing so. If this is the case, please tell the staff member asking that you do not wish to participate in coverage.

Those players who perform particularly well, have exceedingly beautiful armies, or display great spirit should expect to be covered in more detail. This especially applies to players that make it to the Championships bracket. These eight players will receive a higher level coverage on Saturday and Sunday, as one will be crowned the World Champion!

You should expect the entire global community of Warhammer fans to be paying close attention to your game play and conduct throughout the event. As such, you must ensure that you use appropriate language while on stream or while conducting any interviews.

Finally, if you have a particularly important story about your journey through the Warhammer hobby or the path you've taken to reach the World Championship, and you wish to share it, please feel free to let a judge or Warhammer Community member present know. We are always keen to hear more about the ways Warhammer impacts the lives of those who enjoy it as a hobby.

We will adopt a zero tolerance policy to coarse or foul language.



8.0 DATA PROTECTION AND PRIVACY

8.1 Data Protection

All data submitted as part of tournament registration is protected, in accordance with the UK 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.

8.2 Winner's Details

By entering the World Championships of Warhammer, you agree that your name (and your ranking, performance, etc.) may be shared publicly by Games Workshop and their partners.

8.3 Data Retrieval

At any time, you may request your personal data by emailing privacy@gwplc.com

9.0 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.

