

WARHAMMER

40,000



ORGANISED PLAY

40K ORGANISED PLAY KIT MANAGER'S PACK 2023 (MANAGER'S GUIDANCE)

Running activities in your store is a great way to build your business, recruit and retain customers and boost the local hobby.

A popular Organised Play (OP) activity to run are tournaments and leagues, and here we've instructions on how to run a Warhammer 40,000 tournament or league using the Warhammer 40,000 OP kit supplied by Games Workshop (which has material to cover such events up to 32 people)

These instructions are of course only a guide, and you should run your events and activities as best suits your store's needs, and to suit your local customer base. It may be a tournament or league is what you want, in which case, read on for some ideas, if not, then feel free to use the OP kit's materials for your own activity ideas.

Your OP kit includes a variety of materials (up to and including the trophy for the overall winner). The below guidance is for the Event Organiser.

As per any event a key to success is advertising up front, let your players know; in store, in any materials (i.e. posters) you use, and on any social media (i.e. Facebook) you may have well in advance.



EVENT GUIDANCE

The advice in this pack isn't the only way to run an event, but we hope it contains some helpful hints to ensure yours is successful.

Our belief is the event organiser is key to ensuring every attendee is having an enjoyable event (regardless of winning or losing games). Keeping this in mind while organising and running the event will ensure a great experience for all!

Note the advice below is specific to running a 3 round tournament in a single day, using the latest Warhammer 40,000 rules, but much of the commentary here is useful for other formats.

You can also use this pack to run a league. In that case simply schedule your pairings and run your schedule by the week instead of by the hour. You can operate as the reporting site for game results with games scheduled independently by participants. Leagues are a great way for a store with less table space to run an event. That said, coordinating games and validating results can be more difficult, so we recommend using this pack for tournaments where practical.

The Tenth Edition of Warhammer 40,000 features an expanded Combat Patrol format, which is tailor-made for newer players or those looking to test out a new faction prior to building a large collection. Included in the recommendations below are suggestions for Combat Patrol events. With faster play times, smaller table sizes, and an easier point of entry to the hobby, Combat Patrol is a great option for events!

Included in this pack are unique items only available through Organised Play kits. As players arrive and check in to the event, we recommend giving the players their items.

Along with checking players in and handing them their items, we recommend having a computer or tablet available where players may sign up for the Golden Ticket Raffle. This Raffle is voluntary and more information is included below.



1.0 RECOMMENDED EVENT ESSENTIALS

System: Warhammer 40,000 Matched Play

Battle Size: Strike Force or Combat Patrol

Board Size: 60" Long x 44" Wide for Strike Force
30" Long x 44" Wide for Combat Patrol

Missions: Selected from the following sources, respective of Battle Size

Strike Force: Leviathan Tournament Companion

Combat Patrol: Warhammer 40,000 Leviathan

*Rules for both of these documents are hosted online and available for download.

Number of Games: Three

Tools of War: Attendees are expected to bring their army, dice, a tape measure, all relevant rules publications, and at least four physical copies of their army roster (one for the Event Organizer and one for each opponent).

If players use any electronic devices to carry official rules references, we recommend reminding them to charge their devices in advance.

2.0 ARMY CONSTRUCTION AND PAINTING

2.1 Army Construction and Army Lists

The armies in such an event should be Battle-forged according to the following sources

- Strike Force Events: Warhammer 40,000 Leviathan and the Strike Force guidelines set forth in the Leviathan Tournament Companion
- Combat Patrol Events: Warhammer 40,000 Leviathan and Combat Patrol Rules presented online

For army construction, we recommend that you enforce a rules cut off date of two weeks prior to your event. This will allow both you and the attendees to familiarise yourself with new rules. The following are recommended sources for rules on army construction and composition:

- Faction Codices
- Faction Indices
- Combat Patrol Datasheets
- Warhammer 40,000 App
- Leviathan Tournament Companion
- FAQs and Errata found at www.warhammer-community.com/faqs

Army lists exported from Battle Forge in the WH40k app and printed out are good examples of the kind of clear documents (containing all the relevant wargear and unit upgrades for instance) that are very helpful in a tournament situation.



2.0 ARMY CONSTRUCTION AND PAINTING (CONT)

2.2 Modelling and Painting

Everyone loves playing exciting, atmospheric games with finely detailed, lovingly painted miniatures is intrinsic to the Warhammer experience. With this in mind we recommend all miniatures used in the event be Games Workshop or Forge World miniatures and be fully assembled and painted.



We recommend that you 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 modelled. WYSIWYG ensures fewer miscommunications between players at the table.

2.3 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, we recommend that any conversion be comparable in size to the most current version of the model they represent.

3.0 POLICIES

3.1 Player Conduct, Judging, and Penalties

If possible you should have a judge, someone who can mediate on any disputes, a hobbyist customer or staff member who knows the game rules well is a great choice.

The battles set in the Warhammer 40,000 universe are fast, furious and sometimes unforgiving, but they present an incredible opportunity for fun and friendship. The excitement of doing battle on the tabletop combined with a community of passionate players help make every game of Warhammer memorable/ Players making the games better for their opponents should be encouraged and rewarded.

Be clear to your players that Judges hold the final say on rules disputes on a game-by-game basis, ensuring your players have a fun and fair experience.

Everybody Loses from Time to Time. We recommend reminding your players that half of them will be 0-1 after the first game and reinforcing that they are there to have fun and make friends.



4.0 TOURNAMENT FORMAT

4.1 Scoring

You should provide a score sheet to each table, for every round so that players can record their results to hand in.

You should collect the sheets after each round and use the Leviathan Tournament Companion to help you score and assign players for the next round (and decide who's won the tournament of course).

This also applies to Combat Patrol games, scoring information for which can be found in the missions on pages 208-213 of Warhammer 40,000 Leviathan.

4.2 Event Schedule

EVENT	TIME
Check In	0800-0900
Pre-Event Brief and Pairings Posted	0900-0915
Round 1	0930-1230
Lunch	1230-1330
Round 2	1330-1630
Break	1630-1700
Round 3	1700-2000
Awards	2030-2100



4.0 TOURNAMENT FORMAT (CONT)

4.3 Game Speed Milestones and Time

Outside of tournaments, many players do not complete their games against a set clock. As a result, when a loudspeaker shouts “two hours remaining,” most players do not naturally think “We should almost be done with the entire first Battle Round!” To help with this, rather than simply calling time left, we recommend you call time based upon the game milestone players should have (on average) arrived at. These time calls exist to help keep the flow of play moving, and are not binding. These milestones break down as:

3:00- Start round (Formally)

2:50- Complete pre-game discussions and decisions, including Secondary Objectives

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 - Begin finalising scores

5.0 TERRAIN

For Combat Patrol, follow the guides in Warhammer 40,000 Leviathan for table size and set up. For Strike Force games; we recommend following the layout presented in the Leviathan Tournament Companion

Use whatever terrain you have, and remember you can always ask participants to bring their own terrain in. It's an exciting aspect to your event where players can show off their terrain projects!



6.0 ENTRY INTO WARHAMMER FINALE DRAWING

All players that participate in an event run using the Warhammer 40,000 Organised Play pack are eligible to enter a raffle for a trip to the 2023 Warhammer Grand Narrative. The 2023 Grand Narrative will take place from 17-19 November in Atlanta, GA USA.

Provided below are the Terms and Conditions of the Raffle, the Games Workshop Privacy Policy, and the Form that players must complete to enter. Participation in the Raffle is completely voluntary. To ensure players that wish to enter can do so easily, we recommend having a computer or tablet with the page for the entry form linked below open, available when they check in on the day of the event.

TERMS AND CONDITIONS

RAFFLE

