

WARHAMMER 40,000

GRAND TOURNAMENT SERIES



ORLANDO



FLORIDA

AUSTIN



TEXAS

NEW
ORLEANS



LOUISIANA

WELCOME TO THE 2021 US OPEN GRAND TOURNAMENT SERIES!

This event pack provides information to prepare for Grand Tournaments in the 2021 US Warhammer Open Series of events. The Warhammer 40,000 events in Orlando, New Orleans, and Austin each use these guidelines.

These tournaments have been carefully crafted to present a format that appeals to the broadest variety of players possible. Separate paths to victory exist within the same event for all player types – competitors, powerful list builders, generals who wish to achieve more with less, top tier painters, fun-loving chatterboxes looking to make new friends, true Renaissance folks looking to espouse all aspects of the hobby equally, and the bulk of attendees: those looking to have a great time rolling handfuls of dice on beautiful [yet most definitely war-torn] battlefields from the 41st Millennium.

Every city and hotel venue was selected to create a wonderful weekend adventure for those attending, full of new friendships made, old friendships restored, mega battlefield experiences, gorgeous armies, and epic opportunities to spend your between-battles free time exploring one of America's great cities.

So strap in: let's walk through the Rules of the Road[show] so you can get yourself best prepared!

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1.0 EVENT ESSENTIALS

System: Warhammer 40,000 Matched Play

Important Dates and Times

Check in: Thursday of each tournament from 7:00 PM - 10:00 PM and Friday of each tournament from 7:30 AM - 9:00 AM.

Late Arrival: If you arrive or check in late, the tournament will begin without you, though you will still be paired and will continue with your tournament experience. Late Arrivals will cede their spots to attendees on the Waitlist where relevant.

Tournament: Friday of each tournament at 9:30 AM through Sunday of each tournament at 5:00 PM.

Location: Orlando: Hyatt Regency Orlando, Windermere Ballroom.
New Orleans: Hyatt Regency New Orleans, The Elite Hall
Austin: Fairmont Hotel Austin, 5th Floor

Battle Size: Strike Force

Board Size: 60" x 44"

Missions: From the Chapter Approved: Grand Tournament Mission Pack 2021

No. of Games: Eight (Six for Best Overall; + Two on Sunday to finalize Generalship standings)

Army Selection: Follow Muster Armies in Chapter Approved: Grand Tournament Mission Pack 2021

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

If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.

2.0 ARMY CONSTRUCTION AND PAINTING

2.1 Army Construction and Army Lists

All armies in these tournaments must be Battle-forged according to the Warhammer 40,000 Core Book and the Strike Force guidelines set forth in the Chapter Approved: Grand Tournament Mission Pack 2021.

When building your army, use all the most up to date Warhammer 40,000 rules found in the following Games Workshop and Forge World publications prior to a publication date of August 7th, 2021 for Orlando; September 25th, 2021 for New Orleans; and November 13th, 2021 for Austin.

- Codexes
- Warhammer 40,000: The App
- Campaign Books
- Chapter Approved: Grand Tournament Mission Pack 2021
- White Dwarf
- FAQs, errata, and beta rules found via www.warhammer-community.com/faqs

Army lists should be presented in an easy to read format (such as army lists exported from Battle Forge in Warhammer 40,000: The App), including all relevant wargear and unit upgrades.



2.0 ARMY CONSTRUCTION AND PAINTING (cont.)

2.2 Modeling and Painting

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. With this in mind, all miniatures in your collection 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 at Warhammer-Community.com)




Each model must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG). 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.

2.3 Converted and Forge World Models/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 example, a model converted to be taller may be more easily seen, but may not gain LOS benefits for its extra height.

For any converted or scratch built models, you must seek permission from useventlistssubmission@gwplc.com, including photos of the models in question where possible, at least two weeks before the event (Orlando - July 30, New Orleans - September 17, Austin - November 5). While you may submit models for approval after this date, we may not have an opportunity to review them in time. 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.


This includes conversions/alternatives to represent factions/models no longer represented in the current model range. Don't worry – we fully appreciate spectacular modelling skills, but we just want to make sure everything is clear for your opponent so no confusion can arise during games. Please note: any Forge World models must be the actual models and not conversions to look like Forge World models.



If you are using rules for your army that are different from the colour scheme in which they are painted, you must have that army approved by submitting it to useventlistssubmission@gwplc.com.

If you are going to have multiple different subfactions (ex. A Tyranid army with a Hive Fleet Kraken Detachment and a Hive Fleet Behemoth Detachment) within the same army and if any/all of them are different from the official color scheme, you must submit the army for approval via email at useventlistssubmission@gwplc.com.

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 e-mail useventlistssubmission@gwplc.com for approval.



3.0 POLICIES

3.1 Judges

Judges will be prominently visible in the tournament hall throughout the event (we're going to be wearing brightly colored shirts, so we'll be easy to find) and hold the final say on all game rules and tournament issues. Individual rulings, however, are never binding precedent - it's a game, not a court of law. Rulings will always be based on correct rules interpretations rather than adhering to previous precedent. When calling for a judge's assistance, please be prepared to provide any relevant rules to the particular question.

3.2 Player Conduct, Judging, and Penalties

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 our community of passionate players help make every game of Warhammer memorable. With that in mind, our events team is always on the lookout for examples of how players make the games better for their opponents and others around them. Special collectible awards and recognition may be given at random for displays of superior sportsmanship.

On a rare occasion, players may intentionally or unintentionally commit rules or sportsmanship fouls in the course of a heated or challenging battle. Behavior such as bullying, rules abuse, moving models illegally, picking up dice before your opponent has the chance to see the results, lying to judges or opponents, or any other form of unethical or inappropriate conduct can result in substantial in-game penalties, automatic loss assessment, permanent removal of parts of your army for the duration of the event, or removal from the event itself. While sometimes these errors are accidental, a "foul is a foul," and we treat them as penalties akin to those



which occur during a sporting event. Consequently, judges are empowered to apply both in-game and scoring penalties equivalent to the magnitude of the foul.

3.0 POLICIES

3.2 Player Conduct, Judging, and Penalties (cont.)

Unfortunately, many behavioral and incorrect play actions often come down to “he said she said” when judges were not fortunate enough to be tableside at the time of their occurrence; they also vary greatly in their magnitude and relevance. For this reason, behavioral and illegal play instances – as well as their associated penalties – will always be adjudicated on a case-by-case basis, with respect for both players involved.

A Note on Active Judging. At the US Open events, 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. 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 the games at the Open Series are enjoyable for everyone.

Everybody Loses from Time to Time. Finally, be ready to lose a few games of Warhammer! It seems an odd thing to say, but it is in the nature of an 8 round tournament that out of 256 players, only 1 (at most!) will finish the weekend without a loss. Barring ties, half of you will lose your very first game of the weekend, in fact! 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. These events present you the opportunity to build friendships with fellow hobbyists who share your interests - friendships you can renew and celebrate every time

you travel to another Grand Tournament or local event. A single great friendship built out of your experiences at this event outweighs any number of individual victories across your battles this weekend. In fact, if you do your best, have a great time, and build some lasting friendships ... you haven’t really lost at all!

3.3 Quit Policy

The battlefields of the 41st millennium can be brutal at times and the whims of the dice can be unforgiving for both the units in your army and the generals controlling them. There will be times when the battle simply does not go your way due to these and other factors. It is always a true display of sportsmanship and guts to see a battle through even when it is not going your way and sometimes that display of tenacity can help shift the whim of the dice gods in your favor! We hope that players will be able to see every game through to a natural conclusion. If a player wishes to concede a game before it has reached its natural conclusion, a Judge must be called to help calculate the final score.

Of course, if you have some kind of emergency that means you can’t proceed, just let the event staff know right away.

4.0 TOURNAMENT FORMAT

Both Warhammer 40,000 and Warhammer Age of Sigmar will follow identical schedules, milestones, and time calls on Saturday and Sunday to prevent confusion and ensure smooth running throughout.

4.1 Scoring

At the end of each game, use the provided score sheet to record your results and provide them to the judges table. There will also be an option for reporting your results digitally on the day.

Many players enjoy tracking their progress at Warhammer tournaments across multiple events. To this end, scores and final results will be reported to independent rankings organizations, such as ITC, where appropriate. ***Once you submit your scores, they cannot be changed. If you and your opponent discover a scoring error after submission, the default stance of Judges is there will be no change.***

4.2 Event Schedule

Friday August 12, 2021

9:30-12:30 Round 1

12:30-1:30 Lunch

1:30-4:30 Round 2

4:30-5:00 Break

5:00-8:00 Round 3

Saturday August 13, 2021

9:30-12:30 Round 4

12:30-1:30 Lunch

1:30-4:30 Round 5

4:30-5:00 Break

5:00-8:00 Round 6*

Sunday August 14, 2021

9:30-12:30 Round 7

12:30-1:30 Lunch

1:30-4:30 Round 8

5:30-6:00 Award Presentations

*Best Overall is determined by results from Rounds 1-6 only; Rounds 7-8 are optional for players who are statistically eliminated from a chance to win their Bracket. See 4.7 Bracket Finals & Round Totals below.

4.3 Game Speed Milestones and Time

Outside of tournaments, most players do not complete their games against a set clock. As a result, when a loudspeaker shouts “two hours remaining,” most folks don’t naturally think “Shoot, we should almost be done with the entire first Battle Round!” To help with this, rather than simply calling time left, event staff will call time based upon the place in the game you should on average be at (don’t fret, we’ll also tell you how much time is left). 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	Do not begin a new Battle Round without Judge Permission

4.0 TOURNAMENT FORMAT (cont.)

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

Judges have access to a variety of mechanisms for speeding up or ensuring game completion should milestones be repeatedly missed. All players are expected to finish their games, and to attend with an army list they feel comfortable playing a complete game within 3 hours. You must not intentionally leverage the clock to disadvantage your opponent.

A Note on Lateness: Should you arrive late to Round 1 of the event, you may lose your spot to a person on the Waitlist. Assuming your spot is still available, you will be paired with any other late arrivals (again, where relevant) with a mandate to complete your game in the original Round time. A subsequently incomplete game may result in point penalties. If you arrive late to the first round on Day 2 or 3 of the tournament, you may incur a penalty.

No Tournament Rounds will suffer a delayed start due to player lateness.

4.4 Event Awards

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. Both scores are normalized, then added together. The highest score wins Best Overall. This award uses scores from Rounds 1-6 only.

The Best General is the winner of the first tournament bracket (see 4.6).

Both the winner of Best Overall and the Best General will have their names engraved on the plinth of the epic Warhammer Open trophy to be revered and adored for all time. We consider these awards to be equal in prestige.

The other 40K GT awards include:

- Best Painted winner and runner up
- Battlemaster (Player who scores the highest Victory Points, regardless of record or bracket)
- Second to One (The player who loses the final round to the Best General)
- Bracket Champions (Winners of all other tournament brackets)

4.0 TOURNAMENT FORMAT (CONT.)

4.5 Win-Path Pairing

Your opponent for your first game will be randomly determined. Subsequent rounds will use “Win-Path” to pair opponents in each round. This pits players both against someone with the same record and who won and lost their games in the same rounds. For example, a player who lost Round 1 and won Rounds 2 and 3 will play an opponent who did the same, rather than someone who won their first two and only lost in the third Round. This is done to ensure players with a similar strength of schedule pair off and to ensure an increasing level of skill parity and sportsmanship with each subsequent round, as they face people who have had an increasingly similar play and outcome experience across the event.

4.6 Brackets

After Round 4, the entire Grand Tournament field will be split into 16 brackets of 16 players each. These brackets will be based primarily on Win/Loss record, with “ties” for placing in a bracket determined by total accumulated Mission Points. Each bracket will be won by the player that goes undefeated across the final 4 Rounds of the Tournament. This ensures players with more casual interests or less powerful lists who start the GT with a weaker record spend their final Rounds in competition with their competitive peers. This also avoids a tradition where players with weaker lists lose a few games, finally win a couple, only to have to face a harder list that just lost a few games to finish out their tournament experience. At a Warhammer Open, you are assured

the final 4 games [at least] will be against armies and players that present similar challenges to your own.

4.7 Bracket Finals and Round Totals - Taking the Tournament at Your Preferred Pace

While 8 glorious Warhammer 40,000 battles represents an epic achievement for any player in a single weekend, not everyone will want to compete in quite so many hotly contested affairs. In support of this, and out of a desire to present a Tournament experience that is enjoyable for the widest variety of player types, Best Overall is determined by the results from Rounds 1-6. This is considered the duration of the full “Grand Tournament” part of the event. Rounds 7-8 on Sunday are therefore *optional* for all players, who may indicate their desire to withdraw upon turning in their Round 6 scores at the end of Saturday. Doing so at this point carries no risk to your Overall standing, but may impact your final standing for Generalship and Victory Points (as your final 2 games will be considered Losses/Forfeitures within these categories).

The primary intentions of Rounds 7-8, then, are: 1) determine the winner and runner up of the First Bracket - Best General and Second to One; 2) determine the highest overall Victory Point scorer - Battlemaster; 3) determine the winner of every bracket; and 4) [most importantly] Permit all those who desire more Warhammer 40,000 battles to finish the weekend out against competitive peers in a relaxed setting.

4.0 TOURNAMENT FORMAT (CONT.)

Should you wish to withdraw after Round 6, you may enjoy perusing the Citadel and Forge World product ranges at our booth, try out a newly released game in our demo area, or explore the amazing city in which you find yourself for that particular event.

[War]Hammering Home the Point: This format has been carefully designed to permit every player type an opportunity to gain the most fun from their experience. The format isn't all about the top winners, nor does it discard their achievements. No matter how you enjoy Warhammer 40,000, you'll find your path to glory and fun at a US Open.

A Note on Results Reporting. Many players around the world happily participate in independently-run, often local ranking systems. Where relevant (such as the ITC), we will submit results sorted by Generalship for these standings.



5.0 TERRAIN

5.1 Table Layouts

While each table may have a different aesthetic or theme, every table will use the same layout in any given round of the Grand Tournament. Additionally, this standard layout will change depending on the day of the event. The layout chosen for a given round will be determined based upon the Deployment Zone for a given mission from the Warhammer 40,000: Grand Tournament 2021 mission pack. Look for a forthcoming Metawatch article (by end of June) to explain the logic behind these layouts.

These layouts change during the tournament for two primary reasons:

1) provide players with a varied experience throughout the event, as opposed to 8 rounds spent playing on exactly the same terrain format; 2) ensure the placement, orientation, and function of each terrain piece is balanced for a wide variety of army types during each particular mission.

If, upon reaching your table, the layout does not closely match one of these two maps, please adjust the terrain until it matches. If you or your opponent are uncertain whether the layout is precisely correct, please call a judge for assistance as needed.



5.2 Terrain Traits

Terrain Piece 1

These large Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.

Terrain Piece 2

These midsize Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.

Terrain Piece 3

These small terrain pieces also fall into the Area Terrain category and have the Scalable, Dense Cover, Breachable, Defensible, and Difficult Ground traits

6.0 HEALTH AND SAFETY

At Games Workshop, the health and wellbeing of our staff, their families and loved ones, and the wider community in which we operate is our top priority. When you attend one of our events, you can rest assured that we will be doing everything we can to make it as safe and enjoyable a time as possible.

At a minimum, Games Workshop will always follow all official guidance in every locality in which we operate. Where we feel we should include additional measures to further improve the safety of our community, we will.

Whilst we can't be certain what the exact rules will be for each of our events yet, at every event, you can certainly expect to see:

- Reduced capacities to help people can keep distanced where possible
- Organization to reduce crowding and bottlenecks in any particular area
- Measures to reduce sharing of equipment
- Sanitisation stations

Specific details will be communicated with all players closer to the event.

