

# WARHAMMER

## THE OLD WORLD



EVENT PACK



## Introduction

Welcome to the *FaceHammer Grand Tournament*, a 60 player Warhammer the OLD WORLD event hopefully using the Matched Play guide (pending on release date). The event will be held at Element Games Northwest gaming center on the 6<sup>th</sup> and 7<sup>th</sup> of September!

*The event will be suitable for veterans and new players alike – some attendees will be there first event; we aim to help people get into tournament gaming where possible! The atmosphere at our events is something we want to protect and ensure it's a safe, fun place for everyone to enjoy their weekend, so we ask everyone to respect each other and behave.*

## What is this document?

This document will tell you everything you need to know about the event including all the **house rules** that will be in effect at the FHGT2025. Any questions fire them across to me at [Russ.Veal@gmail.com](mailto:Russ.Veal@gmail.com)

## The Officials

Russ will be hosting the event and on hand to answer tournament related questions. The Element Games venue has a full quota of staff to help with your general needs on the day.

## How to buy a Ticket

Tickets are £60 and available here from the Element [Games web store! Tickets will go up at 10am on 13th of June through the Element games web store](#)

Please note refunds will not be accepted after August 6th – Due to cost restructuring at Element, increased costs for venue/food and the significant impact I had in previous years

## The Venue

### Element Games NWGC

1<sup>st</sup> Floor  
Hallam Business Centre  
Hallam Street  
Stockport  
SK2 6PT

There is free parking on site, a fully licensed bar to keep everyone fed and watered and of course the excellent Element Games store! Dough Guys Pizza provided both days for all entrants

Please contact me with any special dietary requirements!

[Russ.Veal@gmail.com](mailto:Russ.Veal@gmail.com)

## Time Table

### Saturday 6th September

- 09:00 - Venue Opens
- 09:00 - 09:30: Registration welcome and event briefing
- 09:30 - 12:15: Game 1
- 12:15 - 13:15: lunch
- 13:15 – 16:00: Game 2
- 16:00- 16:15: Break
- 16:15 – 19:00: Game 3

### Sunday 7th September

- 9:30 – Venue opens
- 09:45 - 12:30: Game 4
- 12:30 – 13:30: Lunch & Best army display
- 13:30 - 16:15 – Game 5
- 16:45 - Awards & wrap up
- 17:00 – Event Finishes

# Army Selection & Painting

## Army Selection

2000pts selected from either a Grand Army, Army of Infamy or a Legends PDF  
*Details for choosing your army can be found in the Warhammer Armies section of the*

*Warhammer: the Old World rulebook (page 276)*

The most up to date rules and FAQ will be in effect

Mercenaries, Allies and Named Characters are Legal at the event

## HOUSE RULES (subject to change)

- MAX 500pts on any one unit selection
- MAX 3 of any choice

## Army List Submission

Each entrant is required to submit an army list before September 1<sup>st</sup>, this should be in Old World Builder Format <https://old-world-builder.com/> and uploaded to BCP

The event will be Managed on BCP <https://www.bestcoastpairings.com/event/4rFrTSSVF7h> – We will be using this software for the event

Please ensure you have at least one hard copy of your list as you must be able to show each opponent your list before each game.

If you have any questions about the event or want to ask about rulings, please email Russ at [Russ.Veal@gmail.com](mailto:Russ.Veal@gmail.com)

If during the event your list is found to be illegal then at our discretion we will zero your scores for any game it was used in before it is corrected – please note we will check them periodically during the event but your list might only

be checked on day 2 so it's your responsibility to ensure the list is legal – feel free to submit early and ask for a check prior to Friday 6<sup>th</sup> September.

## Army Painting

- All models in your army must be fully painted miniatures of the appropriate type for the troops they represent
  - No bare plastic or metal showing through in an appropriate scheme.
  - Undercoat spray with no wash/highlight is not acceptable
  - All models with textured/painted bases.
- 3d Printed Models ARE allowed as long as they fulfill the above criteria and its clear what they represent (please ensure they are in Warhammer Theme and not a weird proxy army of some other IP – armies of rocks with googly eyes or minions or other random things won't be allowed) Please contact me if you have questions
- Models used for summoning will be considered for paint scoring so if you borrow models to summon which don't match your army then you won't score cohesive points
- All models based on appropriate Base sizes and movement trays should be used where possible to ensure accuracy when moving
- Your models must display all unit options, command models and upgrades where appropriate.
- **We reserve the right to remove models, which do not meet this minimum standard and adjust your painting score if your army does not meet these criteria**

## Terrain

Element Games will provide the terrain for the event.

The Tables will be set up with Terrain for the event by event staff

## What you need to bring!

Players should bring the following – Element games shop will be open if anyone needs to pick up missing items.

- A Fully Painted army!
- At least two hard copies of your army list (we recommend 6, 1 for each of your opponents and 1 for registration)
- Dice and Tape Measure (Arcs of sight and lasers!)
- Wound markers and buff counters (optional but highly recommended!)
- A set of “the Rules” for your army and the core game
- Glue for any last minute repairs!

## The Event!

### Round Timings & Time Management

Each round will last 2 hours 45 minutes, which should be plenty of time for the game to be played out, We will need results before the end of the round to the front desk to keep the event on track. In the event players are still not finished at the end of a round then we will ask you to stop and work out victory conditions.

We recommend not starting a new set of turns if both players cannot complete their turns in the time remaining however, this needs to be reasonable and not used as a “tactic”

If a judge is informed & observes of anyone intentionally time wasting or delaying their turn or failing to start a new set of turns because they might lose but there is enough time remaining we will intervene and may issue a TP penalty.

We reserve the right to issue a penalty to anyone who does not complete 2 games in the time limit.

## Scenarios

**TBD – These will most likely be from new Matched Play Guide**

## The Draw and Pre Setup

The draw will go up each round in several places around the venue. This will show your table number, opponent and the army you will be facing. The draw is random on the first game and then a “Swiss Chess” system is in place on the following games (this means you play people who are on similar scores).

Before starting your game, you should hand your opponent your list and allow about 5 minutes to look at them and discuss any rules or ask any questions.

## The Awards

- The Facehammer GT Warlord (1<sup>st</sup> Place)
- The FaceHammer GT Centurion (2<sup>nd</sup> place)
- The FaceHammer GT Legionnaire (3<sup>rd</sup> place)
- The FaceHammer GT Exemplar! (Best painted army)
- The FaceHammer GT Paragon (Best painted 2<sup>nd</sup> place)
- The FaceHammer GT Templar (Best painted 3<sup>rd</sup> place)
- The Facehammer GT Luminary (Coolest army)
- The FaceHammer GT Herald – Best Opponent award!

## Becoming the FHGT Warlord 2025 (Subject to change based on Matched play guide)

The FHGT Warlord will be the player with the most **Wins** If two people are tied then these factors will be considered in this order until a winner is determined.

- The Player who has won the most game
- Who has scored the most victory points
- Strength of Schedule (combined gaming point score of all opponents)
- Sports votes

## Best Opponent award



Players will nominate the two players they had the most fun playing against during the event and the player with the most votes will win the Facehammer GT Herald award. In the event of a tie it will go to the player who had the most tournament points.

You might want to award it to the player who knew the rules, turned up on time, played fair and friendly instead of the most fun game, this is fine. We leave it to you but as a guide it's the player you would most like to play again!

## **Painting Awards**

At the FHGT the best painted army (exemplar award) will go to the army the judges deem to be the best painted army, we will consider technical ability (whether conversions or painting) overall theme/composition and the cool factor.

We will also be giving out an award for coolest army, The FHGT Luminary! This is not down to just technical ability and allows us to award someone who has embraced the spirit of the hobby and created something spectacular!

As all the officials have won multiple Best Army/Painting awards we hope you feel confident in our decision to pick the most deserving winners.

We will shortlist the best armies and ask players to set them up for the other players to look at during Sunday lunch. All nominations will also receive a FHGT Finalist badge to show our appreciation of the top armies at our event.

Please note only armies painted by the attendee may win painting prizes, if you did not paint your army but are nominated please inform an official

## **Contact us**

Any questions about the event please contact us at [Russ.Veal@Gmail.com](mailto:Russ.Veal@Gmail.com)  
Follow us on [Twitter@Facehammer\\_](#)