WARHAMMER
THE OLD WORLD

Event Pack

ELEMENT
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Introduction

Welcome to the *FaceHammer Grand Tournament, a 60 player Warhammer the OLD WORLD event using the Matched Play guide. The event will be held at Element Games Northwest gaming center on the 17th and 18th of October!*

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 FHGT2026
Any questions fire them across to me at Russ.Veal@gmail.com

The Officials

Russ will be hosting the event and on hand ready 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!

Please not refunds will not be accepted after September 18th – 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
1st 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!

In contrast to previous years there is now in-house food at the Warlocks tavern, they will be catering for the event during the day. Feel free on Saturday night to order in your favorite takeaway once the Tavern is closed!

Please contact me with any special dietary requirements!
Russ.Veal@gmail.com

Time Table

Friday Night Gaming.
Feel free to game at the venue but please bear in mind the table charge is not included in the event cost and needs to be paid to element as usual

Saturday

- 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

- 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 (some armies get bonus points) selected from either a Grand Army, Army of Infamy or a Legends PDF (please note renegades are not legal)
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 from GW
However, due to the slower pacing of the rules FAQs and updates from GW I will have some house rules and inhouse FAQ questions not covered, they will be detailed below and subject to change up until the event for FAQs any house rules and scenarios will be locked by 21st of September

We will be using the following restriction from the Matched Play guide

- Combined Arms
- Grand Melee

Mercenaries and Named Characters are Legal at the event

PLEASE READ THE ADDITIONAL HOUSE RULES AND RESTRITCTIONS CAREFULLY!

FURTHER ARMY RESTRICTIONS

General Restrictions

- Rule of 3 – No unit can be taken more than 3 times
- Detachments do not count towards this limit however they also share the rule of 3 (so you could take 3 units of handgunners and 3 detachments of handgunners in your army)
- Max unit Size – Max unit strength for any unit is 40 (does not include characters who may join)
- 7 Max Magic levels in your army
- Armour of Meteroic Iron can only be taken by Infantry, or Cavalry unit type

Cathay

- Sky Lanterns restricted to Max 2 (character Lantern doesn't count to this limit)
- Maximum of 1 **Shugengan Lord <u>OR</u> 1 Character in Sky Lantern**
    - allows 3 balloons if no Shug Lord)
- Shugengan Lords/Generals cannot know spells from Lore of Illusion.
- Maximum 2 Shugengan Generals – 0 if you have a Shugengan Lord
- Maximum 2 Cannons
- Maximum 3 of any type Sky Lanterns (including mounts) and Cannons
    - This means you cannot run 2 cannons and 2 Sky Lanterns
- Only 1 Jade Lancer champion may take a bound spell magic item

Vampire Counts

- Vampire Counts are limited to a max 3 models with "Wailing Dirge" special rule
- Please note the house rule change to Ethereal units
- When using Invocation of Nehek on Grave Guard only D3 models are returned
- When using Invocation of Nehek on an Ethereal unit only 1 wound is returned
- A unit cannot benefit from invocation of Nehek more than once per turn

Tomb Kings

- A Unit cannot be affected by Arise more than once per turn

Warrior of Chaos

- Max 2 Chaos Dragons, Warpfire Dragon in any combination
- If a Chaos Dragon has a 5+ regen save it counts as 2 towards this limit

Orcs and Goblins

- Max 6 fanatics
- If using **Troll Horde** Army of infamy may take 2200 points instead of 2000
- % is worked out from the new total of 2200 (IE 550 on core etc)
- If army total is 2200 When calculating VPs for dead and fled units your opponent must divide the total by 1.1 (as in reducing the amount conceded by 10%) – before adding in banners general and objective points

High Elves

- Maximum of 1 Star Dragon may be taken
- **Grand Army, Sea Guard Garrision** and **Chracian Warhost** armies of infamy may take 2200 points instead of 2000
- % is worked out from the new total of 2200 (IE 550 on core etc)
- If army total is 2200 When calculating VPs for dead and fled units your opponent must divide the total by 1.1 (as in reducing the amount conceded by 10%) – before adding in banners general and objective points

Dark Elves

- Maximum of 1 Dreadlord may be mounted on a Black Dragon
- May take 2200 points instead of 2000
- % is worked out from the new total of 2200 (IE 550 on core etc)
- If army total is 2200 When calculating VPs for dead and fled units your opponent must divide the total by 1.1 (as in reducing the amount conceded by 10%) – before adding in banners general and objective points

Dwarfen Mountain Holds

- Max 8 Gyrocopters, scout Gyrocopters/ Gyrobombers in any combination
- If using **Royal Clan** or **Slayer Host** Army of infamy may take 2200 points instead of 2000
- % is worked out from the new total of 2200 (IE 550 on core etc)
- If army total is 2200 When calculating VPs for dead and fled units your opponent must divide the total by 1.1 (as in reducing the amount conceded by 10%) – before adding in banners general and objective points

Empire of Man – Knightly Orders & Grand Army

- If using Knightly Orders army of infamy or Grand army may take 2200 points instead of 2000
- % is worked out from the new total of 2200 (IE 550 on core etc)
- Steam Tank is 0-1
- If army total is 2200 When calculating VPs for dead and fled units your opponent must divide the total by 1.1 (as in reducing the amount

conceded by 10%) – before adding in banners general and objective points

Wood Elf Realms

- Maximum 1 Wood Elf Forest dragon may be taken
- Removed bonus points due to FAQ update

Daemons of Chaos

- May take 2200 points instead of 2000
- % is worked out from the new total of 2200 (IE 550 on core etc)
- If army total is 2200 When calculating VPs for dead and fled units your opponent must divide the total by 1.1 (as in reducing the amount conceded by 10%) – before adding in banners general and objective points

Lizardmen

- May take 2200 points instead of 2000
- % is worked out from the new total of 2200 (IE 550 on core etc)
- If army total is 2200 When calculating VPs for dead and fled units your opponent must divide the total by 1.1 (as in reducing the amount conceded by 10%) – before adding in banners general and objective points

Ogre Kingdoms

- May take 2200 points instead of 2000
- % is worked out from the new total of 2200 (IE 550 on core etc)
- If army total is 2200 When calculating VPs for dead and fled units your opponent must divide the total by 1.1 (as in reducing the amount conceded by 10%) – before adding in banners general and objective points

Renegade Crowns

- May take 2200 points instead of 2000
- % is worked out from the new total of 2200 (IE 550 on core etc)
- If army total is 2200 When calculating VPs for dead and fled units your opponent must divide the total by 1.1 (as in reducing the amount conceded by 10%) – before adding in banners general and objective points

Skaven

- May take 2200 points instead of 2000
- % is worked out from the new total of 2200 (IE 550 on core etc)
- If army total is 2200 When calculating VPs for dead and fled units your opponent must divide the total by 1.1 (as in reducing the amount conceded by 10%) – before adding in banners general and objective points

HOUSE RULES – IMPORTANT PLEASE READ CAREFULLY

New Magic rules

- We will **NOT** be using the new magic rules from the new arcane journal specifically the channelling, ploys and miscast table.

Objectives

- **In addition to the normal rules for objective scoring any unit of Infantry or Cavalry with a US10 or more in an OPEN, LANCE or CLOSE formation can also score (this means elite infantry/special/rare units can score)**
- **Units that deploy as scouts or make a vanguard move cannot score any objective points in both players turn 1 of the game, after that they can score as normal**

Baggage Train

- The baggage train doesn't block Line of sight and can be freely moved over – it is just a token/objective marker for all rules purposes. This is open ground and doesn't hinder or impede movement or LOS in any way.

Ethereal Units

- Any weapon can hurt them on a natural wound roll of a 6 regardless of whether they are magical or not.

Illusion Magic

- Removed due to restricting Cathay Shugengans

FAQ (subject to change)

Q: When do I declare my intent to scout a unit?
A: Before starting alternative deployment, players should roll off and the winner must declare which units will scout followed by other player then we will move onto alternative deployment method as laid out by the scenario.

Q: Can I raise zombies above starting strength before they have taken any casualties
A: Yes, you can.

Q: Can a cannon aim at what they cannot see? Ie pick a point they can see but hoping the artillery dice makes it land behind the building to hit something behind with the bounce?

A: No, A cannon is not a stone thrower. A cannon cannot hit any unit which is not visible to the cannon unless the only obscuring factor is enemy models. This means effectively woods, hills and buildings stop cannon shots hitting units behind. Please note that if you are in the wood and visible. Then you can be seen and targeted as usual (this also does not override the character protection from cannons as per FAQ)

Q: If my cannon/war machine is behind a wood/Hill, can it pivot into/onto the wood/hill to gain line of sign to a target previously out of sight?
A: No, you can only pivot towards a target once you declare a target for aesthetic purposes and for no game advantage, war machines are skirmishers and there is no reason to pivot around. **You need line of sight to a target before pivoting the war machine, if you couldn't see it before the pivot it's not a viable target.**

Q: Do Cannons auto hit monsters due to new FAQ?
A: No… – they work as they **always** have the damage window is only after the artillery dice is rolled for the "strike point" and then to the end of the "bounce".

Q: Can my cannon…
A: No if you need to ask… This is basically **don't be a gamey knobhead** generic answer

Q: If I redirect a spell using the amulet of spell attraction to a model with Evade – can I use the special rule?
A: No, you were not the original declared target of the spell

Q: How many shots do I get with gunpowder bombs if the Ogre Artillery crew joined to the war machine has the upgrade?
A: One per crew, the war machine doesn't get to stand and shoot! Ie a full compliment would have 4 shots.

Q: How many wounds does the war machine have in combat if joined by an ogre loader?
A: you need to do 6 wounds (3 for crew and 3 for ogre) in combat to kill the war machine, attacks are always worked out against the majority toughness (in this case the crew so 3) and wounds carry over.

Army List Submission

Each entrant is required to submit an army list before **October 10th** 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/2sfCJngKiSqI – 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

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..

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 terrain for the event.
The Tables will be set up with Terrain by the event staff
Additionally, no terrain may be placed within 3" of an objective marker or the edge of the battlefield or another piece of terrain
If you want to reset the terrain please call over a judge or do so in a mutually agreeable manner

What do 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 anyone intentionally wasting time or delaying the game for tactical advantage 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 within the time limit.

Scenarios

All games are 6 turns in length

- **Game 1 – Upon the field of Glory**
  - Baggage Train
  - Strategic locations 3
- **Game 2 – Draw battlelines**
  - Baggage Train
  - Strategic locations 4
- **Game 3- Encirclement**
  - Strategic locations 2
  - Baggage Train
- **Game 4 – Chance Encounter**
  - Special feature (Score 40VP a turn instead of the points at the end)
  - Baggage Train
- **Game 5 - Upon the field of Glory**
  - Baggage Train
  - Strategic locations 3

The Draw and Pre Setup

The round pairings will go up before each round in several places around the venue and on BCP. 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

- **WARLORD - 1st Place**
- **CENTURION - 2nd Place**
- **LEGIONNAIRE - 3rd Place**
- **GRANDMASTER ARTISAN – 1ST Best Painted**
- **MASTER ARTISAN – 2ND Best Painted**
- **ARTISAN – 3RD Best Painted**
- **PARAGON – Best Opponent award**
- **ASSASSIN – Most Generals killed**
- **DESTROYER – Most VPs scored**
- **BULWARK – Least VPs Lost**

Becoming the FHGT Warlord 2025

We will be using a 20-0 System

VP Difference	Winner	Loser
1900+	20	0
1700-1899	19	1
1500-1699	18	2
1300-1499	17	3
1100-1299	16	4
900-1099	15	5
700-899	14	6
500-699	13	7
300-499	12	8
100-299	11	9
0-99	10	10

Placings will be determined by

- The player with most Tournament Points
- VPs Scored
- Player who killed most Generals
- 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 me

Any questions about the event please contact us at Russ.Veal@Gmail.com