



JUST PLAY
EVENTS

WARHAMMER
THE OLD WORLD

EVENT PACK

WHAT IS IT?

The Old World Event is a 1-day, 3-round event run by JustPlay Events in Liverpool. Tickets cost £20 and there are 22 places available for this event.

HOW DO WE SIGN UP?

You must register your attendance and submit your army list via BCP. This event link can be found on the event page on our website. The event can also be found by searching on BCP for "The Old World Event" followed by the relevant month.

Full army lists must be submitted by 23:59 on the Thursday before the event day. Failure to submit your list on time will incur a penalty of 30 TP.

TOURNAMENT RULES

This is a Matched Play Event and the Core Rules of the Old World Rulebook will be in use at this event. English versions of any The Old World FAQ will be in use at this event also.

In case of an FAQ or other update unduly affecting a player, for example completely invalidating their submitted list, we will use discretion to solve the issue for that player. Missions will be revealed before each round, using the strike force missions from the Rulebook

ARMY COMPOSITION RULES

- The Army points limit will be 2000 Points.
- Any Grand Army or Army of infamy list may be used (Including Renegade Factions)
- Unit selections are limited to the restrictions in the army list, OR 0-6 for core units and 0-3 for character, special and rare units, whichever is fewer.
- No Allies may be used.

SCORING

Each game will be scored using the missions in the Old World Rulepack, deployment and mission rules will be determined prior to each round by the TO, all players will use these set parameters in their game to create a level playing field.

PAIRING

This event uses a Swiss pairing system. In the first round, players are paired at random. In subsequent rounds, players are placed into brackets with the players with the same number of Swiss points as each other (win = 3, draw = 1) and paired within that bracket randomly. For the last round, players will be matched by closest battle points for a fairer representation of a winner after 3 games. In rare cases where there are odd numbers of players with the same Swiss record, a player may be paired up or down a bracket.

END OF THE ROUND

The round timer will be on display along with regular timing updates from the TO. Players should endeavour to play an equal number of turns in the allotted time where possible. When time on the round is called, you will have five minutes to submit your result to the TO. In that time you may "talk through" unplayed rounds, but decisions must be mutual and made within the 5 minute window!

If you have not played an even number of turns when time is called, or cannot agree on the final score, please call a TO immediately who will assist you in reaching a final score, and make a decision if necessary. That decision is unlikely to take unplayed turns into account unless a very obvious outcome can be seen.

ROUND TIMERS

It is important to that games finish within the allocated time so that the tournament runs as smoothly as possible. If a game does not reach a conclusion within the allotted time we may ask players to use a chess clock for their remaining games. So that both players can have a fun and enjoyable game without feeling hard done by the amount of time they had in their game.

LIST STRUCTURE

- Must include all details of your army, including all units, upgrades, magic items, and the total cost per unit.
- The List must also identify your army's General and which lore(s) of magic any of your wizards will use. Any other pregame selections involved in list building must also be included.

WINNING

To calculate final standings, wins are the first metric, followed by total tournament points, followed by strength of schedule, then followed by extended strength of schedule.

AWARDS AND PRIZE SUPPORT

All Entrants will receive £5 store credit upon entry on the day, in addition, we will be giving Prize support based on turn out, a turn out of 20+ Players infers a £30, £20, £10 split for 1st, 2nd, 3rd. A Justice Trophy will be awarded to the winner of this event also.

MINIATURES AND 3D PRINTING POLICY

3D printed models may be permitted under specific circumstances. These include;

- The Unit/Character is out of production with Games Workshop.
- This Unit has not had a model produced by Games Workshop.

If/When these units are reproduced by GW on a permanent basis, then 3D counterparts will then not be legal at our events.

We have this policy due to a commitment to the Wargaming Industry and with the intentions to keep this game that we love alive. To confirm, this policy is not in place in our casual play at Justplaygames.

PLAYER CONDUCT

We expect all players to demonstrate sporting conduct throughout the event.

In terms of games, this means knowing and abiding by the rules of the game, ensuring both players are aware of the state of the game and ensuring your opponent maintains the same standards. Stalling, rolling dice unfairly, consistently misplaying or misrepresenting rules and other forms of unsporting conduct will be acted upon by the TO. This extends to good personal conduct.

Players should act appropriately and do nothing to make any other person feel less than perfectly safe and welcome. Any player who feels unsporting conduct is taking place should speak to the TO. If you feel the issue may affect the outcome of a game in progress, you must alert the TO during the game.

Unsporting conduct may result in deduction of tournament points, and serious or repeated offences may result in automatic game losses or disqualification.

TABLES AND TERRAIN

Tables will consist of 60x44” premium neoprene mats and a good selection of terrain. We will ensure there is an emphasis on using terrain strategically and will be placed as such prior to the event beginning.

ANY QUESTIONS?

For any queries, please feel free to contact us via email store@justplay.events or through our social media accounts.