

Model Requirements for events at Warhammer World

Playing at Warhammer World is the very pinnacle of the hobby - fully painted miniatures on fully painted tables at the home of Games Workshop. To protect this unique experience, every gaming event at Warhammer World has 'model requirements'. These are standards laid down that we require every player attending our events to abide by. This guide is to further elaborate on this so new and old players alike fully understand what 'model requirements' are all about.

All miniatures in your collection must be Citadel or Forge World miniatures. If you are doing conversions and building models with parts from a variety of different sources, the parts must be Citadel or Forge World. This includes things like shoulder pads, vehicle doors, heads and helmets, weapons, the works.

If you are getting really creative with conversions then generic parts such as wire and brass rod are fine to use, but any cast miniature parts specifically designed for models must be produced by Citadel or Forge World.

Note that this refers to the actual **miniatures** in your collection. These requirements do not apply to the bases of your models.

All miniatures in your collection must be fully assembled. That means all parts to the model must be present. Space Marines must have shoulder pads, Guardsman must have lasguns etc. Skeleton legs without a torso and weapons might fit the narrative of the re-animated dead, however they aren't much use on the battlefield!

All miniatures in your collection must be fully painted. This is perhaps the most ambiguous as fully painted can vary from one person to another. Some people never consider their army fully painted as they could see room for a 4th highlight, some free-hand heraldry or some battle damage. Others consider an army fully painted so long as it has '3 colours'. Fully painted can thus be a question of perspective, and a tick-list of minimum standards doesn't apply. That being said, we fully believe that deep down everyone knows what a fully painted model is, regardless of skill or time spent. We have included some example painted miniatures for guidance:



This Space Marine is a good example of what we consider 'fully painted'. The model has the trusted method of base colour, shade and highlight. The base is finished with some texture, paint and tufts. Final details such as transfers have been added to complete the model.



This Space Marine is done to a more basic level with just the base coat of colours added. This is the basic minimum standard we would expect. Sometimes known as 'tabletop quality', at a distance it's fine. There's room for more however, and we would encourage everyone to add those extra few touches.



This Space Marine has been primed and washed. This level of painting wouldn't meet the minimum standards and wouldn't be permitted at gaming events.

If you are still unsure what 'fully painted' means, then you need to contact us well in advance and we can discuss your individual case. The final call will be at the events' staff discretion.

All miniatures in your collection must be fully based. Fully based means the basing of the model is finished. Plain bases should be fully painted and include some kind of texture – sand, grass, slate etc. Sculpted bases should be fully painted. Games Workshop's Texture paints make it easier than ever to base your models as it is paint and texture all in one.

Each model must completely and accurately represent its entry on your army roster including all weapons and equipment. This is commonly referred to as 'What you see is what you get' or WYSIWYG for short. For example, if you play with a Space Marine equipped with a meltagun, the model must have a meltagun. Some gaming groups allow for proxies or stand-ins such as 'this is my Leman Russ Demolisher but I'm using him as a regular Leman Russ'. This isn't suitable for organised play at Warhammer World – you must use the appropriate model.

There are a few exceptions to this rule. Smaller equipment that doesn't come on every model (such as grenades) is one such exception, and Alliegance Artefacts in Warhammer Age of Sigmar are another (although we encourage players to model interesting artefacts as a representation should they wish).

You need to contact us to let us know about any conversions you are planning on using. A conversion is considered any model that is not built as standard out of the box, therefore visually it looks different to how it was originally designed. First of all, don't panic about this! We're very friendly and we love creativity in modelling. However we want to make sure everything is clear for your opponents. There's nothing worse than getting to the final dice rolls of a close game then making the wrong tactical decision because you didn't realise what the opponent's model actually was.

With that in mind, if you are planning on any conversions or have any in your army, take photos (if possible) and email them to us. We will then be looking to see if the model represents what you intend to use it as, and if it doesn't offer guidance on what you could do to get it to standard. For the really creative armies out there, we may also ask you to create a handy guide for your opponent to have. This would be a document that has a photo of a model, then a clear description of what it actually is.

There is a big difference between a conversion and a proxy. For example, taking parts from a Coven Throne, Chaos Knights and Drakespawn Knights to create some Blood Knights is a conversion, whereas using Dragon Blades with a red paint job as Blood Knights is a proxy. Proxies are not permitted as it conflicts with all models clearly representing what you have presented on your army roster.

If you are unsure about anything or need to check conversions with us, you can contact us:

By email whworldevents@gwplc.com – this is the best way. We can give your question some thought and give you a formal reply. You then have something in writing should anyone question you. Please include photos where possible in your original email. A description is never as accurate as the real thing!

By phone 0115 900 4994 – if you want to talk to someone directly. This could be for some immediate advice on painting or to discuss a general idea. For conversions, we will then ask you to email us nonetheless so we can give you a formal reply and/or see photos, however an initial chat over the phone may indeed help.

Finally, remember that any miniatures that don't meet the above requirements won't be permitted at our events and will need to be removed. That's never ideal for anyone concerned, so familiarise yourself with the above so everyone can have the awesome experience Warhammer World is famous for.