



26th & 27th July 2025

**The Saffron Fantasy Slam! A 2,000pt Warhammer: The Old World
Tournament brought to you by:**



Elmo Miniatures

Golden Acre Community Centre, Saffron Walden, Essex, CB11 4BL

Entry fee: £60 per person.

Register for the event here: www.elmominiatures.com

Please note that places are offered on a first come, first serve basis. If the event is sold out and you would like to be added to the reserve list, please email elmominiatures@outlook.com.

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Huge Thanks to our Event Sponsors

2nd In Command – The Old World Army Builder
Game On Toymaster – Saffron Walden's Premier Game Store
Gamemat.EU – Supplier of Mats & Terrain



Itinerary & Logistics

Saturday

08:45 - 09:00 – Doors Open

09:00 – 09:15 – Event Briefing

09:15 – 12:00 – Game 1

12:00 – 12:45 – Lunch

12:45 – 15:30 – Game 2

15:30 – 15:45 – Break

15:45 – 18:30 – Game 3

Sunday

09:00 – 09:15 – Doors Open

09:15 – 12:00 – Game 4

12:00 – 12:45 – Lunch

12:45 – 15:30 – Game 5

Please carefully note the timings of the games as these will be strictly adhered to. Each game will last a maximum of *2 hours and 45 minutes*. If your game is not finished by 10 minutes before the end of the game time, no new Rounds may begin, and you must total up your scores at the end of whatever Round you've got to. We will give regular warnings about the time remaining in the battle.

The tournament will be held at the Golden Acre Community Centre in Saffron Walden. This venue has on site parking.

The venue is fully accessible to disabled gamers. If you are thinking of attending and have any additional access requirements, please contact us at elmominiatures@outlook.com to discuss how we can help you get the most out of the event. In line with our safeguarding procedures, if you are under the age of 18, please contact us in advance so we can discuss these with you.

There are on-site WCs for your use. Free tea and coffee will be available all weekend. Snacks, beer/cider/spirits, and soft drinks will be available to purchase throughout the weekend.

If you are planning on staying in Saffron Walden, there are two hotels most people make use of:

- [Hotel Saffron Walden - Bed & Breakfast at The Cross Keys \(theoldcrosskeys.co.uk\)](http://theoldcrosskeys.co.uk)
- [Saffron Walden hotel | Premier Inn](#)

The town is blessed with some excellent restaurants (or takeaways) for evening meals too:

- [Indigo Indian Dining | Indian Restaurant | Order Online | Saffron Walden, CB10 1EQ \(indigodining.com\)](http://indigodining.com)
- [Bangkok Thai Restaurant \(Saffron Walden\) - Thai Restaurant in Saffron Walden \(bangkokrestaurant.uk\)](http://bangkokrestaurant.uk)

Inclusivity at the Saffron Fantasy Slam

The organisers of the Saffron Fantasy Slam are 100% committed to making everyone feel included and accepted at our events. People have commented that our previous events have had a hugely positive, fun, and welcoming atmosphere. We really want this to continue at this event.

We actively encourage players who are new to the Old World hobby or tournament scene to come to the Saffron Fantasy Slam, and we'll try to help you enjoy your first event in any way we can! If you're nervous or unsure about attending an event, or just want to reach out to find out what it's all about in advance, please do so. You can email us at elmominiatures@outlook.com.

This welcome message extends to people of all faiths, races, genders, and sexual orientations. We'd love to host you in Saffron Walden and share this amazing hobby with you.

With this in mind, to those of you who are experienced tournament players or who have attended similar events before, we kindly ask that you come to the Saffron Fantasy Slam with a positive mindset and a willingness to help make sure you, your opponents, and anyone else you interact with have a weekend to remember. The cutting edge of the Old World tournament scene is well catered for elsewhere, so the Saffron Fantasy Slam is here to provide a great opportunity to meet awesome new people and roll some dice together, all for the love of the hobby*!

So, having said all of the above, we will absolutely not tolerate discrimination in any form at our events. Whilst we appreciate everyone has different political views, we will not allow people to display items/clothing bearing political symbols, iconography or text at our event. This extends to any items/clothing which may be discriminatory towards, promote the hatred of, or cause offence to one or more community. If anyone is found with these items at the Saffron Fantasy Slam, they will be asked to remove them. Non-compliance with our request will result in disqualification from the event and ejection from the venue.

**and the dark gods...*

Tournament Rules & Missions

1. Our rules deadline is 20th July 2025. All rulesets fully released by Games Workshop up to and including this date will be in use at the event. If any FAQs are released after this date, we will say whether these are in use on a case-by-case basis.
 2. Your army must be:
 - a. No greater than 2,000 points.
 - b. Fully compliant with all army list restrictions set out by Games Workshop, with these additional stipulations:
 - i. Allies may not be taken.
 - ii. Non-Core units are limited to a maximum of three duplicates (e.g. you cannot take more than three units of Empire Great Cannons).
 - iii. Core units are limited to a maximum of six duplicates.
 - iv. For players of any of the Legacy Factions, the Renegade Legacy Pack will be in use at this event: [Square Based - The Renegade Legacy Pack](#).
 - c. Fully WYSIWYG. If you have a conversion that you are unsure will be legal or not, please email us at elmominiatures@outlook.com and we will provide a ruling in advance of the event. For guidance, we will allow any conversions that, in our opinion, still clearly demonstrate what the miniature is and what it is armed with. We will do our utmost not to penalise you for carrying out cool modelling work!
 - d. Fully painted to a 'Battle Ready' standard. If you aren't sure what we mean by 'Battle Ready', please click on this link which provides an excellent guide: [Citadel Colour – Just What Is Battle Ready? - Warhammer Community](#).
 3. In addition to your army and army list, you must bring the following with you on the day:
 - a. Dice, tape measure and templates (if required).
 - b. Your faction's Index/Army Book/Arcane Journal and relevant FAQs (these can be digital).
 4. Your army list must:
 - a. Be submitted onto the Best Coast Pairings system ([Best Coast Pairings](#)) one week prior to the event for checking (midnight on 20th July 2025). We will review a random selection of these and speak directly with you if any changes are required.
 - b. We recommend you use our sponsor's '2nd in Command' app to construct your list ([2nd in Command: The Old World – Apps on Google Play](#); [2nd in Command: The Old World on the App Store](#)). Players that use the app for their list will enter a prize draw to win an Old World Battalion box at the end of the event!
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- c. Clearly note your General and clearly describe all of your Magic Items, Banners, and other upgrades, including which characters and units these apply to.
5. The first game will be paired randomly, the others will be paired using a Swiss style scoring system (winners play winners, then path to victory, then random). Final standing tiebreakers will be decided by the win percentage of your opponents, then the number of Tournament Points you have scored over the course of the event.
6. Terrain at this event will be laid out by the Tournament Organiser in advance of the first Round. All our terrain rules can be found here: [Old World Terrain Rules](#) | [Elmo Miniatures](#)
7. Event prizes will be given out during the awards ceremony after Game 5.
8. Tournament Points will be scored in each game based on the differential victory point totals between you and your opponent. This can be calculated using the below table:

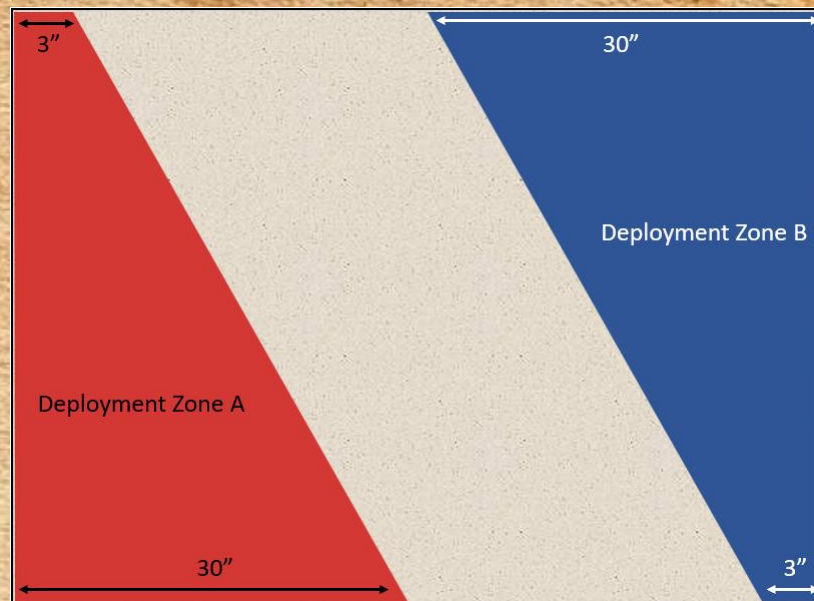
VP Difference	Winner's Tournament Points	Loser's Tournament Points
1,901+	20	0
1,701-1,900	19	1
1,501-1,700	18	2
1,301-1,500	17	3
1,101-1,300	16	4
901-1,100	15	5
701-900	14	6
501-700	13	7
301-500	12	8
101-300	11	9
0-100	10	10

9. The Missions in play at this event are detailed on the following pages.

Game 1 – The Doom of Duke Saffron III

09:15 - 12:00

Deployment:



The player who finished deploying first gains +1 to the roll to see who goes first, unless that player also has Scouting units. If both players have Scouting units, neither player gains the +1.

Maximum Game Length:

Unlimited - until one army has been 'routed' or the round timer expires.

Scenario Special Rule: Rout Them!

All armies will rout when they sustain heavy casualties. Your army will rout when the Unit Strength of your force drops below a quarter of its starting strength.

Before the game begins, add up the total Unit Strength of your army, and divide it by 4. This is the point at which your army will rout. If, during any Start of Turn sub-phase, the remaining Unit Strength of your army has dropped below this number, your army has 'routed'.

When an army routs, the game ends immediately and you calculate your Victory Points from there.

Scenario Scoring:

At the end of the game, Victory Points are calculated as per Page 286 of the Rulebook.

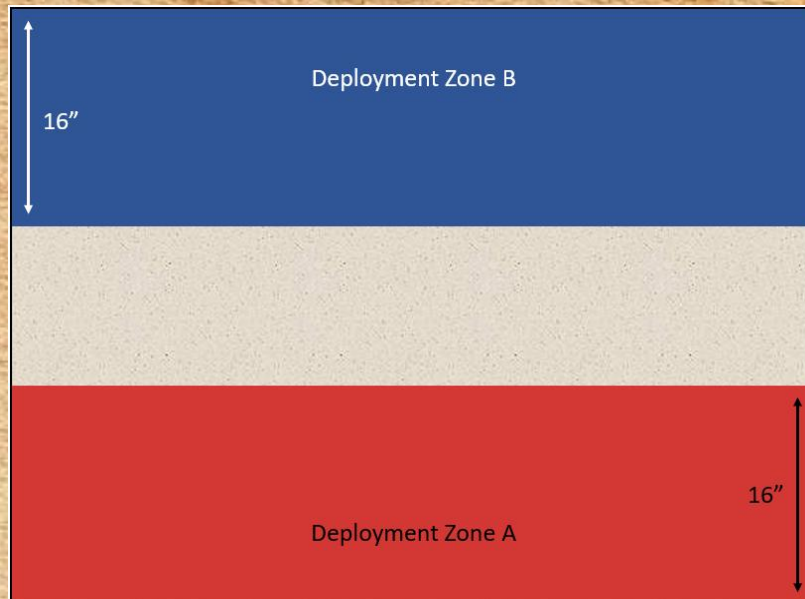
In addition, if your opponent's army has been routed, you gain an additional 200 Victory Points.

If both armies rout in the same Start of Turn sub-phase, both players score the additional 200 Victory Points.

Game 2 – The Walden Encounter

12:45 – 15:30

Deployment:



The player who finished deploying first gains +1 to the roll to see who goes first, unless that player also has Scouting units. If both players have Scouting units, neither player gains the +1.

Maximum Game Length:

Five turns.

Scenario Special Rule: Surprise!

Due to the surprise of encountering an unexpected enemy in such close proximity, any unit that wishes to Shoot or Declare a Charge during the first Round must first pass a Leadership test. If the test is failed, the unit does not count as having shot, or having declared a charge.

Scenario Scoring:

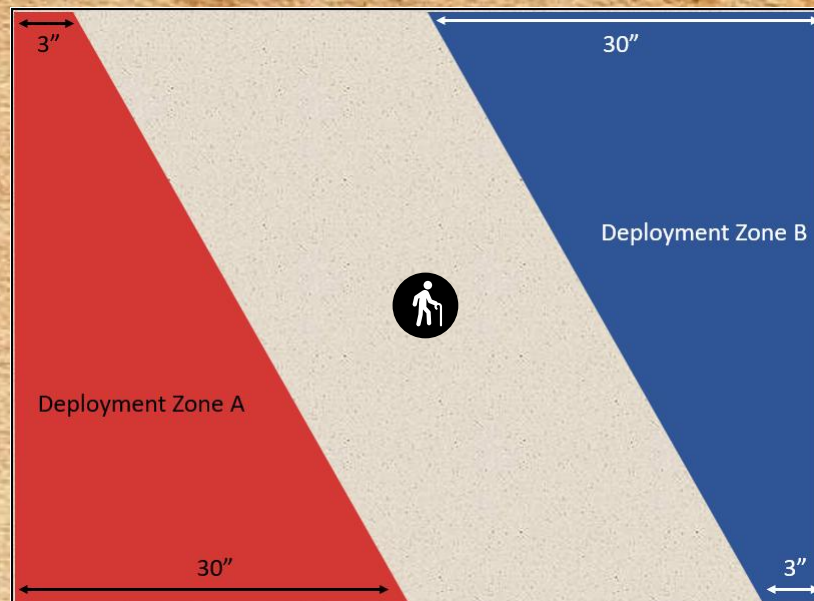
At the end of the game, Victory Points are calculated as per Page 286 of the Rulebook.

In addition, any unit that was destroyed in melee during the first Round is worth an additional 100 Victory Points.

Game 3 – The Escaping Mandeville

15:45 - 18:30

Deployment:



The player who finished deploying first gains +1 to the roll to see who goes first, unless that player also has Scouting units. If both players have Scouting units, neither player gains the +1.

Maximum Game Length:

Six turns.

Scenario Special Rule: Catch Him!

Before deployment, place an objective marker in the centre of the battlefield. This should be a 40mm round marker, and represents the 1st Earl of Essex, Geoffrey de Mandeville*.

At the start of each player's Start of Turn sub-phase, the objective marker will move 2D3" in a random direction. Use a scatter dice to determine the direction it moves. If a hit is rolled on the scatter dice, the objective marker scatters half the distance (re-roll the dice if no arrow is present on the hit symbol). If the objective marker would ever cross a board edge, it stops immediately.

Scenario Scoring:

At the end of the game, Victory Points are calculated as per Page 286 of the Rulebook. In addition, the player that controls the objective marker gains a bonus 200 Victory Points.

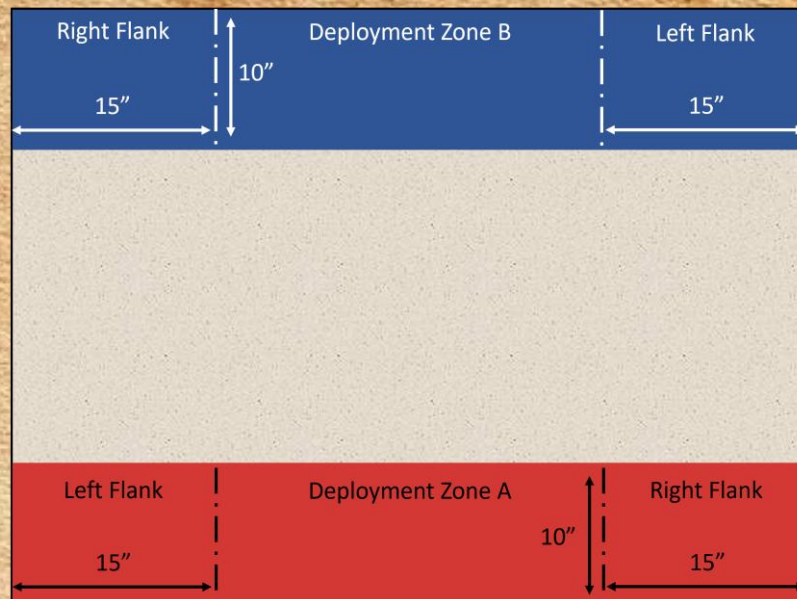
The objective is controlled by the player who has a non-fleeing *Infantry* unit with the highest remaining Unit Strength within 6" of the marker. If both players have units with identical Unit Strength within 6" of the objective, neither player controls the objective.

**Essex is, of course, a little-known Province of the Empire, largely famous for the manufacture of a particularly bright orange dye.*

Game 4 – The Battle of Golden Acre

09:15 – 12:00

Deployment:



In this round, neither player gains the +1 for finishing deploying first.

Maximum Game Length:

Six turns.

Scenario Special Rule: Flank Them!

Before deployment, you must secretly divide your army into two forces – the main force, and the flanking force. Your flanking force:

- Must contain between 15% and 35% of your army (i.e. between 300 and 700pts of units).
- Must contain at least one non-Character unit.
- Must not contain your General.

Once you have chosen your flanking force, secretly make a note of which flank (left or right) you will deploy it onto.

Both players then roll off and deploy their main force in the usual alternating manner. Once this is complete, both players deploy their flanking forces, again in the usual alternating manner.

Scenario Scoring:

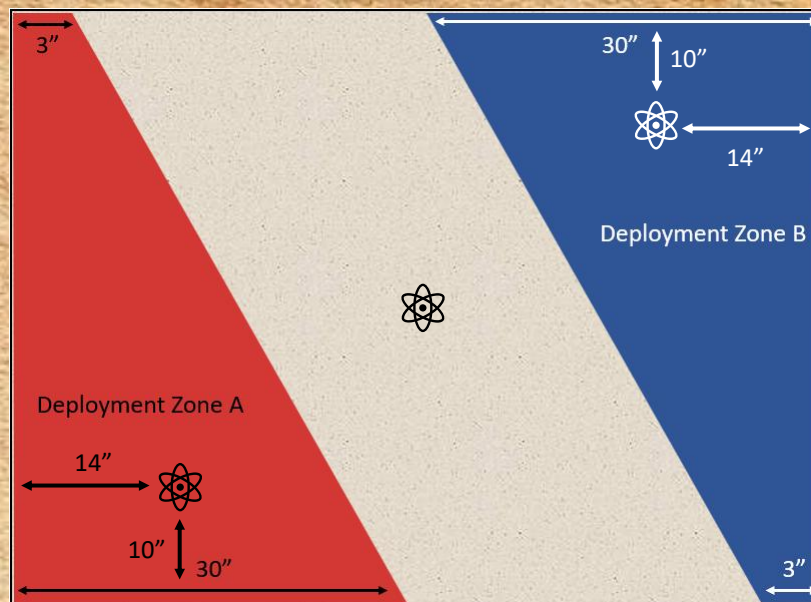
At the end of the game, Victory Points are calculated as per Page 286 of the Rulebook.

In addition, if one or more unit within your flanking force destroys one or more of your opponent's units, you score an additional 100 Victory Points.

Game 5 – The Old Walden Intense Energy (TOWIE) Ritual

12:45 – 15:30

Deployment:



The player who finished deploying first gains +1 to the roll to see who goes first, unless that player also has Scouting units. If both players have Scouting units, neither player gains the +1.

Maximum Game Length:

Five turns.

Scenario Special Rule: Complete (or Counter!) the Ritual

Before deployment, place an objective marker in the centre of the battlefield and in each player's deployment zone. These should be a 40mm round markers, and represent several key ritual sites on the battlefield.

Scenario Scoring:

At the end of the game, Victory Points are calculated as per Page 286 of the Rulebook.

In addition, from the second Battle Round onwards, in each player's Start of Turn sub-phase, that player scores 50VPs for each ritual objective they control. In the final Battle Round, the player who went second scores at the end of the game instead of their Start of Turn sub-phase.

An objective is controlled by the player who has a non-fleeing *Infantry* unit with the highest remaining Unit Strength within 6" of the marker. If both players have units with identical Unit Strength within 6" of the objective, neither player controls the objective.

A unit can only attempt to hold one objective at a time. This is declared immediately upon a unit being in range of two objectives simultaneously. The controlling player can change the objective the unit has chosen to attempt to hold at the end of any subsequent Remaining Moves sub-phase. The objective a unit is attempting to hold should be clearly marked (e.g. by using a token/marker).

Terms & Conditions of Ticket Purchase

By purchasing a ticket to this event, you agree to be bound by the following Terms & Conditions:

1. Refund Policy

It is never fun to have to drop out of an event, but we understand that sometimes life can get in the way of playing with our toy soldiers. If you can no longer attend the event, please contact us by email (elmominiatures@outlook.com) as soon as possible to let us know.

Cash refunds are not available, but we will be happy to transfer your ticket to a future event of the same value.

2. Safeguarding Policy Summary

This event is marketed at adults (i.e., people >18 years old) who are expected to take reasonable responsibility for their own wellbeing and safety. That being said, we are pleased to welcome younger members of the 40k and Old World community to our events. The parents or legal guardians of any event attendee under the age of 18 ('underage') are considered to have accepted the following conditions by purchasing a ticket, or by the underage attendee purchasing a ticket of their own accord:

- We cannot accept legal responsibility for the safety of underage attendees. We do not hold child specific teaching, first aid, or welfare qualifications.
- It is recommended that any underage individual be accompanied to the event by their parent/legal guardian at all times. For clarity, if this parent/guardian is not playing in the event themselves, they do not need to purchase a ticket.
- The parent/legal guardian of any underage attendee accepts the event has an 'open door' policy, during which general members of the public will be able to enter or leave the venue as they please. As such, the organisers of the Saffron Slam cannot control who comes into contact with their underage attendee during the event.
- The organisers of the Saffron Slam do not carry out any child-welfare vetting procedures on other attendees at the event, and it must not be assumed that other attendees have been deemed safe to interact with underage attendees.
- Alcoholic drinks will be available for sale at the Saffron Slam and other attendees are likely to consume alcohol during the event.

We recommend the parent/legal guardian, or any underage attendee, contact us to discuss the above prior to purchasing a ticket so we can help ensure you are clear on what the event entails. We will ask you to fill out and sign a Parental Consent Form prior to the event.

Our full Safeguarding Policy and the associated documents can be found here: [Safeguarding | Elmo Miniatures](#).

Rules Clarifications

We have made several minor core rules changes to the game. These have been made following feedback from players where regular occurrences of a particular question have not yet been clearly explained in Games Workshop's FAQs.

If you have any further queries not answered below, please email us at elmominiatures@outlook.com and we'll be happy to help.

- 1) When using Travel Mystical Pathways, the unit must remain wholly within 12" of its starting position.
- 2) If a unit Champion can purchase magic items, they can use those items as if they were a Character (e.g. the Bretonnian Falcon Horn item uses the word 'character' in the text which describes how the item works. This can be used by unit Champions as well as characters).
- 3) Cannonballs cannot hit units which are wholly on the opposite side of hills, forests, or impassable terrain (from the perspective of the cannon), unless the cannon is positioned within that terrain piece. If a cannonball would land on, or bounce out of, the opposite side of one of these terrain pieces, it immediately stops at the far boundary of the terrain feature.

FAQs

Below are some general FAQs for how games will be organised/run at this event. Please read these and make sure you understand them before the event.

If you have any further queries not answered below, please email us at elmominiatures@outlook.com and we'll be happy to help.

- 1) If my opponent concedes, how do we calculate the scores?
 - a. Every Victory Point matters! We don't want to see anyone conceding their games, even when the situation looks hopeless. We feel that conceding games early can impact on the experience of your opponent, even if they are having some heinous dice rolls! As such, if you choose to concede your game, you will be given a 'Loss' and a Tournaments Points score of 0 (with 0 Victory Points). Your opponent will be given a 'Win' and a Tournament Points score of 20 (with 2,000 Victory Points).
- 2) We didn't finish our game, should we 'talk out' the rest of the game?
 - a. No. It is both players' responsibility to make sure the game finishes on time. When the 10-minute warning is given, you should both work hard to get to the end of the current Round. At this point, you should total up both of your scores up to that point in the battle and submit these as your final score. If you are uncertain whether you can finish your games on time, try practising with a chess clock before the event.
- 3) Are you using chess clocks, how should we use them, and what happens if one player runs out of time?
 - a. We are not enforcing the use of chess clocks at this event. That being said, if either you, or your opponent wants to use one for your game, it must be used.
 - b. Before beginning Deployment, players should look at the time remaining in the round, deduct five minutes (in case of any rules queries) and share this evenly between both players on the chess clock.
 - c. During the game, the clock can be freely switched back and forth between players and it is important both players are clear on the situations where this is appropriate. Typically, the clock will be on the active player during their turn but switched to the non-active player in the following scenarios:
 - i. Rolling armour/ward/regeneration saves.
 - ii. Removing casualties.
 - iii. When considering the use of a reactive ability.
 - iv. Acting in the active player's phase (e.g. close combat, dispelling, panic/break tests, flee moves).
 - d. If one player runs out of time, they are unable to act further. If they are in the middle of a turn, they stop playing immediately. From then on, they may only make saving throws and panic/break checks. They may not fight in combat, move, shoot, use any abilities, or make any active decisions. That player must make all efforts to complete

any rolls they do need to make as quickly as they can so they don't unfairly use their opponent's time.

- 4) Can we move the terrain around to better suit mine and my opponent's game?
- a. Yes. Our main focus on these boards is for you to have five great games of Old World. If there's a terrain layout that feels like it is too heavily favouring you or your opponent, or some of the pieces will look cooler orientated in a different way, please feel free to move them. Please do make sure you and your opponent both agree on the placement of terrain before you move anything. If you're not sure, just ask one of the team and we'll be pleased to help.

If you've got this far, thank you for taking the time to read all of this through. We are so excited to run this event and we hope it will be a fantastic weekend of fun, dice rolling and death to the enemies of the Lady!

As before, if you have any queries at all, please do not hesitate to drop us a line by email at elmominiatures@outlook.com and we'll be happy to help.