



1st & 2nd November 2025

**A 2,600pt Warhammer: The Old World, four player Teams Tournament
brought to you by:**



Elmo Miniatures

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

Entry fee: £240 per team of four players (excluding BCP fees).

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 – 12:15 – Game 1

12:15 – 13:00 – Lunch

13:00 – 16:00 – Game 2

16:00 – 16:15 – Break

16:15 – 19:15 – Game 3

Sunday

09:00 – 09:15 – Doors Open

09:15 – 12:15 – Game 4

12:15 – 13:00 – Lunch

13:00 – 16:00 – Game 5

Please carefully note the timings of the games as these will be strictly adhered to. Each game will last a maximum of 3 *hours*. If your game is not finished by 15 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. We will organise a group meal at Bangkok Thai on Saturday evening.

- [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 26th October 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 team must consist of:
 - a. Four individual players, each bringing a 2,600pt army. If you cannot field a team of four players, please contact us: elmominiatures@outlook.com in advance of the event and we will do our best to find a replacement.
 - b. A single instance of each Faction only. For clarity:
 - i. This includes all Arcane Journals. For example, if one player is using the Dwarf Grand Army, another player cannot take a Dwarf Expeditionary Force.
 - ii. This extends to Mercenaries, or other units which may be taken from another Faction's roster. For example, if one player is using Warriors of Chaos and wants to take Dragon Ogres, another player using Beastmen cannot also take Dragon Ogres.
 - c. A Team Captain. The Team Captain can either play at the event, or attend in a support role. Team Captains will be the main point of contact between us and the team and must NOT participate in any game other than their own after the round has begun. The Team Captain is responsible for:
 - i. The conduct of their team.
 - ii. Putting forward Attackers/Defenders (see the pairing process below).
 - iii. Checking and submitting the proper scores into BCP.
 3. An individual player's army must be:
 - a. No greater than 2,600pts, with no single unit exceeding a maximum cost of 500pts.
 - b. Constructed using the Grand Melee & Combined Arms army composition rules from Page 13 of the Matched Play Guide. Note that the duplicate unit limits listed in these rules are the maximum number of duplicates you can take, even if another restriction would allow a greater number.
 - c. Constructed without any Allies.
 - d. 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!
 - e. 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](#).
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4. For players using the Legacy Factions, the Renegade Legacy Pack will be in use at this event: [Square Based - The Renegade Legacy Pack](#).
 5. Your army list must be submitted onto the Best Coast Pairings system ([Best Coast Pairings](#)) by midnight on 26th October 2025. We will review a random selection of these and speak directly with you if any changes are required.
 - a. 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 at the end of the weekend!
 - b. Please clearly note your General and describe all of your Magic Items, Banners, and other upgrades, including which characters and units these apply to.
 6. The first game will be paired randomly, the others will be paired using a Swiss style scoring system (winners play winners, then random). Final standing tiebreakers will be decided by the win percentage of your opponents, then the number of victory points you have scored over the course of the event.
 7. 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](#)
 8. Event prizes will be given out during the awards ceremony after Game 5.

Teams Tournament Pairings & Scoring

The Saffron Fantasy Slam Teams Tournament will be paired in two ways. First, we will pair you by team (Team Pairings), then you will pair individual players against each other (Player Pairings).

Team Pairings

Teams will be paired randomly in the first round. The second-fifth will be paired using a Swiss style scoring system where you will be paired by your Win/Loss record, then randomly. A note that table numbers are random, meaning the top ranked teams will not necessarily be playing on Table 1.

Player Pairings

At the start of each round, both Team Captains should follow this process to determine which players are paired into each other:

1. Secretly select a Defender army list from your players and reveal this simultaneously.
2. Secretly select two Attacker army lists and reveal this simultaneously.
3. Choose one of your opponent's Attacker army lists to face off against your Defender list. These are your first two Player Pairings, and these players may begin their game. The Defender (roll off between the two Defenders) may choose the table to play on.
4. From your remaining lists, secretly choose a Defender list and reveal simultaneously. The unchosen lists on both sides are the Attacker lists. Both Defenders pair off against the Attacker lists, giving you the final two Player Pairings. Roll off again for table choice.

Player Scores

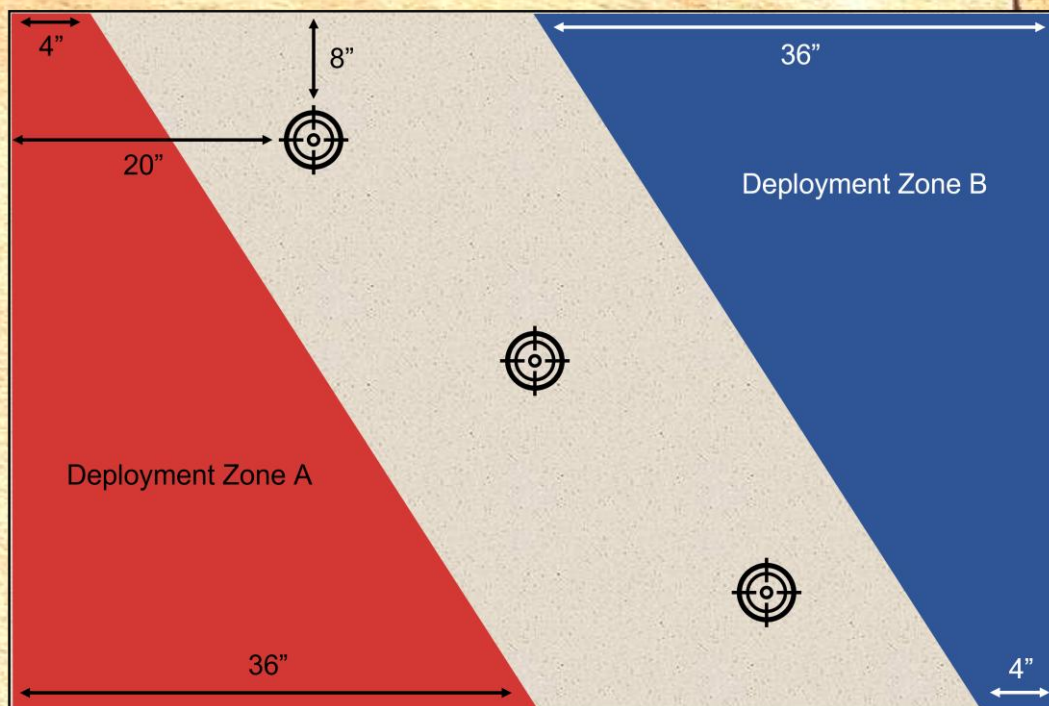
Player Scores are determined by the final Victory Point difference between the two players:

BP Difference	Winner's Player Score	Loser's Player Score
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

Team Score

The Team Score is calculated automatically on BCP and comprises the total of all four Player Scores. The Team Captain is responsible for checking these scores are accurate before submitting these at the end of the round. To score a round Win, a team's total Player Score must be 8 or more than their opponents (i.e. the team's Players must score 44 points to win).

Game 1 – The Doom of Sir John Griffin Griffin



The winner of a roll-off decides who gets to pick their Deployment Zone. The player who chooses their Deployment Zone must deploy the first unit. After deployment, the winner of a roll off decides who takes the first turn. The player who finished deploying first (including Scouts) 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.

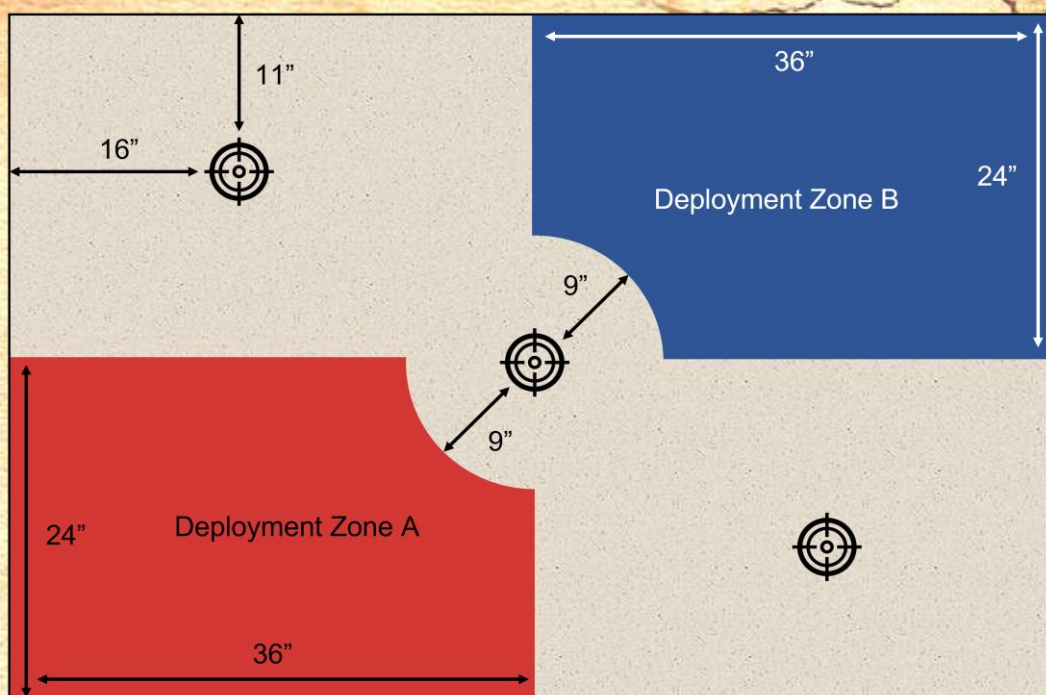
Scenario Scoring:

At the end of the game, Victory Points are calculated using the Dead or Fled, The King is Dead, and Trophies of War rules on Page 19 of the Matched Play Guide.

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.

In addition, the Strategic Locations (3) Secondary Objective rules are in place from Page 30/31 of the Matched Play Guide. Please place the Objective Markers as detailed on the map above however.

Game 2 – The Howard de Walden Encounter



The winner of a roll-off decides who gets to pick their Deployment Zone. The player who chooses their Deployment Zone must deploy the first unit. After deployment, the winner of a roll off decides who takes the first turn. The player who finished deploying first (including Scouts) gains the +1.

Maximum Game Length:

Six turns.

Scenario Special Rule:

None.

Scenario Scoring:

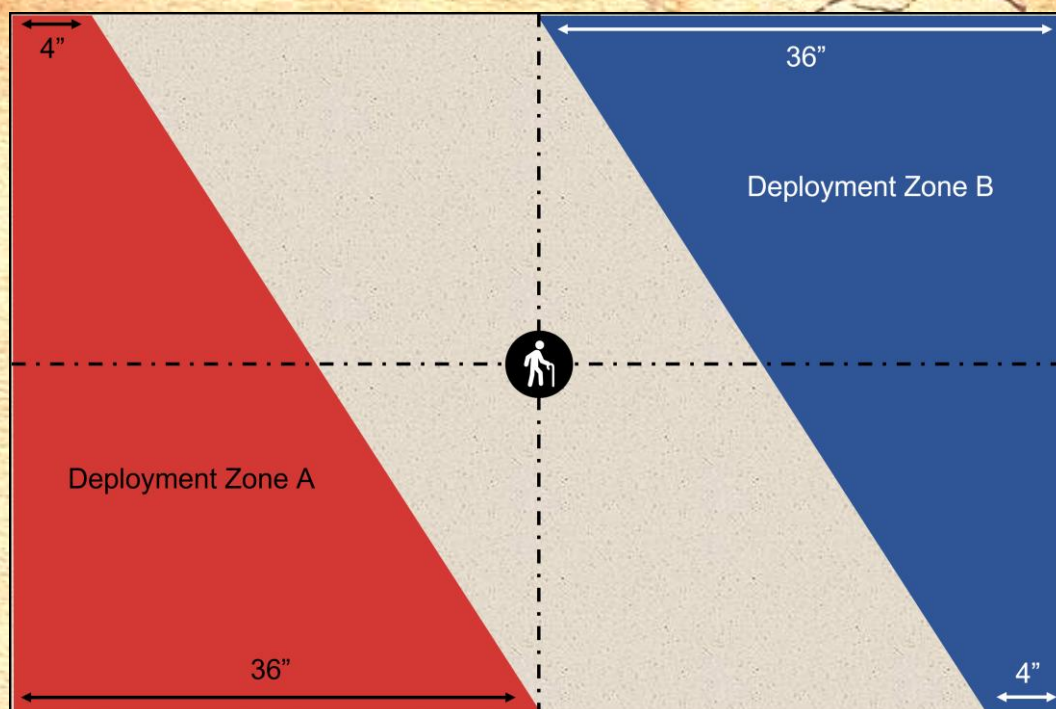
At the end of the game, Victory Points are calculated using the Dead or Fled, The King is Dead, and Trophies of War rules on Page 19 of the Matched Play Guide.

In addition, the Strategic Locations (3) Secondary Objective rules are in place from Page 30/31 of the Matched Play Guide. Please place the Objective Markers as detailed on the map above however.

Finally, the Saffron Baggage Train rules are in play. The Baggage Train rules/scoring are identical to those on Page 28 of the Matched Play Guide, with the following exceptions.

1. Before deployment, place a Baggage Train in your Deployment Zone so its short edge is within 6" of your short table edge, and greater than 6" from your long table edge.
2. In your Remaining Moves phase your Baggage Train may move up to 12" toward the opposite table edge, unless an enemy unit is in base contact and elects to stop it moving.
3. If your Baggage Train reaches the opposite table edge, you score 250VPs and it moves off the Battlefield (no other VPs are scored at the end of the game).

Game 3 – The Escaping Mandeville



The winner of a roll-off decides who gets to pick their Deployment Zone. The player who chooses their Deployment Zone must deploy the first unit. After deployment, the winner of a roll off decides who takes the first turn. The player who finished deploying first (including Scouts) gains the +1.

Maximum Game Length:

Five turns.

Scenario Special Rule: Catch Him!

Before deployment, place an objective marker in the centre of the battlefield to represent the 1st Earl of Essex, Geoffrey de Mandeville. At the start of each player's Start of Turn sub-phase, the objective marker moves 2D6" in a random direction. Use a scatter dice to determine the direction it moves. If a hit is rolled, 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 cross a board edge, it stops immediately.

Geoffrey is a Special Feature (Page 29 of the Matched Play Guide) with Unusual Properties, although he is not Impassable/LOS blocking. In addition, a unit that controls Geoffrey during the Start of Turn sub-phase can 'guide' his travel. If so, Geoffrey moves 2D3" in a direction of the player's choice.

Scenario Scoring:

At the end of the game, Victory Points are calculated using the Dead or Fled, The King is Dead, and Trophies of War rules on Page 19 of the Matched Play Guide.

In addition, the player that controls Geoffrey scores an additional 250 Victory Points.

Finally, players score 125 Victory Points for each quarter of the battlefield they control. The rules for controlling a quarter are detailed on Page 30 of the Matched Play Guide.

Maximum Game Length:

Scenario Special Rule: Flank Them!

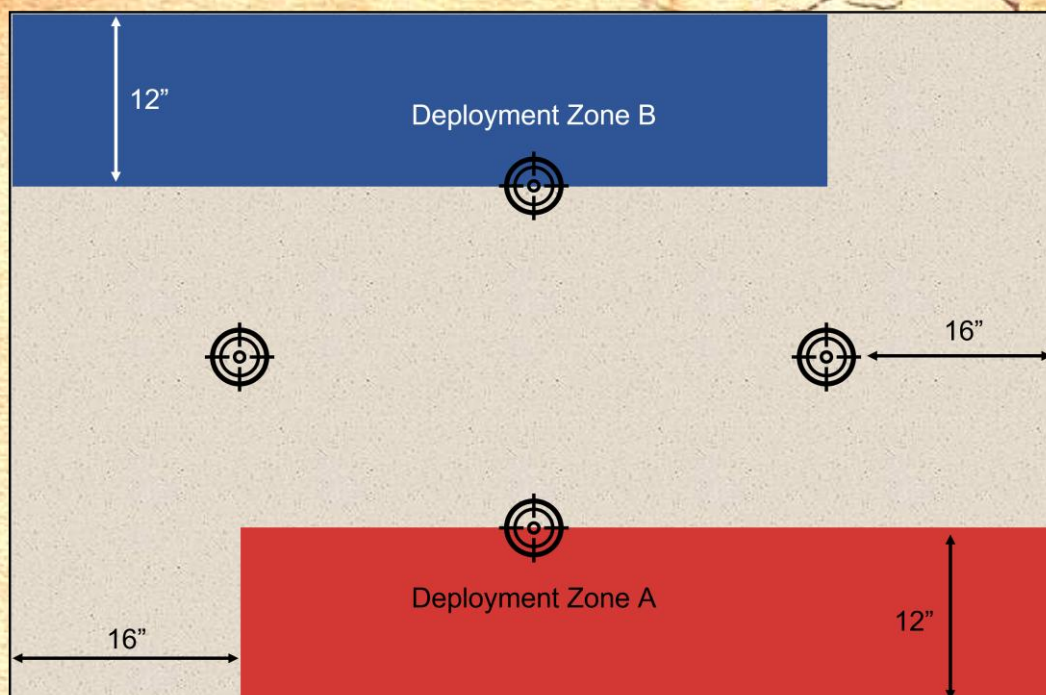
Once you have chosen your flanking force, secretly make a note of which flank (left or right) you will deploy it onto. Both players then roll off and deploy their main force in the usual alternating manner. Once this is complete, both players deploy their flanking forces, again in the usual alternating manner.

At the end of the game, Victory Points are calculated using the Dead or Fled, The King is Dead, and Trophies of War rules on Page 19 of the Matched Play Guide.

The Strategic Locations (5) Secondary Objective rules are in place from Page 30/31 of the Matched Play Guide.

Finally, the Saffron Baggage Train rules are in place from Page 9 of this Event Pack.

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



The winner of a roll-off decides who gets to pick their Deployment Zone. The player who chooses their Deployment Zone must deploy the first unit. After deployment, the winner of a roll off decides who takes the first turn. The player who finished deploying first (including Scouts) gains the +1.

Maximum Game Length:

Five turns.

Scenario Special Rule: Complete the Ritual

At the end of your turn, you may declare that one of your units controlling an Objective Marker is attempting to complete a Ritual. At the beginning of your next Start of Turn sub-phase, if that unit is still controlling the Objective Marker, the Ritual is complete and that Marker is removed from the board.

Scenario Scoring:

At the end of the game, Victory Points are calculated using the Dead or Fled, The King is Dead, and Trophies of War rules on Page 19 of the Matched Play Guide.

The Strategic Locations (4) Secondary Objective rules are in place from Page 30/31 of the Matched Play Guide.

In addition, for each Ritual you complete, you score 100 Victory Points.

Finally, the Saffron Baggage Train rules are in place from Page 9 of this Event Pack.

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) 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).
- 2) 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.
- 3) A unit cannot control more than one Objective Marker at the same time. For any units within range of more than one Objective Marker, at the moment you would score Victory Points for holding those Objectives, you must declare which Objective your unit is controlling. You can declare a different Objective Marker in a subsequent turn.
- 4) If a combat is being fought across a Low Linear Obstacle, neither unit is in base contact with each other, and therefore each model that fights may only make one attack, following all the normal rules for doing so. This applies to Earthen Ramparts too.
- 5) If a player using the Green Knight encounters a board which has no natural terrain on it, two pieces of terrain should be randomly determined to count as 'natural'. If the Green Knight cannot be deployed within a randomly chosen terrain piece (e.g. if the terrain piece is a low linear obstacle or impassable), he can instead be placed in base contact with that piece. Note that this does not apply if the reason the Green Knight cannot be placed is as a result of being blocked by yours/your opponent's models.

Organisational 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 2,500 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 15-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) 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.
