



# Saffron Slam **XIV**

1<sup>st</sup> & 2<sup>nd</sup> August 2026

A 2,000pt Warhammer 40k 11<sup>th</sup> Edition Grand Tournament brought to you by:

ACOLYTE  SCENERY  
WARGAMING TERRAIN



*Elmo Miniatures*



Golden Acre Community Centre, 69-94 Long Horse Croft, Saffron Walden, CB11 4BL

Entry fee: £60 per person.

Register for the event here: [www.elmominatures.com](http://www.elmominatures.com)

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 [elmominatures@outlook.com](mailto:elmominatures@outlook.com).



---

## Table of Contents

- 3. **Itinerary & Logistics**
- 4. **Inclusivity at the Saffron Slam**
- 5. **Tournament Rules**
- 6. **Tournament Missions**
- 7. **Terrain at the Saffron Slam**
- 8. **Terms & Conditions of Ticket Purchase**
- 9. **FAQs**





## Itinerary & Logistics

See below the itinerary for the event. 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 Battle Rounds may begin, and you must total up your scores at the end of whatever Battle Round you've got to. We will give regular warnings about the time remaining in the battle and clearly state when we're down to the last 10 minutes.

### 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**

15:30 – 15:45 – Prize Ceremony

The tournament will be held at The Golden Acre Community Centre, 69-94 Long Horse Croft, Saffron Walden, **CB11 4BL**. This is located in the town of Saffron Walden. There is **free parking** available on site. The town centre is a 5-minute drive away and has multiple food options for lunch. There is also a Tesco and a Nisa within a 10-minute walk which sell all the usual lunchtime meal deal items.

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](mailto: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, alcohol, and soft drinks will be available to purchase throughout the weekend.

If you are planning on staying over 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 Piti on Saturday night, please request a place by email:

- Indian - [Indigo Indian Dining | Indian Restaurant | Order Online | Saffron Walden, CB10 1EQ \(indigodining.com\)](#)
- Thai - [Piti Restaurant](#)



## Inclusivity at the Saffron Slam

The organisers of the Saffron Slam are 100% committed to making **everyone** feel included and accepted at our events. We pride ourselves on delivering the most positive, fun, and welcoming atmosphere in the 40k tournament scene. We really want this to continue at this event.

We actively encourage players who are new to the Warhammer 40k hobby or the 40k tournament scene to come to the Saffron Slam. 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](mailto: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 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 40k tournament scene is well catered for elsewhere, so the Saffron 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 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 Grandfather Nurgle of course.*



## Tournament Rules

1. The rules deadline is **26<sup>th</sup> July 2026**. All Codexes or rulesets fully released by Games Workshop up to and including this date will be in use. 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** and fully battle-forged, following all army list creation rules set out by Games Workshop.
  - b. Fully WYSIWYG. If you have a conversion that you are unsure will be legal or not, please email us at [elmominiatures@outlook.com](mailto: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!
  - c. 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. Your army **CAN** contain Warhammer Legends units.
4. Your army list must be submitted onto the BCP app by **midnight on 26<sup>th</sup> July 2026**. We will review a random selection of these and speak directly with you if any changes are required before the event.
5. The first game will be paired randomly, the second-fifth will be paired using a Swiss style scoring system (winners play winners, then by Path to Victory, then random). Final standing tiebreakers will be decided by the win percentage of your opponents, then the number of BPs you have scored over the course of the tournament.
6. This tournament will be registered with the ITC and will give you points towards your global ranking.
7. All missions will use the most up to date mission format produced by Games Workshop. However, to account for the variety of terrain layouts present at the Saffron Slam, **modify the Chapter Approved Mission Sequence** as follows:
  1. Muster Armies – unchanged.
  2. Determine Mission – unchanged.
  3. Determine Deployment – unchanged, Twists are **not** in play.

*NB: this will be under close review for this first 11<sup>th</sup> Edition event. Typically, Saffron terrain works best on Crucible of Battle and Search & Destroy deployment maps. If it is evident that other deployment maps are not creating as fun an experience as we'd like, the event may shift to using these two only during the weekend. Please be prepared for this eventuality.*



4. Create the Battlefield – follow the below altered process:
  - i. Lay out the flat terrain footprints as normal.
  - ii. Take the available terrain for that board, and sort it into two groups by its approximate size – Large and Small. Large terrain will typically be ruins, hills, rock formations, or particularly significant-looking scatter terrain. Small terrain will typically be scatter terrain such as barricades, fences, Orky toilet blocks, small rocks, or craters. If you're not sure what size a terrain piece should be, put it in the Small group.
  - iii. Take the terrain from the Large group and work collaboratively with your opponent to place this on top of the footprints. Keep these rules in mind when placing Large terrain over a footprint:
    - a) You should firstly aim to match the size of the terrain piece with the size of the footprint (i.e. you should put a big ruin over one of the larger footprints and not over one of the tiny footprints).
    - b) If a terrain piece is obviously an 'L' shape, you should try and match the orientation of the terrain piece with Games Workshop's suggested layouts in the Event Companion.
    - c) In some cases, a terrain piece will overhang the edges of the footprint, or even completely obscure it. This is okay, but should be kept to a minimum where feasible.
  - iv. Once you have used all of the Large terrain pieces, move onto the Small group. Small terrain pieces should first be added to any footprints with no terrain, then used to bolster any footprints which feel a little light on terrain. If you still have Small terrain pieces left after this, spread these as you and your opponent see fit to create a cool-looking battlefield.
  - v. Once all of the terrain has been placed, take a look over the board with your opponent. Make sure you can **both** answer 'Yes' to all three of the below questions. If you can't, alter the position of terrain pieces accordingly:
    - 1) Does every terrain footprint have some kind of terrain on top of it?
    - 2) Does the terrain look fairly distributed across the board (i.e. does it avoid favouring one side over the other)?
    - 3) Are the footprints for scoring Objectives for both player's Primary Mission clear?
  - vi. Read and agree the rules for the terrain ([Terrain Rules | Elmo Miniatures](#)) with your opponent. **Ensure both players are familiar** with our tournament-wide changes to the terrain types which give the Hidden Keyword, Obscuring rules for footprints, and for Objective control on terrain that overhangs the footprint's edges.



*NB: The above terrain placement process will be under close review for our first 11<sup>th</sup> Edition event. It may be subject to change if we discover it does not work as well as we hope.*

*NB: The above process should be followed as **collaboratively** as possible with your opponent. The aim of the Saffron Slam is to have fun and engaging games of Warhammer 40,000 that take a step back from more 'competitive' events. If a certain terrain orientation/set-up would look more thematic, or create a particularly amazing looking battlefield, please agree this with your opponent and crack on, even if this would deviate from the 'official' layouts. If you can't agree on how to set up a board of terrain, please reach out and I will help.*

5. Determine Attacker & Defender – before rolling off, if you plan on using a chess clock for your game, agree the remaining time in the game. Deduct 5 minutes off the remaining time, then split what's left in half to give your individual time allocations. Please precisely set your chess clocks to this allocation so you do not overrun at the end of the game.

*NB: it is the Attacker & Defender roll which determines your board side choice. You must not know what side you're deploying on when you set up the terrain.*

*NB: full chess clock rules for the Saffron Slam are detailed in the FAQ page at the end of this document.*

6. Select Secondary Missions – unchanged.
7. Declare Battle Formations – unchanged.
8. Deploy Armies – unchanged.
9. Redeploy Units – unchanged.
10. Determine First Turn – unchanged.
11. Resolve Pre-Battle Rules – unchanged.
12. Begin the Battle – unchanged.
13. End the Battle – unchanged.
14. Determine Victor – please ensure your score is submitted to BCP promptly so the next round may begin without delay.



## Terrain at the Saffron Slam

We have worked hard to make all our boards feel interactive and exciting to play on and aim to provide a varied terrain experience which will make you think differently about your deployment and movement across the board than you might previously have been used to. Critically, you will not see balanced/symmetrical layouts on all tables at the Saffron Slam.

The rules for the themed terrain layouts are here: [Terrain Rules | Elmo Miniatures](#)





---

## 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](mailto: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 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](#).



---

## 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](mailto:elmominiatures@outlook.com) and we'll be happy to help.

- 1) If my opponent concedes, how do we calculate the scores?
  - a. Every Battle 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 Battle Points score of 0. Your opponent will be given a 'Win' and a Battle Points score of 100.
- 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 Battle 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. After Game 3, the top two tables should use a chess clock to keep their games to time. We are not enforcing the use of chess clocks at the other tables at this event. That being said, if either you, or your opponent wants to use one for your game, it must be used.
  - b. To determine the amount of time each player has available to them, players should pause before making the Attacker/Defender roll off and agree the remaining time in the game. Deduct 5 minutes off the remaining time, then split what's left in half to give your individual time allocations. Please precisely set your chess clocks to this allocation so you do not overrun at the end of the game.
  - c. The clock should be started immediately after the Attacker/Defender roll-off, when deployment begins.
  - d. 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/feel no pain saves.
    - ii. Removing casualties.
    - iii. Time to consider the use of a stratagem or reactive ability.
    - iv. Acting in the active player's phase (e.g. close combat, heroic interventions, shoot on death).



- e. 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 (not feel no pain rolls) and Battle-shock tests, 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.
- f. Players who have run out of time may score Primary Objectives they hold and any Secondary Objectives they are eligible to score without active play. The player may draw new Secondary Objective cards.