



MATCHED PLAY

WARHAMMER WORLD

WARHAMMER AGE OF SIGMAR

GRAND TOURNAMENT



AGE OF SIGMAR: MATCHED PLAY EVENT

This tournament has been carefully crafted to present a format that appeals to the broadest variety of players possible. This event pack provides information to prepare for Age of Sigmar matched play events at Warhammer World. Each player will need to demonstrate astute knowledge of the game, sound tactical decisions and appropriate unit selection to win their games. In addition, our matched play events are a celebration of the hobby, so an attitude overflowing with good cheer, sincerity and positivity is essential for those of you looking to have a great time rolling dice in the battered wastelands of the mortal realms.

Jump to:

[1.0 Event Essentials](#)

[2.0 Army Construction and Painting](#)

[3.0 Tournament Format](#)

[4.0 Terrain](#)

[5.0 Policies](#)

[6.0 Health and Safety](#)



1.0 EVENT ESSENTIALS

System:	Warhammer Age of Sigmar, Matched Play Battlepack, General's Handbook 2024-25.
Format:	Singles
Registration:	Saturday at 9:00 AM.
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Points Limit:	2,000 points
Board Size:	44" x 60"
Battleplans:	Matched Play battleplans from the latest Generals Handbook.
No. of Games:	Five
Army Composition:	Use the rules in Army Composition (Advanced Rules)
Tools of War:	Attendees are expected to bring their army, dice, a tape measure, all relevant rules publications, and at least 2 physical copies of their army roster (one for the Event staff and one for each opponent).
<p>If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.</p>	
Refreshments:	Lunch is included both days of the event. A water machine for refilling bottles is present in the gaming hall. Drinks, snacks & additional meals are available to purchase from Bugman's Bar.
Other Activities:	Painting competition and free exhibition entry



2.0 ARMY CONSTRUCTION AND PAINTING

2.1 Army Construction

You will require an army of no more than 2,000 points to play at this event. Details for choosing your army can be found in Army Composition (Advanced Rules).

When building your army, use all the most up to date Warhammer Age of Sigmar rules found in the Warhammer Age of Sigmar Faction Packs, any legal battletomes, and the points and regiment options in the Battle Profiles 2024-25.

2.2 Army Roster Submission

Army rosters must be presented in an easy to read format including all relevant weapon selections and unit upgrades that must be selected prior to a game with limited extraneous information. Once you have built your army, you must create an army roster. We recommend using the Warhammer Age of Sigmar app. All text must be clearly readable for us and your opponents to check. Army rosters should be uploaded to Best Coast Pairings before the start of round 1.

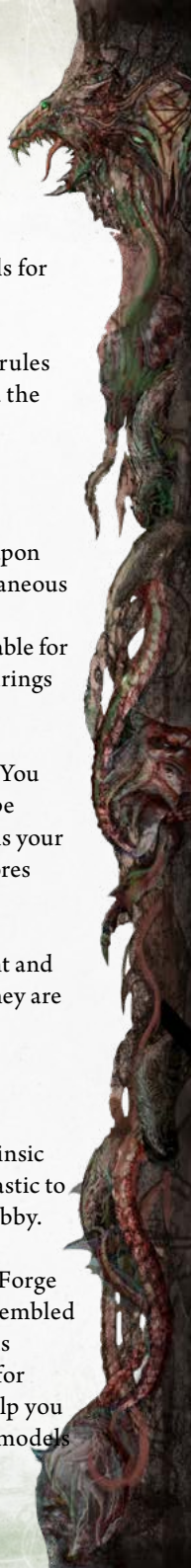
Army rosters should be uploaded to Best Coast Pairings before the start of round 1. You must use the same army roster for each game, and all choices available to you must be noted down on your army roster. Your roster must include things like which model is your general, your battle formation, which models have which enhancements and your lores (spells, prayers and manifestation).

Any kind of ability you can choose before the game must be decided before the event and recorded on your army roster. These choices are made for the tournament, and as they are part of your army roster, cannot be changed during the event.

2.3 Modelling and Painting

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. Painting your miniatures, taking them from bare plastic to fully realised warriors, is also one of the most satisfying parts of the Warhammer hobby.

With this in mind, all miniatures in your collection must be Games Workshop or Forge World miniatures (excluding basing or scratchbuilt components), and be fully assembled and painted to a Battle Ready standard. Battle Ready models have their main areas coloured and a simple finish on their bases. Check out our Battle Ready tutorials for inspiration or [head to your local Warhammer store](#) where the friendly staff can help you find the paints you need and answer your questions. Below are some examples of models painted to a Battle Ready standard.



2.0 ARMY CONSTRUCTION AND PAINTING(cont.)



Don't forget, each model must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG).

Many players “scratch build” or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit from converted models, but may incur penalties.

For any converted or scratch built models, you must seek permission from whworldevents@gwplc.com including photos of the models in question where possible, at least two weeks before the event. If you do not obtain permission for conversions before this date, you run the risk of them being removed from play, or possibly incurring score penalties.

A Note on Basing: Every model in your army must be based on the correct base. The Battle Profiles 2024-25 details the correct base size for each model (which is typically the base that is contained with the current boxed kit) and can be downloaded from warhammer-community.com/downloads.

As with other exceptions, if you wish to have a model reviewed, please email whworldevents@gwplc.com for approval.

3.0 TOURNAMENT FORMAT

3.1 Best Coast Pairings

Best Coast Pairings will be used for running the event. We recommend familiarising yourself with the software as it will speed up registration for you on the day and allow you to upload your army rosters, as well as enter all your game results throughout the weekend.

Rosters must be uploaded before Round 1.

Rosters will remain hidden until the pairings for the first round have been generated. Online registration will open up on the Wednesday before the event. We will email you out all the details.

Please note it is not a requirement for you to use the Best Coast Pairings software. If you do not wish to do this we can register you in person on the day of the event still.

3.2 Pairings

Your opponent for your first game will be randomly determined. Subsequent rounds will be organised using a swiss system where you will be paired randomly with another player on the same record. If you ever find yourself facing off against a player you have faced previously please contact a member of the events team.

3.3 Scoring

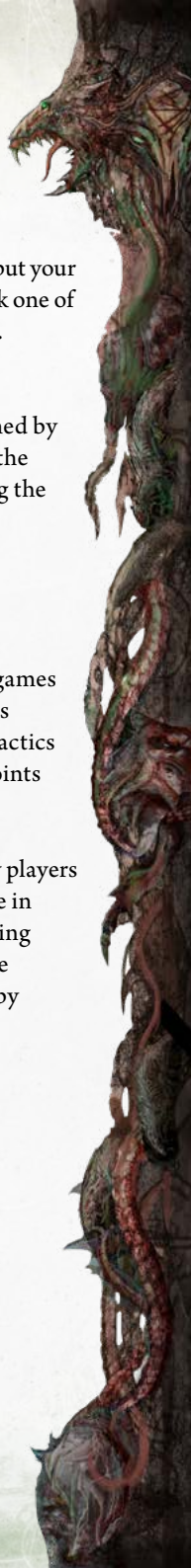
At the end of each game you must input your results into Best Coast Pairings or ask one of the event staff to do it on your behalf.

3.4 Best General

The overall winner will be determined by the number of victories achieved at the event. Players will then be split using the following tiebreakers:

- Major Victories
- Minor Victories
- Draws
- Battle Tactics completed
- Total Victory Points scored in games (these are the cumulative points gained from objectives, battle tactics and grand strategies, not kill points from units destroyed).

A Note on Results Reporting. Many players around the world happily participate in independently-run, often local ranking systems. Where relevant (such as the ITC), we will submit results sorted by Generalship for these standings.



3.0 TOURNAMENT FORMAT (cont.)

3.5 Event Schedule

Saturday

09:00 - 10:00	Registration in Bugman's Bar
10:00 - 10:15	Briefing
10:15 - 13:00	Round 1
13:00 - 14:00	Lunch in the Canteen
14:00 - 16:45	Round 2
16:45 - 17:15	Break
17:15 - 20:00	Round 3
20:00	Warhammer World closes

Sunday

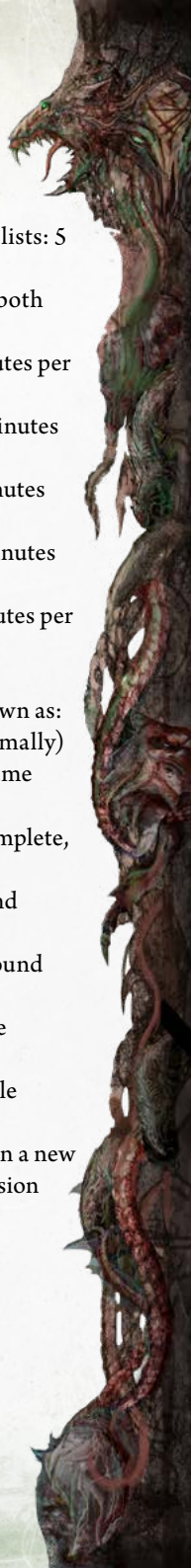
09:00 - 10:00	Bugman's Bar Opens for Sunday Registration
10:00 - 12:45	Round 4
12:45 - 13:45	Lunch in the Canteen
13:45 - 16:30	Round 5
16:30 - 17:00	Break

3.6 Game Speed Milestones

Outside of tournaments, most players do not complete their games against a set clock. As a result, when a loudspeaker shouts "two hours remaining," most players don't naturally think "OK, we should almost be done with the entire first game round!" To help with this, rather than simply calling time left, event staff will call time based upon the place in the game you should on average be at, and these will also be shown on the projectors in the gaming hall. These time calls exist to help keep the flow of play moving, and are not binding. For clarity, this provides each player with, on average, the following time breakdown for the typical game:

- Review Battleplan, Review army lists: 5 Minutes (both players)
- Deploying models: 10 Minutes (both players)
- Playing your First Turn: 20 Minutes per player
- Playing your Second Turn: 18 Minutes per player
- Playing your Third Turn: 15 Minutes per player
- Playing your Fourth Turn: 10 Minutes per player
- Playing your Fifth Turn: 10 Minutes per player

The milestones for a round breakdown as:
2:45.00 remaining: Start round (Formally)
2:40.00 remaining: Complete pre-game discussions and decisions
2:30.00 remaining: Deployment Complete, Begin Round 1
1:50.00 remaining: First Battle Round Complete, Begin Round 2
1:14.00 remaining: Second Battle Round Complete, Begin Round 3
0:44 minutes remaining: Third Battle Round Complete, Begin Round 4
0:24 minutes remaining: Fourth Battle Round Complete, Begin Round 5
0:04 minutes remaining: Do not begin a new Battle Round without Judge Permission



3.0 TOURNAMENT FORMAT (cont.)

Judges have access to a variety of mechanisms for speeding up or ensuring game completion should milestones be repeatedly missed. All players are expected to finish their games, and to attend with an army list they feel comfortable playing a complete game within 2 hours and forty five minutes. You must not intentionally leverage the clock to disadvantage your opponent.

3.7 A Note on Lateness:

Should you arrive late to round 1 of the event, you may lose your spot to a person on the Waitlist. Assuming your spot is still available, you will be paired with any other late arrivals (again, where relevant) with a mandate to complete your game in the original round time. If there are no other late arrivals and games have begun then you will be added back into the event in round 2. If you arrive late on day two the same ruling will be in place.

3.8 Sunday Registration

On Saturday evening, all players will be 'Checked out' of the event on Best Coast Pairings. Players will then need to re-register with the events team Sunday morning, to be checked back into the event. This is based on player feedback from previous events, with the aim of ensuring the round four pairings only take into account present players. The round four pairings will be drawn at 9:50am. Any players who arrive after pairings have been determined will receive a score of 0 for round four.

3.9 Event Awards

The Warhammer Age of Sigmar hobby is multi-faceted; including social, gaming, and artistic components. With that in mind we will award the following prizes:

- Best General 1st, 2nd, 3rd - these will be the players with the best record over the weekend
- Favourite Army (player voted) 1st, 2nd, 3rd
- Best Painted Army (judge voted)
- Favourite Opponent

3.10 Favourite Army Painting Competition

The Events Team will nominate a shortlist of armies for the Favourite Army Competition. This is a prestigious award for hobbyists who manage to achieve a truly excellent standard of hobby consistently across their whole force. To be nominated for this award you must have built and painted the army yourself. Peer judging will take place with the winning army earning the Favourite Army award.

The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding the competitions, feel free to contact us before the event. Please note that to win any of our Painting competitions, each player must have built and painted the models themselves.



4.0 TERRAIN

4.1 Table Layouts

Terrain will be set out on tables prior to Game 1. In subsequent battles, both players should work together to set up the battlefield as shown on the corresponding battlefield terrain layout map while maintaining the distance restrictions between the battlefield edge, objectives and other terrain features. If you have any issues with terrain placement please ask one of the Event staff for assistance.

The Terrain Reference Sheet on your table lists what universal terrain rules each piece of terrain has. If the terrain is based then that base is used to define if a model is on or wholly on terrain.

4.2 Faction Terrain

Every effort should be made to allow players to use their faction terrain that they have spent time to paint. If faction terrain cannot be placed then please speak to a tournament organiser who will adjust the battlefield to accommodate the piece.





5.0 THE PLAYERS CODE & POLICIES

5.1 Player Conduct Policies

There is a famous adage that goes, 'It matters not if you win or lose, it's how you play the game.' We believe that Warhammer Age of Sigmar is a game best played in this spirit, and to help with this, we've put together a set of guidelines that we call the 'Player's Code.'

The cardinal rules of the Player's Code are all you really need to follow, as the principles that come below them are really just examples of the cardinal rules in practice. If you follow the Player's Code, you'll find yourself having more fun, and what's more, you'll be playing Warhammer Age of Sigmar as it's meant to be played – as an enjoyable pastime played in a spirit of friendly rivalry.

● THE PLAYER'S CODE ●

CARDINAL RULES

- Always be polite and respectful.
- Always tell the truth and never cheat.

PRINCIPLES

- Arrive on time with all of the things you need to play the game.
- Make a respectful gesture to your opponent before and after the game, such as offering a handshake, wishing them good luck, etc.
- Avoid using language your opponent might find offensive.
- Ask your opponent's permission if you wish to use unpainted models or substitute models.
- Offer your opponent a chance to examine your army roster before the battle starts.
- Answer any questions your opponent has about your army and the rules that apply to your army.
- Measure moves and distances carefully and accurately.
- Give your opponent the chance to examine your dice rolls before picking up the dice.
- Ask permission before touching any of your opponent's miniatures.
- Remind your opponent about rules they may have forgotten to use or that they have used incorrectly, especially when doing so is to your opponent's advantage rather than your own.
- Never deliberately waste time during a game.
- Avoid distracting an opponent when they are trying to concentrate, and be careful to respect their personal space.
- Never complain about your bad luck or your opponent's good luck.
- Never fix the outcome of a game.



5.0 THE PLAYERS CODE & POLICIES (cont.)

Everybody Loses from Time to Time.

Finally, be ready to lose a few games of Warhammer! It seems an odd thing to say, but it is in the nature of any event that only a few players (at most!) will finish the weekend without a loss. Barring ties, half of you will lose your very first game of the weekend, in fact!

Winning with skill and grace is a rewarding and perfectly acceptable goal. Losing with skill and grace, however, is both more challenging and more laudable. These events present you the opportunity to build friendships with fellow hobbyists who share your interests - friendships you can renew and celebrate every time you travel to Warhammer World or local events. A single great friendship built out of your experiences at these will outweigh any number of individual victories across your battles this weekend. In fact, if you do your best, have a great time, and build some lasting friendships... you haven't really lost at all!

5.2 Judges

Event staff will be prominently visible in the tournament hall throughout the event and hold the final say on all game rules and tournament issues. Individual rulings, however, are never binding precedent - it's a game, not a court of law. Rulings will always be based on correct rules interpretations rather than adhering to previous precedent. When calling for assistance, please be prepared to provide any relevant rules to the particular question.

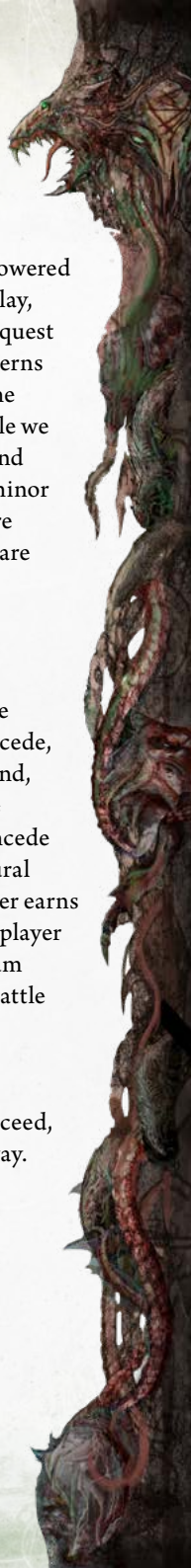
A Note on Active Judging:

At Warhammer World, judges are empowered to actively stop instances of illegal play, with or without a player's specific request for intervention. If a player has concerns at any point, they are always welcome and encouraged to call a judge. While we will not have judges at every table, and we cannot stop every instance of a minor misplay, our goal here is to make sure all the games at Warhammer World are enjoyable for everyone.

5.3 Quit Policy

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede before the game has reached its natural conclusion, then the conceding player earns a loss and zero points. The winning player records a major victory and maximum points for their grand strategy and battle tactics for the rounds remaining.

Of course, if you have some kind of emergency that means you can't proceed, just let the event staff know right away.



6.0 HEALTH & SAFETY

At Games Workshop, the health and wellbeing of our staff, their families and loved ones, and the wider community in which we operate is our top priority. When you attend one of our events, you can rest assured that we will be doing everything we can to make it as safe and enjoyable a time as possible.

At a minimum, Games Workshop will always follow government guidance in every area in which we operate. Where we feel we should include additional measures to further improve the safety of our community, we will.

Specific details will be communicated with all players closer to the event.

CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, please feel free to get in touch with us:

Email: whworldevents@gwplc.com

Catch up on all the latest Warhammer World news by finding us on Facebook at Games Workshop: Warhammer World

For more information on our event privacy note please follow the link provided here: [Privacy Policy](#)

