



MATCHED PLAY

WARHAMMER WORLD

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THE OLD WORLD



WAR & CONQUEST

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War & Conquest is a single day tournament for Warhammer: The Old World. Whether you're a newer player, an experienced veteran, or a fantastic hobbyist itching to show off your recently painted models, this event is a perfect opportunity to spend a day with like-minded hobbyists.

This document covers the specific details for this event. Please refer to the Weekday Warhammer Overview and Guidelines Document for full details regarding the policies, model requirements and the painting competition rules that will be present at this event, which can be found [here](#)

EVENT ESSENTIALS

- System:** Warhammer: The Old World
- Registration:** Wednesday 16th July 2025 at 10:00 AM
- Location:** Warhammer World, Willow Rd,
Lenton, Nottingham, NG7 2WS
- Battle Size:** 1250 points
- Board Size:** 6ft x 4ft
- Scenarios:** Selected from the Pitched Battles found
on pages 288 - 299 of the Rulebook
- No. of Games:** 3
- Tools of War:** Attendees are expected to bring their
army, dice, templates, a tape measure,
all relevant rules publications, and a
copy of their army roster.



ARMY CONSTRUCTION

You will require an army of no more than 1,250 points to play at this event. Details for choosing your army can be found in the Rulebook on pages 276 - 283.

When building your army, use all the most up-to-date rules found in the following publications:

- Forces of Fantasy
- Ravening Hordes
- Arcane Journals

All up-to-date FAQs and Errata. Publications released up to one week prior to the event may also be used at this event.

Army lists should be presented in an easy to read format. Please ensure you record your General, Lore(s) of Magic, Magic Items and all relevant weapon selections and unit upgrades that should be selected prior to a game.

SCORING AND PAIRING

The player with the most wins will be the winner. In the case of a tie the players will be split using the following tiebreakers, in order of priority:

- Victory Points scored

Your opponent for your first game will be randomly determined. Subsequent rounds will be organised using a swiss system, following the above ranking. If you ever find yourself facing off against a player you have faced previously please contact a member of the events team.

PAINTING COMPETITION

During the lunch break between Game 1 and 2, all players will have a chance to display their armies on the table they played their first game on. Players will then have a chance to vote for the army they feel is the best, be that for painting, conversions or anything else worthy of recognition. The player whose army receives the most votes will win the Best Painted award. Any ties will be broken by the event organisers' vote. This is instead of the single miniature painting competition described in the Weekday Warhammer Overview and Guidelines Document.

SCHEDULE

10:00 - 10:25	Registration in the Gaming Hall
10:25 - 10:30	Event Briefing
10:30 - 12:15	Game 1
12:15 - 13:15	Lunch and painting competition voting
13:15 - 15:00	Game 2
15:00 - 15:30	Break
15:30 - 17:15	Game 3
17:15 - 17:45	Break
17:45	Awards Presentation
18:00	Warhammer World Closes

TERRAIN

Terrain will be set out on tables prior to Game 1. Before each game please adjust the terrain to follow the rules for objective and terrain placement.

AWARDS

The awards for this event will be as described in the Weekday Warhammer Overview and Guidelines Document