



MATCHED PLAY

WARHAMMER WORLD

WARHAMMER AGE OF SIGMAR

TEAM CHAMPIONSHIPS



WARHAMMER AGE OF SIGMAR TEAM CHAMPIONSHIPS

The Warhammer Age of Sigmar Team Championships returns once again in 2025! This event pack provides information to prepare for an event that celebrates team spirit, awesome hobby skills and individual Warhammer Age of Sigmar tactical acumen. The Team Championships will see teams of four players take on one another in a competitive Matched Play format. Each player in a team will battle against another player from a different team with their results contributing to their overall team score. Teams must work together to build their forces and then meet the enemy on the battlefields of the Mortal Realms. You will then share spoils or lament losses with your comrades in arms, and at the end of it all, have your deeds recorded in the annals of Warhammer World.

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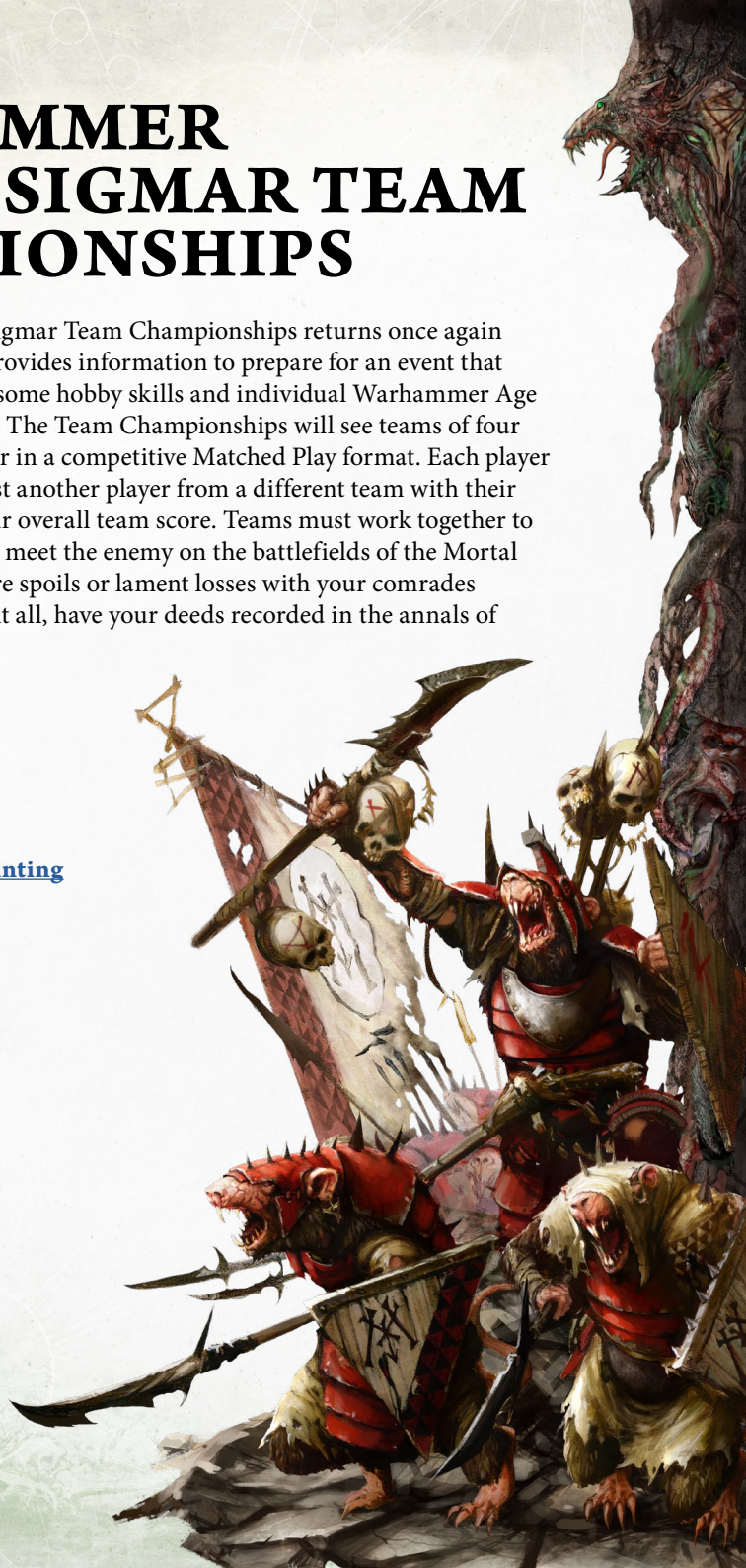
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1.0 EVENT ESSENTIALS

System:	Warhammer Age of Sigmar, Matched Play.
Format:	Teams of four players.
Registration:	Saturday 8 November at 08:30 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 2025-26.
Tools of War:	Attendees are expected to bring their army, dice, a tape measure, and all relevant rules publications. 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.
Refreshments:	Lunch is included both days of the event. A water refill station is available in the Gaming Hall. Drinks, snacks & additional meals are available to purchase from Bugman's Bar.



2.0 MODELLING & 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 miniatures 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 our friendly staff can help you find the paints you need and answer your questions. Below are some examples of miniatures painted to a Battle Ready standard.



Each miniature must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG).

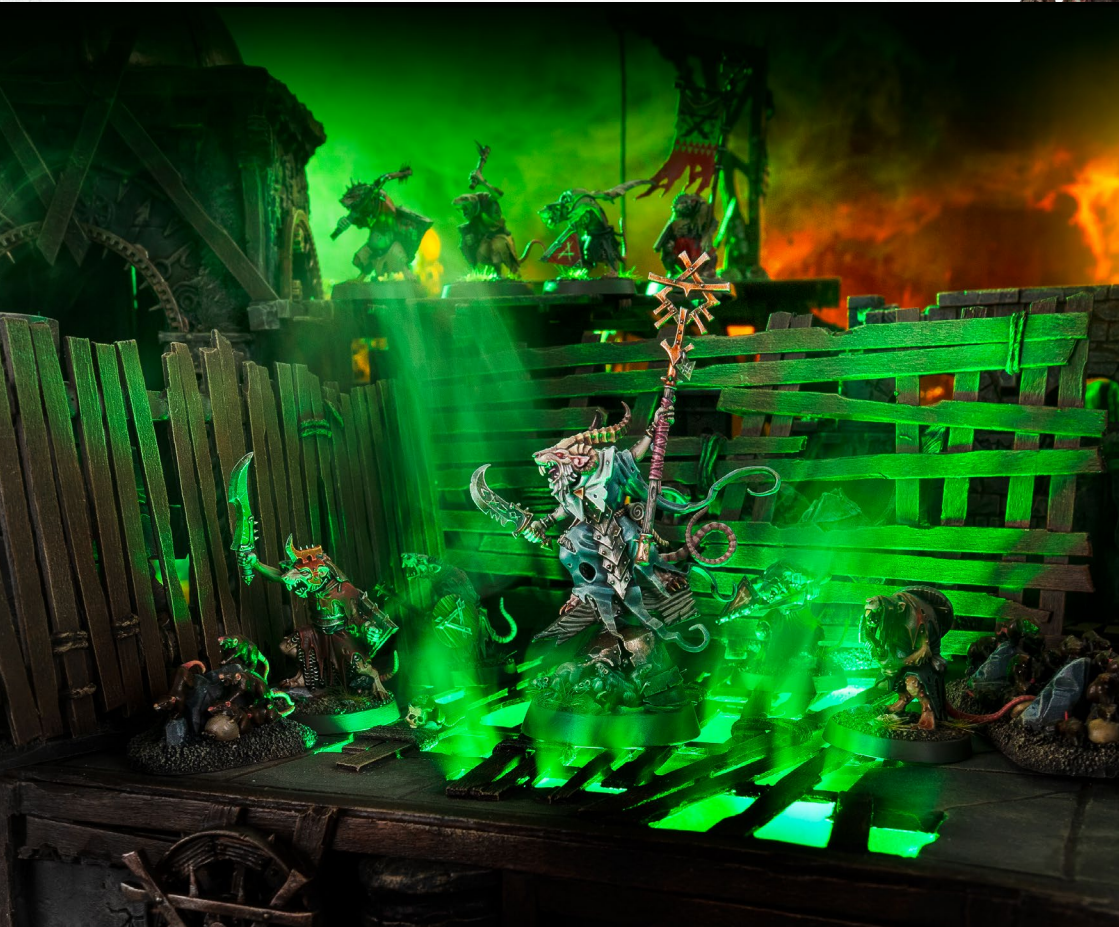
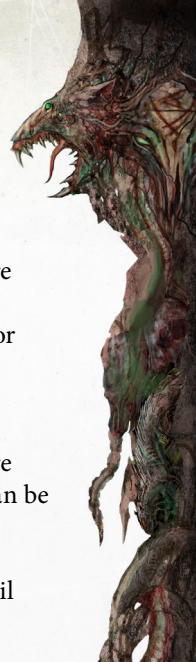
Many players “scratch build” or heavily convert elements of their miniature collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most current version of the miniature they represent. You may not gain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

2.0 MODELLING & PAINTING (cont.)

For any converted or scratchbuilt miniatures, you must seek permission from whworlddevents@gwplc.com including photos of the miniatures 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 incurring score penalties.

A Note on Basing: Every miniature in your army must be based on the correct base. The Battle Profiles 2025-26 details the correct base size for each miniature (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 miniature reviewed, please email whworlddevents@gwplc.com for approval.



3.0 TOURNAMENT FORMAT

3.1 Team Captains

Each team must nominate a team captain who will have the following duties:

- Take overall responsibility for their team.
- Ensure the team's rosters are entered into Best Coast Pairings by midnight on Sunday 2 November 2025. If they are late, a potential 10 point penalty will be allocated to the team score.
- Ensure that all rounds start promptly with all team members present and accounted for.
- Ensure that all results are submitted on time after each round.
- Liaise with the events team should any issues arise. For example, if a team member drops out or exhibits poor sportsmanship.
- Ensure that all votes are cast for sportsmanship and army presentation scores.

3.2 Team Members

Each team will need four players.

3.3 Army Composition

Details for picking your army can be found in Army Composition 2025-26.

Each player will require an army of no more than 2,000 points to play at this event.

Each army in a team must be from a different faction than the other armies in your team.

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 and rules updates document.

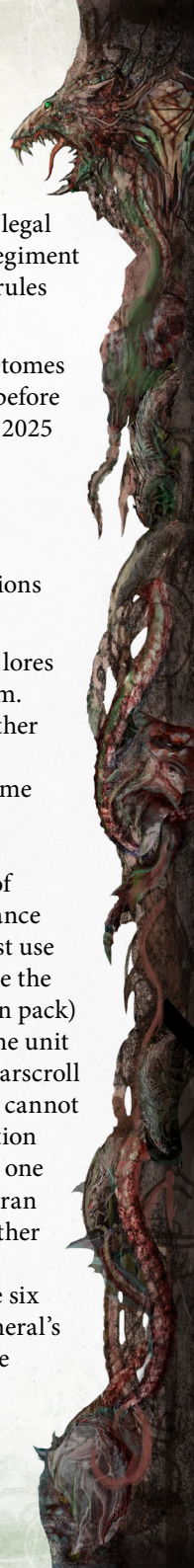
Warhammer Age of Sigmar battletomes that have been officially released before midnight on Sunday 2 November 2025 are considered to be legal for this event.

Scourge of Ghyran rules are legal.

In addition, the following restrictions apply to Team Format armies:

- Spell lores and manifestation lores cannot be duplicated in a team.
- Points cannot be shared by other armies in your team.
- A team cannot include the same warscroll in more than one player's army*.
- If you wish to use a Scourge of Ghyran warscroll, every instance of that unit in your army must use that warscroll. You cannot use the printed (battletome or faction pack) version of the warscroll for one unit and the Scourge of Ghyran warscroll for another. Similarly, a team cannot include the battletome or faction pack version of a warscroll in one army and the Scourge of Ghyran warscroll for that unit in another army.
- Across your team, each of the six battle tactics cards in the General's Handbook 2025-2026 must be included at least once.

**You can include multiples of these within a single army.*



3.0 TOURNAMENT FORMAT (cont.)

3.4 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 before 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.

Each team's army rosters should be uploaded to Best Coast Pairings by midnight on Sunday 2 November 2025.

Each player 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 miniature is your general, your battle formation, which miniatures have which enhancements and your lores (spells, prayers and manifestations).

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 cannot be changed during the event, as they are part of your army roster.

Each army roster must include two battle tactics cards, and they cannot be changed during the event.

3.5 Pairings

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



3.0 TOURNAMENT FORMAT (cont.)

3.6 Team Pairing System

Once the teams have been matched up, it's time to decide who plays who from each team – this is done using the Team Pairing System. We recommend that each team brings four cards, each indicating a different army list from the team (remember to make the back of each card blank or the same pattern!).

Each team will have fifteen minutes for this decision-making process to take place. Teams will review the army lists from the other team, and be told clearly which player is using which army list. Follow this step-by-step guide to determine which players will face off:

Step 1. Both teams secretly nominate one player on their team to put forward – this person will be the Vanguard Player. Once both teams are happy with their Vanguard Player selection, they reveal their choice simultaneously.

Step 2. Each team then secretly nominates two of their players to put forward against the opposing team's Vanguard Player – these are the team's Battleline Players. The remaining person on the team becomes the Reserve Player. Once both teams are happy with their chosen Battleline Players, they reveal their choices simultaneously.

Step 3. The Vanguard Player from each team will then choose which of the two opposing Battleline Players they wish to play against. This will establish the first two match ups.

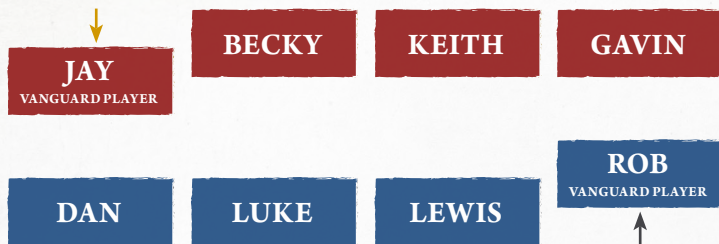
Step 4. Finally, the Reserve player will match up against the Battleline player on the opposing team who was not chosen by their team's Vanguard Player.

For example: Team 1 is composed of Keith, Jay, Gavin, and Becky. Team 2 is composed of Dan, Rob, Luke, and Lewis

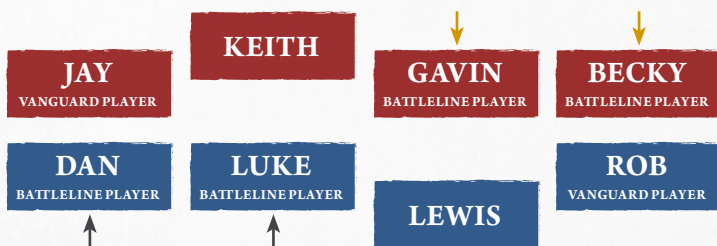
JAY	BECKY	KEITH	GAVIN
ROB	DAN	LUKE	LEWIS

3.0 TOURNAMENT FORMAT (cont.)

Both secretly nominate their Vanguard Player, revealing their choice simultaneously. Team 1 puts forward Jay, and Team 2 puts forward Rob.



Both teams then secretly nominate their two Battleline Players to put forward against the Vanguard Players. Team 1 puts Becky and Gavin forward, and Team 2 puts Dan and Luke forward.



The Vanguard Players now get to choose which of the opposing two Battleline Players they wish to play against, revealing their choices simultaneously. Jay decides that he wants to play against Luke, and Rob chooses to play against Becky.



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3.0 TOURNAMENT FORMAT (cont.)

3.7 Battleplans

Battleplans will be selected from the Matched Play battleplans in the latest General's Handbook.

Terrain will be present for these battleplans.

3.8 Scoring

Determine the victor of each battle using the GLORIOUS VICTORY rules from the General's Handbook.

At the end of each battle, players can input their scores into Best Coast Pairings. Once all the players in a team have finished their battles for that round, the team captain can submit the team score.

Teams will be awarded 3 tournament points for a game win and 1 tournament point for a draw.

Teams will then be ranked in the following order:

- Total number of tournament points.
- Total number of games won.
- Total number of battlepoints.

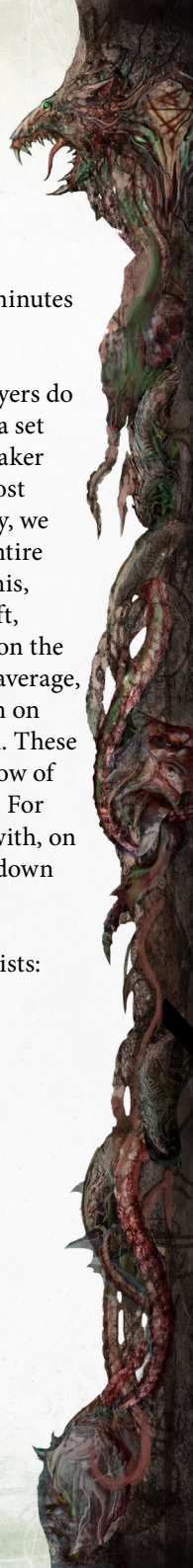
The team with the highest number of tournament points will be the champions.

3.9 The Games and Game Speed Milestones

Players will have 2 hours and 45 minutes to complete their games.

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 "okay, 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 and army lists: 5 minutes (both players)
- Deploying armies: 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



3.0 TOURNAMENT FORMAT (cont.)

The milestones for a round breakdown are:

180 minutes remaining:

Start round (formally)

165 minutes remaining:

Complete pairings, begin deployment

150 minutes remaining:

Deployment complete, begin round 1

110 minutes remaining:

First battle round complete,
begin round 2

74 minutes remaining:

Second battle round complete,
begin round 3

44 minutes remaining:

Third battle round complete,
begin round 4

24 minutes remaining:

Fourth battle round complete,
begin round 5

4 minutes remaining:

Do not begin a new battle round
without judge permission

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 45 minutes. You must not intentionally leverage the clock to disadvantage your opponent.

3.10 Event Schedule

Saturday

08:30 - 09:30	Registration in Bugman's Bar
09:15 - 09:30	Briefing
09:30 - 12:30	Round 1*
12:30 - 13:30	Lunch in the canteen
13:30 - 16:30	Round 2*
16:30 - 17:00	Break
17:00 - 20:00	Round 3*
20:00	Warhammer World closes

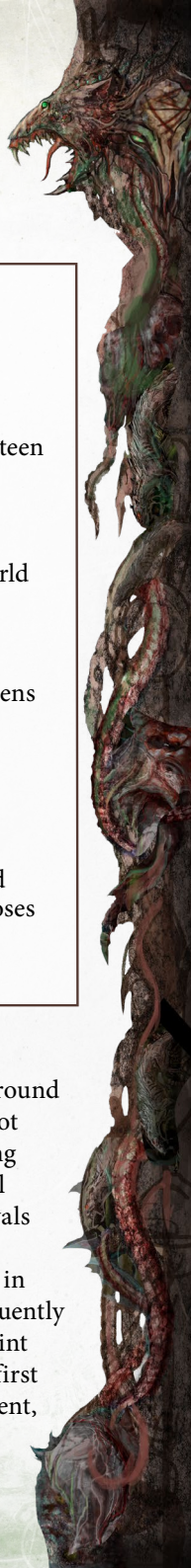
Sunday

09:00 - 10:00	Bugman's Bar opens
10:00 - 13:00	Round 4*
13:00 - 14:00	Lunch and Best Army voting
14:00 - 17:00	Round 5*
17:45	Awards
18:00	Gaming Hall and Bugman's Bar closes

*includes pairing time

A Note on Lateness:

Should you arrive late to the first round of the event, you may lose your spot to a team 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. A subsequently incomplete game may result in point penalties. If you arrive late to the first round on the second day of the event, you may incur a penalty.



3.0 TOURNAMENT FORMAT (cont.)

3.11 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 Team 1st, 2nd, 3rd - these will be the teams with the most points gained throughout the weekend.
- Favourite Army (individual armies, player voted) 1st, 2nd, 3rd.
- Best Army (judge voted).
- Favourite Team.



4.0 TERRAIN

Terrain will be set out on tables before the first game. 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.

If the terrain is based, then that base is used to define if a miniature is on or wholly on terrain.

4.1 Faction Terrain

Every effort should be made to allow players to use the faction terrain they have spent time to paint. If faction terrain cannot be placed, please speak to a member of the event team. They will adjust the battlefield to accommodate the piece of terrain.



5.0 THE PLAYER'S 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.

CARDINAL RULES

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

Principles:

- Arrive on time with everything you need to play the game.
- Avoid using language your opponent might find offensive.
- 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 PLAYER'S CODE & POLICIES (cont.)

5.2 Everybody Loses from Time to Time

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!

5.3 Judges

Event staff will be prominently visible in the Gaming 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 rule interpretations rather than adhering to previous precedent. When calling for assistance, please be prepared to provide any relevant rules for the particular question.

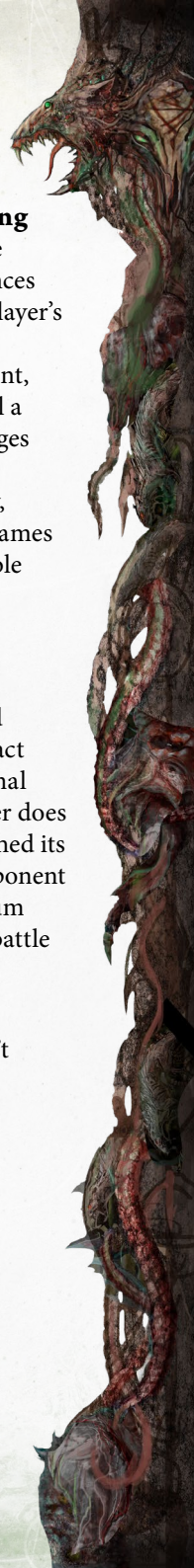
5.3.1 A Note on Active Judging

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 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 games at Warhammer World are enjoyable for everyone.

5.4 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 event that a player does concede before the game has reached its natural conclusion, then their opponent wins a major victory and maximum victory points for objectives and battle tactics for the rounds remaining.

Of course, if you have some kind of emergency that means you can't proceed, 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 find out more about our events, please feel free to get in touch with us: 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](#)

