



MATCHED PLAY

WARHAMMER WORLD

# WARHAMMER

## THE OLD WORLD



AN ALLIANCE OF WARLORDS



# WARHAMMER THE OLD WORLD TEAM EVENT 2025: AN ALLIANCE OF WARLORDS

Team events offer players another thrilling opportunity to enjoy battles set in the Old World, allowing them to come together and defeat their enemies. Instead of battling through the highs and lows of a Matched Play event alone, team events let groups of friends stand together as one, taking on all who would oppose them and proving that they are the mightiest heroes, or the deadliest villains, in all of the Old World.

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 the first Warhammer: the Old World team event at Warhammer World.

Jump to:

- [1.0 Event Essentials](#)
- [2.0 Valour Before Dishonour](#)
- [3.0 Army Construction](#)
- [4.0 Modelling and Painting](#)
- [5.0 Tournament Format](#)
- [6.0 Terrain](#)
- [7.0 Policies](#)
- [8.0 Health and Safety](#)
- [9.0 Contact Us](#)





## 1.0 EVENT ESSENTIALS

<b>System:</b>	Warhammer: The Old World
<b>Registration:</b>	Saturday at 8:30 AM
<b>Location:</b>	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
<b>Battle Size:</b>	2,000 points
<b>Board Size:</b>	48" x 72"
<b>Missions:</b>	A selection from the Matched Play guide
<b>No. of Games:</b>	Five
<b>Tools of War:</b>	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.
<b>Refreshments:</b>	Lunch is included both days of the event. A water refill station is available in the Gaming Hall. Drinks, snacks and additional meals are available to purchase from Bugman's Bar.
<b>Other Activities:</b>	Painting competition and free exhibition entry.



## 2.0 VALOUR BEFORE DISHONOUR

Whilst Matched Play is a competitive format that exists to pit players against one another to determine the victor, Warhammer: the Old World remains a game played for enjoyment. The spectacle of large armies of painted miniatures arrayed in serried ranks is captivating, and the stories their clashes relate are compelling.

With this in mind, this page lays out some general principles for all players to be mindful of. A code of conduct, of sorts, adopted and adhered to by all players of Warhammer: the Old World.

### The Cardinal Rules

In all games, in any environment, players of Warhammer: the Old World should endeavour to be polite, courteous and, above all, truthful with their opponent(s), always playing the game honestly and openly, and never seeking advantage through nefarious means. They should always treat their hosts with respect and should always extend this same level of respect towards anyone giving their time to organise an event, or who is somehow contributing towards another's enjoyment of the hobby.

### Important Considerations

In addition to the cardinal rules, there are a number of things to consider, especially when attending Matched Play events where it is quite natural that the competitive nature of the games can unbalance the humours and cause emotions to run amok!

### The Generals Gather

At a Matched Play event, players should always endeavour to arrive on time for each game, introducing themselves to their opponent and making a respectful gesture, such as offering a handshake. Prior to the game, players should share their muster list(s) with their opponent, giving them time to read it and ask questions, which should always be answered truthfully. It is also worth discussing any unusual miniatures within your army, pointing them out and ensuring your opponent knows what they represent.

Finally, players should discuss the terrain, taking the time to agree what each piece represents and clearing up any uncertainties before the game begins.





## 2.0 VALOUR BEFORE DISHONOUR (cont.)

### The Clamour Of Battle

During the course of their game, players should be mindful of behaviour their opponent might find off-putting, distracting or, worst of all, intimidating. This can mean giving an opponent time to think without distracting them, or being mindful of the language one uses. It can also include such things as asking an opponent's permission before handling their miniatures, or not expressing too much joy or disappointment in the luck, or lack thereof, that either player has when rolling the dice.

On the subject of dice, players should always ensure dice are rolled on a flat surface, clearly visible to their opponent, giving them ample opportunity to see the results of your dice rolling before picking the dice up and moving on. In a similar vein, players should allow their opponent to make their own measurements and give them the opportunity to check distances before any moves are made or dice are rolled.

Throughout the course of a game, both players should endeavour to remind their opponent of anything they may have forgotten, giving them the opportunity to do something that might prove important, and players should do this whether it is to their detriment or advantage. Players should avoid manipulating the amount of time a game takes, ensuring their opponent has as much time as needed to complete their turns, and ensuring as many rounds as possible can be played.

Finally, players should be gracious in defeat and humble in victory, congratulating their opponent on a game well-played and reliving with them the highs and lows of the conflict!





## 3.0 ARMY CONSTRUCTION & LIST SUBMISSION

### 3.1 What Army Can I Use?

Players should select an army from one of the following races listed below.

#### Ravening Hordes

Orc and Goblin Tribes  
Warriors of Chaos  
Beastmen Brayherds  
Tomb Kings of Khemri

#### Forces of Fantasy

Kingdom of Bretonnia  
Empire of Man  
Dwarfen Mountain Holds  
High Elf Realms  
Wood Elf Realms  
Grand Cathay

### 3.2 Army Lists

At team events, each Grand Army composition list and Army of Infamy composition list can only be used once in each team. This means that teams will need to work together throughout the army building process to ensure that each player is drawing their force from a unique army composition list.

*For example, Jonathan and Stuart both wish to use Beastmen Brayherds at an upcoming team Matched Play event. However, as they are on the same team, they cannot both draw their army list from the same composition list. So, Jonathan and Stuart have a discussion and decide that Jonathan will draw his force from the Minotaur Blood Herd Army of Infamy composition list, giving Stuart the choice of the Beastmen Brayherds Grand Army composition list or the Wild Herd Army of Infamy composition list.*





## 3.0 ARMY CONSTRUCTION & LIST SUBMISSION (cont.)

### 3.3 Muster for War

Each player 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 the Warhammer Armies section of the Warhammer: the Old World Rulebook (page 276).

### 3.4 Team Event Army Restrictions

For this event players will be required to use the Grand Melee army rules when constructing their lists.

When using Grand Melee army rules, the focus shifts from mighty Wizards, all-conquering lords of war and gigantic units towards the variety of warriors that fill the ranks of the Old World's armies. Players are encouraged to field diverse armies of infantry, cavalry and chariotry rather than rely too heavily upon the might of monsters, characters or excessively large units. To this end, the following restrictions apply when writing your muster list:

- You may not spend more than 25% of your army's total value on a single character.
- Your army may include any number of Level 1 or 2 Wizards, within the above restrictions, but may only include:  
0-1 Level 3 Wizard per 1,000 points.  
0-1 Level 4 Wizard per 2,000 points.

- Your team army is restricted to 12 levels of magic in total across the four armies.
- Mercenaries are always permitted.
- Allied contingents are not permitted at the event.
- Named characters may only be included once within a team. This means that multiple players on the same team cannot field the same named character in their muster lists.
- Magic items may only be included once within a team, unless it is an Extremely Common Magic Item. This means that multiple players on the same team cannot include the same magic item in their muster lists.

Once you have chosen your armies, you must record each one on Best Coast Pairings. The registration link for this will be sent out on the week commencing 10 November 2025.

When mustering your force please use the most up-to-date rules found in the Ravening Hordes and Forces of Fantasy publications, and any Arcane Journals, FAQs, errata, and beta rules found via [www.warhammer-community.com/faqs](http://www.warhammer-community.com/faqs).





## 3.0 ARMY CONSTRUCTION & LIST SUBMISSION (cont.)

### 3.5 Team Captains

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

- Take overall responsibility for their team.
- Ensure the team's rosters are submitted into Best Coast Pairings by Friday 14 November 2025 at 11:59pm.
- Ensure all team members are present and accounted for and ready to begin each round promptly.
- Ensure 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 all votes are cast for sportsmanship.

### 3.6 Submitting Your Team's Rosters

Each team captain will need to ensure that their teams army rosters have been submitted by Friday 14 November 2025 at 11:59pm.. After this point, no changes may be made to the army rosters without the permission of the events team. To submit your team army roster, please upload all rosters onto Best Coast Pairings. If you have any trouble with this please email [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com) and we will help with this.

Muster lists should be presented in an easy-to-read format, including which miniature is your General, all relevant weapon selections and unit upgrades, including any magic items etc that should be selected prior to a game with limited extraneous information. Please ensure you have the points values of all your models and upgrades included.

Army lists will be available for all players to view on the 15 November. Changes will only be allowed if a list is found to be illegal after that. If any changes need to be made please email [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com).





## 4.0 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 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.

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

For any converted or scratchbuilt miniatures, you must seek permission from [whworldevents@gwplc.com](mailto:whworldevents@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.





## 5.0 TOURNAMENT FORMAT

### 5.1 The Games

The event will be a five round event. The scenarios for this event will be from the Matched Play Guide and announced closer to the event.

### 5.2 Individual Game Scoring

At the end of each game you and your opponent will need to record your results using Best Coast Pairings. Victory Points are awarded for the following:

- Dead or Fled
- The King is Dead
- Trophies of War
- Scenario Objectives
- Special Features

Full details on how these are calculated, and the number of points available for each one, are detailed on page 286 of the Warhammer: the Old World Rulebook.

Captains are responsible for ensuring the results are entered correctly into Best Coast Pairings and properly submitted.

### 5.3 Event Schedule

#### Saturday

08:30 - 09:30	Registration in Bugman's Bar
09:30 - 09:45	Briefing
09:45 - 10:00	Round 1 pairings
10:00 - 12:45	Round 1
12:45 - 13:45	Lunch in the canteen
13:45 - 14:00	Round 2 pairings
14:00 - 16:45	Round 2
16:45 - 17:00	Break
17:00 - 17:15	Round 3 pairings
17:15 - 20:00	Round 3
20:00	Gaming hall and Bugman's Bar closes

#### Sunday

09:00 - 10:00	Bugman's opens
10:15 - 10:30	Round 4 pairings
10:30 - 13:15	Round 4
13:15 - 14:15	Lunch and Best Army voting
14:15 - 14:30	Round 5 pairings
14:30 - 16:30	Round 5
17:45	Break
18:00	Gaming hall and Bugman's Bar closes





## 5.0 TOURNAMENT FORMAT (cont.)

### 5.4 Pairings

**Round 1:** Prior to the first round, teams will be paired against one another randomly.

**Subsequent Rounds:** After the first round, teams will be paired based on their ranking in the event.

### 5.5 Player Pairing System

Once the teams have been paired, they must decide who plays who from each team. You will have fifteen minutes to do this before the start of each round. During this time, teams are allowed to review the other team's muster lists and must be told clearly which player is using which army list.

Work through the following steps to determine individual match-ups. Throughout these steps, both teams choose players in secret and put them forward, before revealing their choices simultaneously:

**Step 1:** Both teams choose one member to be their **Vanguard** player and put them forward, revealing their choices simultaneously.

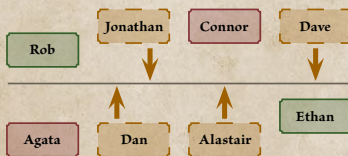
Fig 45.1



For example, after looking over their opponent's muster lists, team 1 (Rob, Jonathan, Connor and Dave) secretly chooses Rob to be their Vanguard player. Team 2 (Agata, Dan, Alastair and Ethan) chooses Ethan.

**Step 2:** Both teams then choose and put forward two of their members to be their **Battleline** players. With three members of each team chosen, the remaining players become their teams' **Rearguard** players.

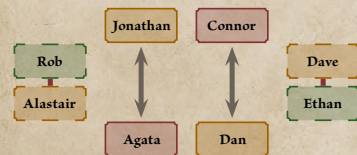
Fig 45.2



Both teams then secretly nominate their two Battleline players to put forward against the Vanguard players. Team 1 chooses Jonathan and Dave as their Battleline players. Team 2 chooses Dan and Alastair.

**Step 3:** Next, each team's Vanguard player chooses which of the opposing team's Battleline players they wish to face. This establishes the first two match-ups.

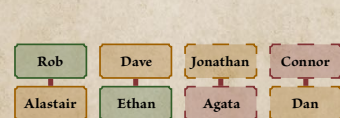
Fig 45.3



Team 1's Vanguard player, Rob, chooses which of the opposing team's Battleline players he wants to play. He chooses Alastair. Team 2's Vanguard player, Ethan, chooses to play Agata.

**Step 4:** Finally, each team's **Rearguard** player is matched-up against the opposing team's un-matched **Battleline** player.

Fig 45.4



Connor, team 1's **Rearguard** player, is then matched to play Dan, team 2's un-matched Battleline player. Finally, Agata is matched to play Jonathan.



## 5.0 TOURNAMENT FORMAT (cont.)

### 5.5 Scoring

In a team event, individuals score Tournament Points (TP) as normal, following the standard rules for scoring and tiebreakers given in section 5.2. At the end of each round, the TP scored by each member of a team are added together, giving the team's TP score for that round. This means there is a maximum of 24 TP available per round at events with four players per team. These scores will be capped at 18 for the winning team and 6 for the losing team.

For example, Steve's team plays Jonathan's team. Jonathan's team achieves three Crushing Victories and one Draw. The team scores 21 TP: 6 points for each Crushing Victory and 3 for the Draw. Steve's team gains 3 points for the Draw. Because of the cap on scoring the final result will be 18 - 6 to Jonathan's team.

As the event progresses, a team's TP score accrues after each round, giving the team's total TP score. This means that, in a five round tournament, a team could accrue a maximum of 90 TP.

### 5.6 Tiebreakers

Where teams are tied on the number of Tournament Points, there are a number of tiebreakers to use to determine which team is higher placed. These tiebreakers are very similar to the standard Matched Play tiebreakers, but they are cumulative.

*First Tiebreaker:* Head to head record. If two teams finish on the same score, the first thing we will do is see if the two teams have played each other. If they have, the team who won that round will finish higher in the rankings.

*Second Tiebreaker:* The second tiebreaker is a team's uncapped Tournament Points (TO) score.

*For example, at the end of the event, Jonathan's team and Pete's team have both finished on 90 TPs. Looking at their uncapped TP score Jonathan's team have 110 TPs whilst Pete's team only has 105 TPs.*

*Third Tiebreaker:* The third tiebreaker is a team's Victory Point (VP) difference, which is the total number of VP scored by all the players on the team across all of their games, minus the number of VP conceded by each player on the team across all of their games.

*For example, at the end of the first round, Jonathan's team has played four games, scoring a total of 6,725 VP and conceding a total of 2,375 VP. This makes their Victory Point difference 4,350.*

*Fourth Tiebreaker:* If the teams are still tied after comparing the Victory Point difference, the second tiebreaker is the team's total number of Victory Points scored by each player on the team across all of their games.

*For example, at the end of round two, Connor has scored a total of 2,800 VP, Becky has scored 2,458, Ethan has scored 1,958, and Rob has scored 865 – giving the team a total of 8,081 VP scored.*

*Fifth Tiebreaker:* If teams are still tied, then the fifth tiebreaker is the number of Generals slain by each player on the team across all of their games. Further tiebreakers can be used at the organiser's discretion.



## **5.0 TOURNAMENT FORMAT (cont.)**

### **5.7 Event Awards**

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

- 1st, 2nd, 3rd - these will be the teams ranked highest - see 5.5 Scoring.
- Favourite Army (individual armies, player voted) 1st, 2nd, 3rd.
- Best Painted Army - voted for by the judging team.
- Favourite Team - voted for by each player, for the team they enjoyed playing against the most.

### **5.8 Painting Competitions**

This is to celebrate hobbyists and teams who have gone the extra mile with their modelling and painting to create something truly remarkable. To enter, players must have done the building and painting themselves and the miniatures must be from the army being used at the event.

The events team will nominate a shortlist of individual players 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. Peer judging will take place with the winner 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.

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## **6.0 TERRAIN**

### **6.1 Table Layouts**

We will try to make each table have a different aesthetic or theme and make sure that each row of four tables do not share the same terrain layout. If, upon reaching your table, you or your opponent are uncertain whether the layout is precisely correct, please call a judge for assistance as needed.



## 7.0 THE PLAYERS CODE & POLICIES

### 7.1 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.

### 7.2 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.

On rare occasions, players may intentionally or unintentionally commit rules or sportsmanship fouls in the course of a heated or challenging battle. Behaviour such as bullying, rules abuse, moving miniatures illegally, picking up dice before your opponent has the chance to see the results, lying to judges or opponents, or any other form of unethical or inappropriate conduct can result in substantial in-game penalties, automatic loss assessment, permanent removal of parts of your army for the duration of the event, or removal from the event itself.

### 7.3 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!

### 7.2 Conceding

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 win and maximum points for their primary and secondary objectives 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.



## 8.0 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.

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## 9.0 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](mailto: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](#).

