



MATCHED PLAY

WARHAMMER WORLD

WARHAMMER

THE OLD WORLD



GRAND TOURNAMENT

THE OLD WORLD GRAND TOURNAMENT 2026

Welcome to the Old World Grand Tournament for 2026, a tournament carefully crafted to present a format that appeals to the broadest possible variety of players. This event pack provides information to prepare for Warhammer: The Old World grand tournament events at Warhammer World. Each player must select appropriate units, make sound tactical decisions, and demonstrate astute knowledge of the game to win. Our Matched Play events are a celebration of the hobby. An attitude overflowing with good cheer, sincerity, and positivity is essential to have a great time rolling dice in the World of Legend.

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1.0 EVENT ESSENTIALS

System:	Warhammer: The Old World
Registration:	09:00am on Saturday 23 May
Location:	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
Battle Size:	2,000 points
Board Size:	48" x 72"
Scenarios:	Matched Play scenarios
Number of Games:	Five
Tools of War:	Attendees are expected to bring their army, dice, a tape measure, a baggage train on a 60mm by 100mm base, four 40mm objective markers, and all relevant rules publications. Electronic devices in use to reference official rules must be charged and available at all times.
Refreshments:	Lunch is included on 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.
Other Activities:	Army and baggage train painting competitions, as well as free exhibition entry.

2.0 MUSTERING AND PAINTING AN ARMY

2.1 Army Choice

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

Ravening Hordes

Orc and Goblin Tribes
Warriors of Chaos
Beastman 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

2.2 Mustering your Force

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

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 or unit.

- Your army may include any number of level 1 and 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
- Allied contingents are not permitted at the event.
- Note that these limitations do not apply to named characters and that, under Grand Melee army composition rules, mercenaries are always permitted.
- The event will use Secret Objectives as described on page 46 of the Warhammer: The Old World Matched Play Guide.

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 18/05/2026.

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 the [Warhammer: The Old World FAQ](#).

2.0 MUSTERING AND PAINTING AN ARMY (cont.)

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 you bring to the event must be Games Workshop or Forge World miniatures – excluding basing or scratchbuilt components – and be fully assembled and painted. The friendly staff at your [local Warhammer store](#) can help you find the paints you need and answer your questions.

For your miniatures to be considered suitable for events and tournaments, they must conform to the following criteria:

- Their main areas should be coloured
- No primer should be left visible and unpainted
- All bases must have a simple finish (texture and a drybrush)
- Base rims should be neatly painted

Remember that in a tournament setting, What You See Is What You Get – WYSIWYG. Each miniature must accurately represent its entry on your muster list.

Many players scratch-build, or heavily convert, elements of their miniatures collection – this is a hallowed part of Warhammer hobby history.

You must seek permission from whworldevents@gwplc.com for any converted or scratchbuilt miniatures, including photos of the miniatures in question if possible, at least two weeks before the event.

If you do not get permission for conversions beforehand, you run the risk of them being removed from play or incurring score penalties.



2.0 MUSTERING AND PAINTING AN ARMY (cont.)

2.4 Favourite Army Painting Competition

During the lunch break on Sunday, we will hold the Favourite Army painting competition to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable. Throughout Saturday, the events team will look at the armies and select a short list of entries to be displayed on Sunday.

To enter, the army must have been built and painted by the player using the army, and the miniatures must be from the army you are using at the event. Peer judging will take place, and the winner will earn 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 questions, feel free to contact us before the event.

2.5 Baggage Train Painting Competition

On Saturday, during the lunch break, we will be holding a baggage train painting competition. Please bring your baggage train to the events team before heading through for lunch on Saturday. Players will be able to vote for their favourite baggage train over the lunch break. Please note that this miniature must be built and painted by the person entering it to be eligible for the competition.

2.6 A Note on Basing

Many miniatures are no longer produced on the bases they originally came with. Wherever possible, base your miniatures using the Base Size section of their profile.

If you wish to have a miniature reviewed, please email whworlddevents@gwplc.com.



3.0 TOURNAMENT FORMAT

3.1 Event Registration

To play in this event, you will need to purchase a ticket from Eventbrite.

Best Coast Pairings will be used throughout the event. We recommend familiarising yourself with the software to speed up registration on the day.

Online registration will open during the week before the event, and the event link will be emailed out to all players. This will be sent to the email address used to purchase the tickets. If you bought multiple tickets, please share details with others in your group.

You are not required to sign up to use Best Coast Pairings. A member of the events team can register you in person on the day of the event.

You can find out more about Best Coast Pairings here: [Best Coast Pairings](#)

3.2 The Games

This is a five-game event. The following scenarios will be played in a random order determined on the day

- Drawn Battlelines, Strategic Locations 3, and baggage train
- Close Quarters, Strategic Locations 2, and Domination
- Encirclement, Strategic Locations 4
- A Chance Encounter, Special Feature Secondary, and baggage train
- Upon the Field of Glory, Strategic Locations 4, and baggage train

Historical Recreations rules will not be used at this event, Secret Objectives will be in use, and all games will be fixed at 6 turns.

3.3 Scoring

At the end of each game, please input your scores into Best Coast Pairings. These will be used to calculate the Best General standings.

Victory Points are awarded for the following:

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

Full details on how these are calculated and the number of points available for each one are detailed on page 19 of the Warhammer: The Old World Matched Play Guide.

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:

- Total Victory Points scored in games
- Opponents' Game Win Percentage

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 and baggage train painting competition
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 and Favourite Army painting competition
13:45 - 16:30	Round 5
16:30 - 17:00	Break
17:00	Awards

Judges have ways to speed up or ensure game completion should milestones be missed repeatedly. All players are expected to be comfortable playing a full 2-hour and 45-minute game with the muster list they attend the event with. Every player is also expected to finish every game they play throughout the event. You must not intentionally leverage the clock to disadvantage your opponent.

3.6 Arriving Late

Should you arrive late to the first round of the event, you may lose your spot to a player on the Waitlist. Assuming your spot is still available, you will be paired with any other late arrivals and must 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.

3.7 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 on Sunday morning to be checked back into the event. This is based on feedback from previous events, to ensure round four pairings only take players who are present into account. Round four pairings will be drawn at 9:50am. Any players who arrive after pairings have been determined will receive a score of zero for round four.

3.8 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 find yourself facing a team you have previously faced, please contact a member of the events team.

3.0 TOURNAMENT FORMAT (cont.)

3.9 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:

- Best General first, second, and third – these will be the players with the best record over the weekend
 - Favourite Army first, second, and third (player voted)
 - Best painted army (judge voted)
 - Best painted baggage train (player voted)
 - Favourite Opponent
-

4.0 TERRAIN

4.1 Table Layouts

Terrain will be set out on tables before the first game. Please follow the rules for objective and terrain placement for the Matched Play scenario you are playing. If you have any issues with terrain placement, please talk to a member of the events team.

The rules for each terrain piece can also be found in the *Warhammer: The Old World Rulebook*. If the terrain is based, then that base is used to define if a miniature is wholly on terrain.



5.0 POLICIES

5.1 Valour Before Dishonour

While 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 adopted and adhered to by all players of Warhammer: The Old World.

5.2 The Cardinal Rules

In all games, in any environment, players of Warhammer: The Old World should endeavour to be polite, courteous and, above all, to be 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.

5.3 Important Considerations

In addition to the cardinal rules, there's more 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!

5.4 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. Before 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 on what each piece represents and clearing up any uncertainties before the game begins.

5.0 POLICIES (cont.)

5.5 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. But 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 allow them 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, allowing them 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!

5.6 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!

5.0 POLICIES (cont.)

5.7 Judges

Event staff will be visible in the Gaming Hall throughout the event, and will have 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. Be prepared to provide the events team with relevant rules relating to your questions when calling for assistance. If players do require us to make a ruling, the judge's decision is final.

5.8 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 encouraged to talk to a judge. While we will not have judges at every table, and we cannot stop every minor misplay, our goal here is to ensure every game played at Warhammer World is fair and enjoyable for everyone.

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

5.9 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 crushing defeat and zero points. The winning player records a major victory and maximum points for their grand strategy and battle tactics for the rounds remaining.

If you have some kind of emergency that means you can't proceed, let the events team know right away.

6.0 HEALTH AND 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 important to us. When you attend one of our events, you can rest assured that we are doing everything within our power 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.

6.0 CONTACT US

If you wish to ask questions, discuss conversions, or find out more about our events, feel free to get in touch with us via email at 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](#)

