



MATCHED PLAY

WARHAMMER WORLD



GRAND TOURNAMENT



WARHAMMER AGE OF SIGMAR: MATCHED PLAY EVENT

This tournament has been carefully crafted to present a format that appeals to the broadest possible variety of players. This event pack provides information to prepare for Warhammer Age of Sigmar matched play 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, so an attitude overflowing with good cheer, sincerity, and positivity is essential for players looking to have a great time rolling dice in the battered wastelands of the Mortal Realms.

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1.0 EVENT ESSENTIALS

System:	Warhammer Age of Sigmar, Matched Play
Registration:	09:00am on Saturday 9 May 2026
Location:	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
Points Limit:	2,000 points
Board Size:	44" x 60"
Battleplans:	Matched Play battleplans from the latest General's Handbook.
Number 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, 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:	Painting competition and free exhibition entry

2.0 ARMY CONSTRUCTION AND PAINTING

2.1 Army Construction

Your army for this event must not exceed 2,000 points and be assembled according to the guidelines set out in the *Warhammer Age of Sigmar Generals Handbook 2025-2026* in Army Composition 2025-2026 (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 2025-26.

To be eligible for use at an event, a battletome must be available to purchase individually at least seven days before the event. In most cases, battletomes included as part of limited-release army box sets cannot be used until the battletome is available as a separate item. If you have any questions around whether a battletome can be used at an event, please email us at whworldevents@gwplc.com.

2.2 Army Rosters

Army rosters must be presented in an easy-to-read format and include all relevant weapon selections and unit upgrades that must be selected before a game.

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 the first round.

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 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 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 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.

2.0 ARMY CONSTRUCTION AND PAINTING (cont.)

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

- Their main areas should be coloured
- Primer should not be left visible and unpainted
- All bases must have a simple finish (texture and a drybrush)
- Base rims should be neatly painted.

If these are not done, the events team may require you to work on the miniatures between games to ensure this basic standard is met.

If you wish to have a miniature reviewed, please email whworldevents@gwplc.com for approval.

Below are some examples of miniatures painted to a standard suitable for events.



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

A Note on Base Sizes:

Every miniature in your army must be based on the correct base. The Battle Profiles 2025-26 details the correct base size for each model (which is typically the base included in the current boxed kit) and can be downloaded from <https://www.warhammer-community.com/en-gb/downloads/warhammer-age-of-sigmar/>.

3.0 TOURNAMENT FORMAT

3.1 Best Coast Pairings

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.

Please note that it is not a requirement for you 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 Pairings

Your opponent for your first game will be randomly determined. Subsequent rounds will pair players by the following criteria:

- By record – the number of wins, losses and draws
- By win path – the timing of the rounds in which a player won or lost their games
- Randomly among players of the same ranking

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

3.3 Scoring

At the end of each game, you will need to record your scores via Best Coast Pairings.

3.4 Best General

The Best General winners will be determined by the number of victories achieved at the event.

Players will be split using the following tiebreakers:

- Wins
- Draws
- Total Victory Points scored in games

3.5 Best Overall

The Best Overall winners will be determined by combining a player's win record with their hobby score.

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.

Your hobby scores will also be entered into the ITC Hobby track, which is used to rank those players who wish to compete for this prestigious award.

3.0 TOURNAMENT FORMAT (cont.)

3.6 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
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 - 09:50	Bugman's Bar opens for Sunday Registration
10:00 - 12:45	Round 4
12:45 - 13:45	Lunch and Best Painted army judging
13:45 - 16:30	Round 5
16:30 - 17:30	Break
17:30	Awards

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 09:50am. Any players who arrive after pairings have been determined will receive a score of zero for round four.

3.8 Game Speed Milestones

Outside of tournaments, most players do not complete their games against a set clock. To make sure all participants play at a suitable speed, the events team will call time based on where you should be in your game on average. These time calls exist to keep the flow of play moving and are not binding.

Below is an average time breakdown for a typical 2-hour and 45-minute 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:

2:45.00 remaining:

Start round

2:40.00 remaining: Complete pre-game discussions and decisions including Secondary Objectives

2:30.00 remaining: Deployment complete, begin round one

1:50.00 remaining: First battle round complete, begin round two

1:15.00 remaining: Second battle round complete, begin round three

0:44.00 minutes remaining: Third battle round complete, begin round four

0:25.00 minutes remaining: Fourth battle round complete, begin round five

0:05.00 minutes remaining: Do not begin a new battle round without a judge's permission

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. Please note that chess clocks are not used at Warhammer World events.

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:** first, second, and third
 - for the players with the highest Best General ranking (see 3.4 Best General)
- **Best Overall:** first, second, and third
 - for the players with the highest combined generalship and hobby scores

(see 3.5 Best Overall)

- **Favourite Army:** first, second, and third – voted by players
- **Best Painted Army:** voted by judges
- **Favourite Opponent:** voted by players
- **Best in Faction:** the players who finished highest in each faction. To qualify for this award, there must be at least two players from the same faction. Any factions that have only one player will compete against each other.
This award will be based on gaming scores only.

3.10 Favourite Army Painting Competition

During the event, we will hold the Favourite Army painting competition. The competition is separate from the tournament score and has no bearing on the overall rankings.

The events team will nominate a shortlist for the Favourite Army competition. This is a prestigious award for hobbyists who consistently achieve a truly excellent hobby standard across their tournament army. To enter, you must have done the building and painting yourself. Peer judging will take place, with the winners earning Favourite Army awards.

4.0 TERRAIN

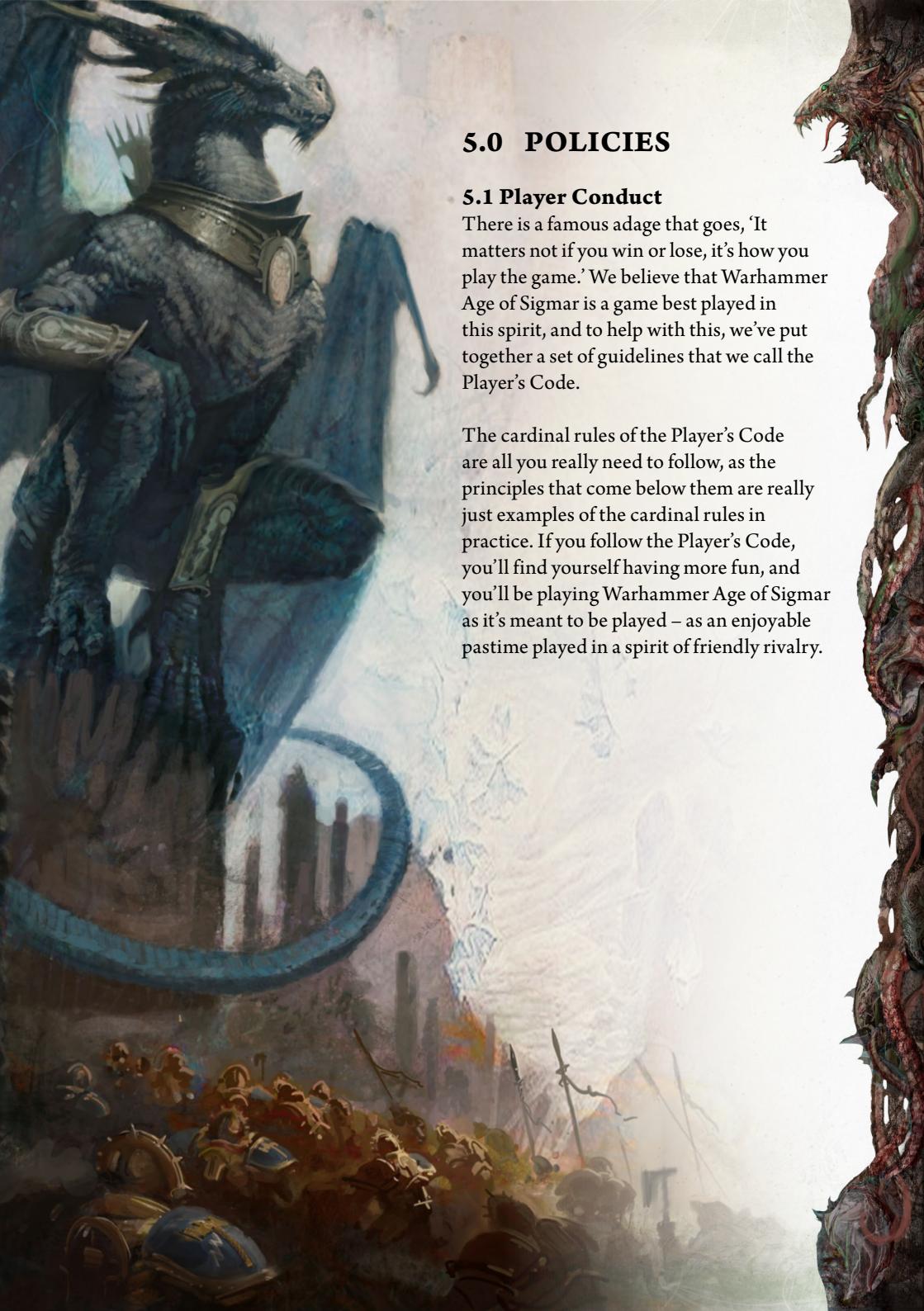
4.1 Table Layouts

Terrain will be set out on tables before the first game. In subsequent battles, both players will 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 talk to a member of the events team.

4.2 Faction Terrain

Every effort should be made to allow players to use their painted Faction terrain. If Faction terrain cannot be placed, speak to a tournament organiser. They will adjust the battlefield to accommodate the piece.



A large, detailed illustration occupies the background of the page. On the left, a massive, dark blue and black dragon with a metallic collar and a glowing eye is shown in a dynamic, low-angle shot. On the right, a chaotic battle scene is depicted with many figures in armor, some fallen, and a large, twisted tree trunk on the far right. The overall atmosphere is dark and epic.

5.0 POLICIES

5.1 Player Conduct

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 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 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 like any event that only a few players at most will finish the weekend without a loss. Barring ties, half of all players will lose their very first game of the weekend!

Winning with skill and grace is a rewarding and perfectly acceptable goal. Losing with skill and grace, however, is both more challenging and more commendable. These events present you with the opportunity to build friendships with 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 here will outweigh any number of individual victories across your battles this weekend. 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 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.

5.4 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.

5.3 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 battle tactics for all missed rounds.

If you cannot proceed due to an emergency, 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.

7.0 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](#)

