



MATCHED PLAY

WARHAMMER WORLD



WARCRY

RETURN TO THE GNARLWOOD



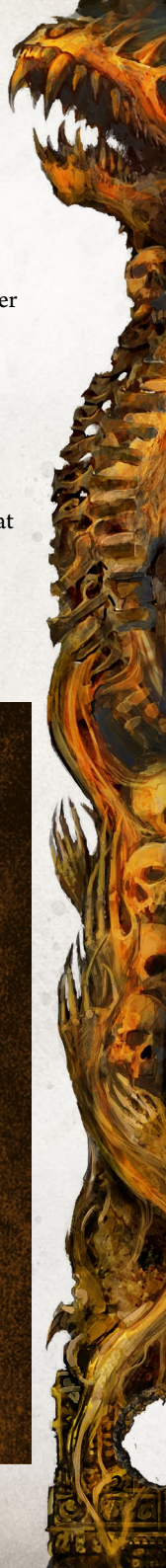
WARCRY RETURN TO THE GNARLWOOD

Return to the Gnarlwood is a single-day tournament for Warcry – Matched Play. 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 more information about policies, miniatures requirements, and the rules for the painting competition that will take place at this event.

EVENT ESSENTIALS

System:	Warcry – Matched Play
Registration:	10:00am on Wednesday 6 May 2026
Location	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
Warband Size:	1,000 points
No. of Games:	Four
Battleplans:	Selected from the 12 battleplans found within the Matched Play Battlepack .
Warband Selection:	Each player selects a single warband.
Tools of War:	Attendees are expected to bring their warband, dice, a tape measure, all relevant rules publications and a copy of their roster.



Warband Selection

You will require a warband of no more than 1,000 points to play at this event.

Details for choosing your warband can be found on page 60 of the Warcry Core Book. In addition, Warbands for this event must adhere to the rules presented in the 'Tournament Roster' section on page 96 of the Warcry Core Book.

Allies, Thralls, and Monsters are permitted at this event. Players choosing to add them to their Warband should follow the rules presented on page 76 of the Warcry Core Book.

Divine Blessings, found within the [Matched Play Battlepack](#), may be used at this event. Any Divine Blessings must be chosen before game one, listed on your warband roster, and remain the same throughout the tournament.

Battle Traits, found within the Matched Play Battlepack, may be used at this event. Unlike Divine Blessings, Battle Traits may be picked at the start of each game and may vary throughout the event.

Warband rosters should be presented in an easy-to-read format. The roster should include your Dagger, Shield and Hammer battle groups, plus the points value and type of each fighter. These are set for the tournament – you must use the same battle group in each game. An example of a blank tournament roster can be found on page 160 of the Warcry Core Book.

Scoring and Pairing

After each game, players must report the result of the game as either a win, a draw, or a loss for each player. These results will determine the final ranking at the end of the event. A player with more wins will rank higher.

The first tiebreaker will be victory points, which are scored during games.

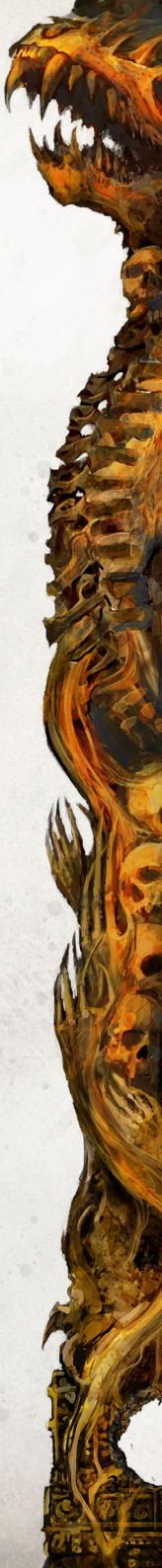
The second tiebreaker will be a kill point total. This is the total points value of enemy fighters that are taken down.

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 find yourself facing a player you have faced previously, talk to a member of the events team.

Please note Tournament Quests (found in the Core Book) will not be used at this event.

Painting Competition

At this event, each player may submit their entire Warband for The Worlds of Warhammer painting competition. It must be the warband used at the event.



Schedule

10:00 - 10:20	Registration in the Gaming Hall
10:20 - 10:30	Event briefing
10:30 - 11:45	Game 1
11:45 - 12:00	Break
12:00 - 13:15	Game 2
13:15 - 14:15	Lunch and painting competition voting
14:15 - 15:30	Game 3
15:30 - 15:45	Break
15:45 - 17:00	Game 4
17:00 - 17:30	Break
17:30	Awards presentation
20:00	Warhammer World closes

Terrain

Terrain will be set out on tables before the first game. Before each game, you may 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.

