



MATCHED PLAY

WARHAMMER WORLD

WARHAMMER  
AGE OF SIGMAR

# WARCRY

## THE FEROCIOUS GNARLWOOD



# WARCRY: THE FEROCIOUS GNARLWOOD

The Ferocious Gnarlwood is a Matched Play event held at Warhammer World. Here you'll find the information players need to prepare for this single-day Warcry event.

Each player must select an appropriate warband, make sound tactical decisions, and demonstrate astute knowledge of the game to win. Our events are a celebration of the hobby, so an attitude overflowing with good cheer, sincerity, and positivity is essential for anyone looking to have a great time rolling dice in the Gnarlwood.

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## 1.0 EVENT ESSENTIALS

<b>System:</b>	Warcry Matched Play
<b>Registration:</b>	09:00am on Sunday 14 June 2026
<b>Location:</b>	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
<b>Warband Size:</b>	1,000 points.
<b>Number of Games:</b>	Four
<b>Battleplans:</b>	Selected from the 12 battleplans found within the <a href="#">Matched Play battlepack</a>
<b>Warband Selection:</b>	Each player selects a single warband
<b>Tools of War:</b>	Attendees are expected to bring their warband, dice, a tape measure, all relevant rules publications, and a copy of their warband roster
<b>Refreshments:</b>	Lunch is included. 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>	Favourite Warband competition and free entry to the Warhammer World exhibition



## 2.0 WARBAND SELECTION AND PAINTING

### 2.1 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. 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.

### 2.2 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 WARBAND SELECTION AND PAINTING (CONT.)

For your miniatures to be considered suitable for events and tournaments, they should have their main areas coloured, and no primer should be left visible and unpainted. All bases must also be textured with a simple finish, and base rims should be neatly painted. 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 Warband roster.

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](mailto: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.

## 3.0 TOURNAMENT FORMAT

### 3.1 Scoring and Pairings

After each game, both players must report their results as either a win, a draw, or a loss. 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 the 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 that Tournament Quests (found in the Core Book) will not be used at this event.

### 3.2 Favourite Game

After your final game, you'll be asked to vote for the player you enjoyed playing against the most. Perhaps they displayed an excellent sporting attitude, were positive and friendly, or it was generally a fun and engaging game. The player who receives the most votes will win the Most Sporting Player award.

### 3.3 Event Schedule

#### Sunday 14 June

09:00 - 10:00	Registration in Bugman's Bar
10:00 - 10:15	Event briefing
10:15 - 11:30	Game 1
11:30 - 11:45	Break
11:45 - 13:00	Game 2
13:00 - 14:00	Lunch and Favourite Warband competition
14:00 - 15:15	Game 3
15:15 - 15:45	Break
15:45 - 17:00	Game 4
17:00 - 17:30	Break
17:30	Awards presentation
18:00	Warhammer World closes



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

### **3.4 Arriving Late**

Should you arrive late to the first game 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.

### **3.5 Event Awards**

- First, second, and third - for the players who rank highest overall
- Favourite Warband: first, second, and third - voted by players for the most impressive looking warband
- Best Painted Warband: voted by judges
- Most Sporting Player: for the player with the most Favourite Opponent votes, with the highest overall ranking as the tiebreaker

### **3.6 Favourite Warband Competition**

During the lunch break, we will hold the Favourite Warband competition to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable. The competition is open entry. To enter, you must have built and painted any submitted miniatures yourself, and the models must be from the warband you are using at the event. Peer judging will take place, and the winner will earn the Favourite Warband award. Appropriately sized diorama bases for warbands are permitted within this competition.

The events team may specify additional requirements during the event for any unusual or particularly large entries. If you have questions regarding the competition, feel free to contact us before the event.



## 4.0 TOURNAMENT POLICIES

At Warhammer World, the home of Games Workshop, we place great emphasis on playing excellent games with like-minded people. We expect participants to play each game with a certain code of conduct to support this. When you arrive at your table for a game, greet your opponent, introduce yourself, offer them a copy of your tournament roster, and start the game promptly. Players are expected to treat each other positively and demonstrate good sportsmanship.

### 4.1 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.

#### **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 a rule or sportsmanship mistake during a heated or challenging game. 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 roster for the duration of the event, or removal from the event itself.

### 4.2 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 records a loss, zero victory points and zero kill points. The conceding player's opponent records a victory, 1,000 kill points and any victory points they have already scored that game. If you cannot proceed due to an emergency, let the events team know right away.



## 5.0 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](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](#)

