



MATCHED PLAY

WARHAMMER WORLD

# WARHAMMER 40,000

## GRAND TOURNAMENT



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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 40,000 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 grim darkness of the 41st Millennium.

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## 1.0 EVENT ESSENTIALS

<b>System:</b>	Warhammer 40,000 Matched Play
<b>Registration:</b>	08:00am on Saturday 18 April 2026
<b>Location:</b>	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
<b>Battle Size:</b>	Strike Force (not exceeding 2,000 points)
<b>Board Size:</b>	44" x 60"
<b>Missions:</b>	Selected from the Chapter Approved Tournament Mission Pool*
<b>Number 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, including the Chapter Approved 2025-26 Mission Deck**. Electronic devices in use to reference official rules must be charged and available at all times.
<b>Refreshments:</b>	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.
<b>Other Activities:</b>	Painting competition and free exhibition entry.

*\*This can be found in the Chapter Approved Tournament Companion, which is available for download from the Warhammer Community website.*

*\*\*If you do not currently have the Chapter Approved Mission Deck, the events team will have a limited number available to loan. Before asking the events team, please check with your opponent. They may be willing to lend you one of their sets, as each pack contains both Attacker and Defender cards.*

## 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 40,000 Core Rule Book (pages 55-56).

When building your army, use all the most up-to-date Warhammer 40,000 rules found in the following Games Workshop publications, with the cut-off date being one week before the event:

- Codexes/Index Cards
- Warhammer 40,000: The App
- Chapter Approved Mission Deck
- FAQs, errata, and beta rules found via [Warhammer Community](#)

Army lists uploaded to Best Coast Pairings should be presented in an easy-to-read format (such as army lists exported from Warhammer 40,000: The App) and include all relevant wargear and unit upgrades.



## 2.0 ARMY CONSTRUCTION AND PAINTING (cont.)

### 2.2 Modeling 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
- 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.

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



## 2.0 ARMY CONSTRUCTION AND PAINTING (cont.)

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

Many coaches 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.

**A Note on Basing:** Many miniatures are no longer produced on the bases they originally came with. Wherever possible, base your miniatures according to their current boxed kit.

If you wish to have a miniature reviewed, please email [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com) for approval.



## 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.

To participate in the event, each player will have an army painted to a suitable standard. Remember to include the 10 points available for this in addition to the 90 points available from the game.

### 3.4 Event Schedule

#### Saturday

<b>08:00 - 09:00</b>	Registration in Bugman's Bar
<b>09:00 - 09:15</b>	Briefing
<b>09:30 - 12:30</b>	Round 1
<b>12:30 - 13:30</b>	Lunch in the canteen
<b>13:30 - 16:30</b>	Round 2
<b>16:30 - 17:00</b>	Break
<b>17:00 - 20:00</b>	Round 3
<b>20:00</b>	Gaming Hall and Bugman's closes

#### Sunday

<b>09:00 - 09:50</b>	Bugman's Bar opens for Sunday registration
<b>10:00 - 13:00</b>	Round 4
<b>13:00 - 14:00</b>	Lunch in the canteen and Favourite Army competition
<b>14:00 - 17:00</b>	Round 5
<b>17:00 - 17:30</b>	Break
<b>17:40</b>	Awards

## 3.0 TOURNAMENT FORMAT (cont.)

### 3.5 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.

### 3.6 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.

### 3.7 Missions

Missions for the weekend will be selected from those found in the Chapter Approved Tournament Companion. These will be emailed out to players the week of the event. Please familiarise yourself with this document before the event. If you have any questions, please email us at [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com).

### 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 3 hour game:

- **Pre-Game Mission, Review army lists:**  
10 Minutes (both players)
- **Deploying armies:**  
20 Minutes (both players)
- **Playing your first turn:**  
20 Minutes per player
- **Playing your second turn:**  
20 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 are as follows:

**3.00.00 remaining:**

Start round

**2.50.00 remaining:**

Complete pre-game discussions and decisions, including Secondary Objectives

**2.30.00 remaining:**

Deployment complete, begin round 1

**1.50.00 remaining:**

First battle round complete, begin round 2

**1.10.00 remaining:**

Second battle round complete, begin round 3

**0.40.00 remaining:**

Third battle round complete, begin round 4

**0.20.00 remaining:**

Fourth battle round complete, begin round 5

**0.05.00 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 40,000 hobby is multifaceted, including social, gaming, and artistic components. With this in mind, we will award the following prizes:

- **Best General:** first, second, and third – for the players with the highest Best General ranking (see 3.10 Best General)
- **Best Overall:** first, second, and third – for the players with the highest Throne of Skulls ranking (see 3.11 Best Overall)
- **Favourite Army:** first, second, and third – voted by players
- **Best Painted Army:** voted by judges
- **Favourite Opponent:** voted by players

### 3.10 Best General

The Best General winners will be determined by the number of victories achieved at the event. Ties between players will be decided by the total amount of Victory Points achieved during the event, and then by 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.)

### 3.11 Best Overall

The Best Overall winners will be determined by combining your win record with your hobby score.

**IMPORTANT:** To be eligible for the Best Overall award, you must have built and painted your army yourself.

### 3.12 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 manage to achieve a truly excellent standard of hobby consistently 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.

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.



## 4.0 TERRAIN

### 4.1 Table Layouts

While each table may have a different aesthetic or theme, they will all use the same deployment and terrain setup in any given round of the event. The layout may change depending on the deployment used for each round.

These layouts change during the tournament for two primary reasons:

- To provide players with a varied experience throughout the event, as opposed to five rounds spent playing on the same terrain format.
- To ensure the placement, orientation, and function of each terrain piece is balanced for a wide variety of army types during each particular mission.

If, upon reaching your table, the layout does not closely match the map for that round, please adjust the terrain until it matches. If you or your opponent is uncertain whether the layout is precisely correct, please call a judge for assistance.



## 5.0 POLICIES

### 5.1 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.

### 5.2 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 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.

### 5.4 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 victory and maximum points for any remaining objectives.

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 [whworlddevents@gwplc.com](mailto:whworlddevents@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](#)

