



MATCHED PLAY

WARHAMMER WORLD

# WARHAMMER

## THE OLD WORLD



GRAND MELEE

# WARHAMMER: THE OLD WORLD

## Grand Melee

Grand Melee is a single-day tournament for Warhammer: The Old World. Whether you're a newer player, an experienced veteran, or a fantastic hobbyist itching to show off your recently painted miniatures, 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 on the policies, miniatures requirements, and the painting competition rules that will be present at this event.

## EVENT ESSENTIALS

- System:** Warhammer: The Old World
- Registration:** 10:00am on Wednesday 29 July 2026
- Location:** Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
- Battle Size:** 1,250 points – Grand Melee army rules
- Board Size:** 6ft x 4ft
- Scenarios:** Selected from the Matched Play Scenarios found on pages 20-25 of the *Warhammer: The Old World – Matched Play Guide*
- Number of Games:** Three
- Tools of War:** Attendees are expected to bring their army, dice, templates, four 40mm Objective Markers, a tape measure, all relevant rules publications, and a copy of their army roster.



## ARMY CONSTRUCTION

You will require an army of no more than 1,250 points to play at this event. Details for choosing your army can be found in the *Warhammer: The Old World Rulebook* on pages 276-283. Your army must adhere to the Grand Melee army rules found on page 13 of the Matched Play Guide. When building your army, use all the most up-to-date rules found in the following publications:

- *Warhammer: The Old World – Forces of Fantasy*
- *Warhammer: The Old World – Ravening Hordes*
- Arcane Journals
- All up-to-date FAQs and Errata. Publications released up to one week before the event may also be used at this event

Army lists should be presented in a format that's easy to read. Please ensure you record your General, Lore(s) of Magic, Magic items, and all relevant weapon selections and unit upgrades that should be selected before a game.

## SCENARIOS

You will play three of the six Matched Play Scenarios found on pages 20-25 of the Matched Play Guide. At this event, the Fixed Turn Limit and Time Limit game length rules are in effect. A game will last for six rounds, unless the 105 minutes permitted for the game expires. Secondary Objectives will only be used if a Scenario states they must be.

The Secret Objectives additional rules, found on pages 46-48 of the Matched Play Guide, will be in effect at this event.

## SCORING AND PAIRING

The player with the most wins will be the winner. In the case of a tie, the players will be split using the following tiebreakers, in order of priority:

- Victory Points scored

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 team you have previously faced, please contact a member of the events team.

## PAINTING COMPETITION

During the lunch break between the first and second games, all players will have a chance to display their armies on the table where they played their first game. Players will then have a chance to vote for the army they feel is the best, be that for painting, conversions, or anything else worthy of recognition.

The player whose army receives the most votes will win the Best Painted award. Any ties will be broken by the event organisers' vote. This is instead of the single miniature painting competition rules described in the Weekday Warhammer Overview and Guidelines Document.

## SCHEDULE

<b>10:00 - 10:25</b>	Registration in the Gaming Hall
<b>10:25 - 10:30</b>	Event briefing
<b>10:30 - 12:15</b>	Game 1
<b>12:15 - 13:15</b>	Lunch and painting competition voting
<b>13:15 - 15:00</b>	Game 2
<b>15:00 - 15:30</b>	Break
<b>15:30 - 17:15</b>	Game 3
<b>17:15 - 17:45</b>	Break
<b>17:45</b>	Awards presentation
<b>18:00</b>	Warhammer World closes

## TERRAIN

Terrain will be set out on tables before Game 1. Before each game, adjust the terrain, if necessary, to follow the rules for terrain placement found on page 16 of the Matched Play Guide.

## AWARDS

The awards for this event will be as described in the Weekday Warhammer Overview and Guidelines Document.

