WARHAMMER UNDERWORLDS



WORLD CHAMPIONSHIPS OF WARHAMMER

BARCELONA 2026

READ THIS DOCUMENT CAREFULLY!

The World Championships feature several bespoke elements fit for an event of their size and grandeur, which may catch players unawares. Additionally, this package includes answers to many of your questions about attending the event in general, where to stay, navigating the venue, etc.

Read it carefully, and let us know if you have any questions before arriving in Barcelona!

Congratulations on qualifying for the 2026 World Championships of Warhammer

You are joined by nearly 2,000 fellow hobbyists from every inhabited continent. Before you begin rolling dice, consider the shared community you represent and this opportunity to build friendships and connections with passionate Warhammer hobbyists from around the world.

This rules pack is necessarily dense; we want to ensure every detail is clear. It is more robust and detailed than we recommend a typical Tournament pack should be; it's the World Championships, after all!

Unlike most events, your performance during the WCW contributes to your Country's standing! Even if you enter your final game winless, a last effort may help your country by impacting Faction Rankings, Best Overall scores, Opponent Win % tiebreakers, and more. Your games may matter more to your country than to your individual standing. Never doubt how important your performance will be from start to finish, even if it isn't for personal glory!

For the first two days of the event, you will compete in an internationally diverse field of players during the Group Stage, with the top finishers of each Group advancing to the Championship rounds, and everyone else continuing to play for the chance at numerous other awards, plus the joy of more epic Warhammer battles against opponents from around the planet. Unless unavoidable due to standings, you will not play against your fellow countrymates. More importantly, every game you play can contribute to your country's standing. Wins, losses, victory points, and faction ranking can all contribute to your country's rank at the end. In a sense, you represent those hobbyists from home who cannot be there with you, as well as all the opponents you triumphed over at your qualifying event.

Most importantly, you'll have at least 11 opportunities to build a lifelong friendship with a fellow hobbyist and competitive peer from around the world. Despite every attendee being a champion from their home region, only one at most can be undefeated throughout. For most of you, your four days in the World Championships will include defeat on the table; how you carry yourself, however, will determine whether you stand proud as a winner by the end.

Welcome to the World Championships!

1.0 EVENT ESSENTIALS

System: Warhammer Underworlds (Nemesis Format)

Board: Embergard or Spitewood (winner of the roll-off to pick a side of the game board will instead pick either the Spitewood or Embergard game board, and then pick a side of the selected game board)

Number of Rounds: 11 (6 during the Group Stage, 5 during Bracket play) - Each Round Best of Three Games

Tools of War: Attendees are expected to bring everything they need to play eleven rounds of Warhammer Underworlds. This includes:

- One warband (models and cards)
- One deck, built using the Nemesis Format rules
- The decklist for your chosen deck (note that you will not be allowed to modify your deck between games)
- Attack and Defence dice
- Current season board
- A full set of glory, wound, charge/move, guard/stagger, and feature tokens
- All relevant Rules publications and access to FAQ and errata documents if necessary

Languages: The official language of the World Championships of Warhammer is English. Expect to communicate in English throughout the event with opponents and Judges. Should you and your opponent share a language that is not English, you may agree to communicate in it, but must call a Judge to confirm this decision before the game begins. If you have concerns about your ability to communicate, e-mail globalevents@gwplc.com so we can make accommodations where possible.

2.0 SCHEDULE & GROUP / BRACKET FORMATS

2.1 Registration

On-Site Registration begins Wednesday, December 2, from 17:00 - 20:00, and continues starting at 08:00 on Thursday morning, December 3.

Register on Wednesday evening if possible. Space and materials for last minute hobby work or gaming will be available during Wednesday registration.

The Opening Ceremony begins at 09:00 Thursday, followed immediately by the final pre-dice briefing. You will receive your qualifier's challenge coin and join in celebrating each country's group of attending players. A social will be held for all WCW attendees on the night of Saturday, December 5, at a TBA location near the event venue.

Following the Opening Ceremony, Round 1 of the Group Stage will begin at 10:00 sharp on Thursday, December 3.

December 2: Registration

Event	Time
Registration	17:00 - 20:00

2.2 Group Stage

Thursday and Friday are dedicated to the Group Stage. There will be 8 Groups of players, divided evenly amongst all attendees. The size of the Groups may vary from Group to Group by up to 2 players, based on how evenly the numbers split and no-shows on the day. The results of the Group Stage will determine how players are separated for Bracket Play.

2.2.1 Group Construction

To facilitate Group Stage distribution, before Groups are formed, players are sorted by Country and Region (with 4 Regions based upon player population - North America, Europe, United Kingdom, and Rest of World).

- Country - Each country's attendees are distributed evenly across all Groups.
- Region - Within a Region, some sets of Countries will not have enough players to fit into every single Group; in these cases, collections of such Countries within a Region will be distributed.
    - ***Example 1:*** 16 French Players attend; one is placed into each of 16 Groups
    - ***Example 2:*** 8 German and 8 Austrian players attend; as part of the Europe Region, they are grouped into a total of 16 players and one is placed into each of 16 Groups

2.2.2 Country Representation - United Kingdom

For the 2026 World Championships of Warhammer, players who wish to represent the United Kingdom may represent England, Scotland, Wales, or Northern Ireland.

2.2.3 Tiered Seeding

Warhammer Global Rankings will be used to determine Tiered Seeding to begin the Group Stage. Tiered seeding groups players into Tiers rather than by straight ranking. For the World Championships, players will be sorted into one of four Tiers for the purposes of Group Distribution and Round 1 Pairings (Tier A, B, C, and D). The Best General and Best Overall champions from the 2025 World Championships of Warhammer are automatically granted Tier A seeds.

To establish tiers, players will first be Tiered within their Country, then within their Region, and finally by raw Global Ranking, until an even distribution is established across all 4 Tiers. Where a given field has an uneven number of players for distribution, the tiering process will curve toward B and C tiers.

For the first round of the Group Stage, A Tier players will be paired against D Tier players, and B Tier players will be paired against C Tier players, wherever possible. Tiered Seeding will only be in use during this initial round–afterwards, normal pairings metrics will be used.

In the process of establishing Tiers and Groups, due to a variety of fringe considerations and in support of fair competition, the Judge staff maintains discretion over player Tiers and Group distribution. For example, if a Tier C player from a very populous country requests to represent a country with no other participants, that will not automatically place them in Tier A as the highest ranked player from a country.

2.2.4 Country Pairing

Players will only be paired against fellow countrymen if no other competitively suitable pairing options are available. For example, if 4 Players from the same Country are the only undefeated in their Group, they would have to play each other in the subsequent round as no other competitively suitable pairings are available. Be aware, unlike many events, no other factors will influence pairing avoidance (i.e. being from the same gaming club or team).

2.2.5 Drops & Ringers

Once Groups are live, late adds and drops may cause there to be an imperfect distribution of players by country across final Groups. In such a case, groups will not be rebalanced for country representation. This is to minimise disruption, as players would have already begun mentally preparing for their Group.

December 3: Group Stage Day 1

Event	Time
Registration	08:00 - 09:00
Opening Ceremony & Final Briefing	09:00 - 10:00
Round 1	10:00 - 13:00
Break	13:00 - 14:00
Round 2	14:00 - 17:00
Break	17:00 - 17:30
Round 3	17:30 - 20:30

December 4: Group Stage Day 2

Event	Time
Round 4	09:00 - 12:00
Break	12:00 - 13:00
Round 5	13:00 - 16:00
Break	16:00 - 16:30
Round 6	16:30 - 19:30
Results Review Period*	19:00 - 19:45
World Championships Army Showcase	19:00- 21:00
Group Stage Results Finalisation**	19:45 - 20:00

***Results Review Period:** Players have 45 minutes to review the final results of the last Group Stage round. During this time, Judges will consider any issues with incorrect score submissions. After this period, no further corrections will be accepted unless noticed by the Judge team.

****Group Stage Results Finalisation:** Judges will process Group Stage results and place players into the Championship and World Brackets. Once reviewed, the Saturday morning pairings will be finalised.

2.3 Championship Bracket

The top four players from each Group will form the Championship Bracket, yielding a total of 32 players. The player who finishes the Championship Bracket with an undefeated record will win Best General and the title of World Champion of Underworlds for 2026.

All Championship Bracket players, regardless of performance, will compete in at least 5 games across Saturday and Sunday. There are no tie/draw game results permitted in the Championship Bracket, and any ties will be broken following a studio-designed process explained below. Accordingly, only a single player can finish this bracket with a 5-0 record.

2.3.1 Championship Bracket Tiebreaking

If, after three games, you and your opponent are tied, record your total number of glory points scored so far. Proceed to play additional games until one opponent wins an individual match. This player then wins the round, though only Glory Points scored during the first 3 games are recorded for each player.

2.4 World Bracket

Players who do not make the Championship Bracket will participate in the World Bracket. This ensures all players complete a full 11 games for categories like Best Overall.

Note: The only award limited to competitors in the Championship Bracket is Best General / World Champion. All other awards - along with their medals, recognition, and country score contributions - can be earned from within the World Bracket.

December 5: Bracket Play Day 1

Event	Time
Bracket Round 1	09:00 - 12:00
Break	12:00 - 13:00
Bracket Round 2	13:00 - 16:00
Break	16:00 - 16:30
Bracket Round 3	16:30 - 19:30
WCW Social	TBD

December 6: Bracket Play Day 2

Event	Time
Bracket Round 4	10:00 - 13:00
Break	13:00 - 14:30
Bracket Round 5	14:30- 17:30
Post-Event Break*	17:30 - 19:30
Awards Ceremony - WCW and Warhammer Global Rankings	19:30 - 20:30

Post Event Break: This period presents a good opportunity for final camaraderie, conversation, and dinner while final results are calculated, validated, and the award ceremony is prepared.

Further information on the differences between Championships Bracket and World Brackets is included below (**Section 5.5**).

3.0 POLICIES

3.1 Warband Selection

Players should bring one Underworlds Warband and one deck that are legal for Nemesis format play.

When selecting your Warband and building your deck, use all the most up to date Underworlds rules published prior to the following date:

- **22 November 2026**

Note: Games Workshop does not use or endorse any third party FAQs, errata, rules documents, or similar. Make sure you are fully familiar with all of the above rules before attending, to avoid confusion due to local 3rd party rulings you may be used to playing with.

3.1.1 Rules Update

On November 4th, registered players will receive a document containing rules updates in effect for the World Championships that are otherwise being published closer to the date of the event.

3.1.2 Warband Selection Deadline

Your Warband selection and decklist will need to be submitted in Best Coast Pairings by 17:00 BST on 22 November 2026.

3.2 Modeling and Painting

For any modeling or painting inquiries, send an e-mail with any relevant questions, pictures, and information to globalevents@gwplc.com

Playing exciting, atmospheric games with finely detailed, lovingly painted miniatures is intrinsic to the Warhammer experience. With this in mind all miniatures used in the tournament must be Games Workshop or Forge World miniatures (excluding basing or scratch-built components), and be fully assembled and painted to at least a Battle Ready standard. More information on Battle Ready can be found at https://www.warhammer-community.com/en-gb/articles/xcSERTQx/citadel-colour-just-what-is-battle-ready/

You must maintain a WYSIWYG (What You See Is What You Get) standard for models. WYSIWYG ensures fewer miscommunications between players at the table. Ideally, each player will remember the full load out of each opponent's army, however in practice this rarely happens.

Please note that proxy and counts-as models are not eligible for use.

3.2.1 Converted Models and Units

Many players "scratch build" or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit from converted models, but may incur penalties.

For any converted or scratch built models, you must seek permission from globalevents@gwplc.com including photos of the models in question where possible, two weeks prior to the event. If you do not obtain permission for conversions before this date, you run the risk of them being removed from play, or possibly incurring score penalties.

3.2.2 Third Party / 3D Printed Miniatures & Components

You may use 3D printed & sculpted components for your miniatures only if you designed and printed them yourself. Please note that fully 3D printed miniatures are not allowed. Additionally, any components or entire miniatures supplied by third parties (either as a printable file or purchased component/miniature) are not permitted at the World Championships of Warhammer. Please contact globalevents@gwplc.com with any questions.

Any miniature not following these rules and/or not submitted for approval ahead of time is at risk of being removed from your list for the duration of the event, and/or until you can replace them with appropriate miniatures.

3.3 Timekeeping Principles

The game of Underworlds is designed to be timed not by an even split of real world time, but by a number of Battle Rounds. Outside the confines of a tournament experience, this makes sense - the game is built for opponents to play three Battle Rounds, with no real world timing mechanism involved.

Within the framework of an event, however, real world time is still a finite resource, and Time & Clock policies must be in place so games finish on time while still meeting the game's natural turn order and design intent wherever possible.

All players are expected to attend with the confidence and readiness to complete their games on time. In support of this, we use a set of timing benchmarks called Milestones. Long game lengths, active judging, and Milestones ensure most games finish on time. Games that fall behind will be adjudicated with our Clock Policy (see **Appendix I** near the end of this document) if necessary to ensure games which will clearly go far beyond Milestones without intervention are provided with a fair portion of remaining time to each player, while still helping all games finish on time against the overall event schedule and pace of play. There are also accommodations in place should one player use the significant majority of time prior to the initiation of a Clock.

3.4 Milestones

Milestones are intentionally generous in the front half of a game, where the majority of time expenditure occurs. Milestones will be called against the following schedule for each round:

- 3:00 - Start round (Formally)
- 1:40 - First Game Complete, Begin Second Game
- 0:40 - Second Game Complete, Begin Third Game
- 0:10 - Third Game Complete, Submit Round Results

This provides **each player** the following time breakdown for a three hour game:

- Playing your First Game: 40 minutes per player
- Playing your Second Game: 30 minutes per player
- Playing your Third Game: 15 minutes per player

Should a game fall behind on milestones, the Clock Policy (**Appendix I**) will be triggered.

4.0 PLAYERS' CODE & CONDUCT

4.1 Player Conduct Policies

The great Olympian Jesse Owens once said, "Friendships born on the field of athletic strife are the real gold of competition. Awards become corroded, friends gather no dust." While Warhammer is no athletic competition, the saying holds true. Warhammer is a game best played in this spirit and we place great emphasis on playing excellent games with like-minded people at the World Championships of Warhammer.

Therefore we expect players 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, and start the game promptly. We then expect players to treat each other positively and demonstrate good sportsmanship throughout each game. By rule, only one player at most can complete the event Undefeated. Thus, since nearly every attendee will lose at least one game, we place sportsmanlike behavior far ahead of winning games at the World Championships.

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 in the nature of any event that only a few players (at most!) will finish the weekend without a loss. Barring ties, half of you will lose your very first game at the World Championships of Warhammer, in fact!

This can be particularly difficult to anticipate for the type of player attending this event - you are all champions in some way, qualified for this event through your successes around the world. The roster includes many of the best known competitive players on the planet, yet all except one will fall short of the Championship.

Winning with skill and grace is a rewarding and perfectly acceptable goal. Losing with skill and grace, however, is both more challenging and more laudable. Keep in mind that while one of you will earn the title of World Champion, 99.75% of you will not. Roughly half of you will lose the majority of your games, despite all being prior tournament winners. However, you will all earn something this weekend; the shared experience of being part of the small group of players to compete for the title of the World Champion of Underworlds.

The real opportunity presented at this event is the chance to build friendships with players from around the world, and revel in your success at making it to the very pinnacle of your preferred aspect of the Warhammer Hobby.

Finally, remember that you represent your homeland or adopted country. Your conduct is not only a reflection of yourself, but your fellow friends and hobbyists back home.

4.2 Judges

Our Judge Staff will be prominently visible in the tournament hall throughout the event and hold the final say on all game rules and tournament issues. Rulings may be changed at the judge's discretion with new information presented, and will always be based on correct rules interpretations rather than adhering to the precedent established by a previously incorrect ruling. When calling for assistance, please be prepared to provide any relevant rules to the particular question. Also, do not ask questions or solicit answers without your opponent present. Moreover, show respect for both your opponent and the judges when resolving questions or disputes.

Disrespectful treatment of staff or players at the WCW can incur in-game penalties or, in extreme cases, automatic game losses.

A Note on Active Judging

At the World Championships of Warhammer, 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 always welcome and encouraged to call a judge. Additionally, our Judge Staff is empowered to assess in-game point penalties for fouls. While extremely rare, this can include deducting points from your score or units from your army.

As mentioned in the clock policy above, Judges may also actively intervene in the standard course of the clock policy and usage. If players choose to use a clock proactively to help guide the course of play, in opposition to the use cases detailed above, Judges and clock staff are under no obligation to honor the time on these clocks when applying an official clock to the table.

Judges are also empowered to prevent instances of intentional "gotcha" play or enforcing gentlemen's agreements between players where one player is attempting to renege on a promise of good sportsmanship.

While we will not have Judges at every table, and we cannot stop every instance of a minor misplay, our goal here is to make sure all games played are as enjoyable and fair as possible for all players.

4.3 Rules Interaction Questions

If, in the course of preparing for the event, you discover a rules interaction that is unclear, please send your questions to globalevents@gwplc.com and we will provide you with a ruling. Please be aware: rulings made at Games Workshop events do not in and of themselves constitute de facto FAQ/Errata clarifications, and should not be considered official outside the confines of the event itself.

Note: Many attendees may be familiar with third party rules documents that govern the course of play in non-Games Workshop run events. While our rulings on unclear subjects may occasionally intersect with these documents, under no circumstances should they be used as reference material with judges or opponents as a guide for how to play the game. In short, only official Games Workshop publications, answers from the globalevents@gwplc.com email, or Judge rulings at the event can be considered official for purposes of the World Championship. Third party event rulings do not constitute precedent or guidance for how to rule any question at the WCW. We strongly recommend you prepare for the event using the rules covered in this pack ahead of time if your local area uses extensive third party house rulings and guidance.

4.4 Dropping / Conceding / Quitting the Event Early

If, during the course of the World Championships, extenuating circumstances or an emergency force you to withdraw early from the event, please let Judge staff know before you withdraw. This ensures we are able to adjust pairings, pull in qualified ringers, and otherwise adjust for the withdrawal without it being a surprise after the next round's pairings are already live.

That said, withdrawing, conceding games early, or skipping Rounds is otherwise not permitted at the WCW, and can result in forfeiting future qualification for the event. Why?

1. Players are ranked by Win Record, then by Opponent Win %, then VP total. While BCP tournament software adjusts for early withdrawals, quitting games, conceding games, and skipping rounds can harm the standing of your opponents.
2. Country Rankings, as illustrated below, can include point contributions based upon a player's final VP total and Faction Rank. If you've brought a currently less powerful or less "meta" faction, you may hold a mediocre record as an individual, yet still be in contention for placing within the Faction rankings. Moreover, even a relatively low-standings game can impact the Opponent Win % of your and your opponent's prior competition. Finally, Best Overall is based only 50% upon your competitive score, so a large swathe of the field remains in contention for this and many other awards throughout the course of play. It is entirely possible that a game on a "low table" in Round 11 on Sunday may be even more important for where a Country finishes in the rankings than the same country's best player competing in the final for Best General. So you not only let down your prior opponents by quitting early, you may even let down your entire country.

Simply put, do not drop early, concede a game early, or skip a Round during the WCW.

Of course, if you have a personal or medical emergency that arises during the event, we will be happy to accommodate you. Should this unfortunate case arise, we will 'stop' your event for the purposes of scoring. You will not have losses assessed in future games, however you will no longer accumulate wins or points.

4.5 Disqualification

Games Workshop does not tolerate any form of physical or verbal violence or harassment, both at the event or online. Players who demonstrate aggressive or demeaning behavior to staff or other attendees, who repeatedly break the rules, or who repeatedly fail to follow Games Workshop's instructions at the event may be disqualified and removed from the event without refund of any costs they've incurred. Games Workshop reserves the right to remove players from the event at our discretion.

That said, we take pains to show understanding and respect for all players, regardless of their personality traits or comfort in a social setting. Should a game become contentious and penalties become enforced, disqualification and removal is the very last resort in all cases.

4.6 Correcting Game Scores

Occasionally, players will mistakenly enter their scores "backward" or commit some other scoring error they only detect after the fact. First and foremost, scoring and submitting your game score correctly is entirely a player's responsibility, and part of playing the game correctly. If you submit a score incorrectly, you are immediately at risk of that score becoming permanently part of the event record.

Whenever possible during the course of play, if an erroneous score is discovered, validated by both players, and correctable, we will correct it. Once a new round begins after most rounds, due to random pairing within Win Path, it can be possible to remediate an incorrect score. However, as soon as a round is paired, there is no requirement or expectation any corrections can or will be made.

It is vitally important that any and all scoring errors on Friday are corrected as quickly as possible. We will launch pairings for the World and Championships Brackets on Friday evening. Once these pairings are launched, it is impossible to change scoring errors from previous rounds.

As such, we encourage all players to not only score their games carefully, but pay close attention to their standings and bracket placement on Friday evening, so they can ask the Judge team about any questions they have or attempt to correct any erroneous scores.

4.7 Tracking Opponent Win %

The first tiebreaking metric used at the WCW after Win Record is Opponent Win % (OW%). The tournament pairing software in use (Best Coast Pairings) does not update a player's OW% until the round is processed and the next round is paired. This means whatever OW% you see in the standings for a given player is their OW% as of the end of the prior round to whichever one is currently ongoing. As a result, do not base your assumptions on standings regarding OW% until a new round is paired.

Furthermore, if you finish the Group Stage with only a single loss, your OW% may determine whether you proceed to the Championship Bracket. Naturally, the players who faced a harder set of opponents to reach the same record will finish higher in the standings. Since OW% is not processed until the round is paired, should you finish the Group Stage with only one loss, make sure you do not assume your standing until after Round 4 on Friday is fully finalized and the Championship Bracket players have been announced.

5.0 Tournament Format

5.1 Tracked Categories of Performance - World Championship Points

Every participant in the World Championships of Warhammer will have their performance tracked across a number of different scoring categories. Each category's top finishers will earn Medals both for themselves and their represented country throughout the event. Additionally, each placing within a category earns a number of World Championship Points (WCP) that may contribute to each Country's Performance within the event (**Section 5.2**). The tracked categories and their values for placing are as follows:

- **Overall Score**

Placing	WCP Earned	Medal Earned
1st Place	9	Gold
2nd Place	8	Silver
3rd Place	7	Bronze
4th Place	5	-
5th Place	4	-
6th - 10th Place	2	-
11th+ Place	1	-

- **Generalship Score**

Placing	WCP Earned	Medal Earned
1st Place	9	Gold
2nd Place	8	Silver
3rd Place	7	Bronze
4th - 16th Place	4	-
17th - 32nd Place	3	
17th - 50th Place	2	-
51st+ Place	1	-
5-0, World Bracket	N/A	Gold, Silver, or Bronze, based on Day 1-2 Standing

- **Paint Score**

Placing / Paint Score	WCP Earned	Medal Earned
1st Place	7	Gold
2nd Place	6	Silver
3rd Place	5	Bronze
Showcase (70+ Score)	4	-
Parade+ (51-69 Score)	3	-
Parade Ready (50 Score)	2	-
Battle Ready (30 Score)	1	-

- **Glory Points Scored**

Glory Points Over 11 Games	WCP Earned	Medal Earned
320+	7	Gold, Silver, Bronze for 3 highest total scores
300-319	5	-
260-299	4	-
220-259	3	-
170-219	2	-
120-169	1	-
0-119	0	-

- **Faction Ranking**

Faction Ranking	WCP Earned	Medal Earned
1st	4	Gold
2nd	3	-
3rd	2	-
4th and Lower	1	-

5.2 Country Performance

When you qualified for the World Championships of Warhammer, you were asked which country you would like to represent. We will place you on country teams based upon this preference. This will help avoid pairing you against fellow country representatives. Furthermore, your performance in each game will be tracked and will contribute to the overall performance of your country.

Some countries will have teams much larger than others, which may appear as an advantage. To counter this, only the 5 highest value standings in any one tracked category will count for a country at any given time. A single player may contribute to multiple categories in this fashion. Thus, while a country with a larger number of qualifiers has a greater number of opportunities to contribute to their country's score, even a country with only one qualifying attendee will earn a score in at least 5 categories.

5.3 Country Points

The purpose of World Championship Points is to help track the performance of each Country that participates in the event. Each game system awards points as seen in its respective event pack for each standing a player can hold in each relevant category: Overall (50/50 Paint/Competitive), pure Generalship, Victory Points or similar criteria, Paint Score, and Faction. Each Country will maintain a Country Score composed of the 5 highest WCW-Valued standings across all its participants in the event. Unless a country is represented by less than 5 attendees across all game systems (**Section 5.3.1**), no one attendee can contribute more than a single score to their Country score, nor can countries earn more than a single score within the same category within the same event system.

For Example, from Finland:

- John is 2nd Overall in Warhammer 40,000 (**9 WCP**)
- Sam is 3rd Overall in Warhammer 40,000 (8 WCP)
- Joe is 4th Overall in Age of Sigmar (**7 WCP**)
- Sarah is 1st Generalship in Age of Sigmar (**10 WCP**)
- Jacob is 2nd Generalship in Kill Team (**9 WCP**)
- Mary is 1st in Stormcast Eternals in Age of Sigmar (**5 WCP**)
- Mark is 2nd in Space Wolves in Warhammer 40,000 (4 WCP)

Finland's WCP score would then comprise the **5 BOLDED** bullets above. Since John contributes 9 in Overall Warhammer 40,000, Sam's lower (but still impressive) score cannot be used from the same category, but Joe's 4th Overall can be used since it is in a different game system. Further, while Mark's 2nd place finish in Warhammer 40,000 Space Wolves can be used, it is lower than any of the other 5 available scores, and thus is not used in the Country Standing.

- In this example, Finland's WCP Score would be: **40 WCP**

If two countries manage to finish tied for the highest total WCP, then both are celebrated! WCP score is intended to provide numerous reasons for countries with multiple attendees to collaborate and root for each other, and for the wider Warhammer Community to have something to root for and follow throughout the event, regardless of any individual game system of choice. In the case of a tie for best, two countries equally share bragging rights for the best overall performance at that year's Championship!

Please note that each country may only earn one Best Faction score per Game System.

5.3.1 Countries with Under 5 Representatives

If a country is represented by less than 5 total qualifiers, more than one score per player may be used, but as many players as possible must be used. Furthermore, if a second score (or more) is used by any one player, at least one of their contributing scores must be from their Faction Ranking. As such, countries with fewer than five representatives may score Best Faction points multiple times from the same game system.

5.3.2 Why is WCP Scored in This Fashion?

In all cases, WCP scoring is meant to give all Countries a chance at taking home Best Country or a high final rank from the WCW. It is also designed to give weight and importance to every game played, as even a low-ranking player who wins a late Round to take a Faction placing might help their Country standing in a meaningful way.

WCP scoring is also meant to discourage any country from organizing in such a way as to discourage growing their scene and bringing more players. For example, if we instead used a Country's average score, it might cause some nations to intentionally prevent too many players from qualifying, to ensure only a controlled handful of their best players attended.

5.3.3 Country Medal Count

In addition to World Championship Points identifying the Best Warhammer Country, we will report the total Medal Count for each country on Warhammer Community following the event, all as part of celebrating the very international nature of the event.

5.4 Country Team Coordination

The format of the World Championships of Warhammer was intentionally designed to promote cooperation and coordination between individuals representing their countries. We recommend and encourage that individual Qualifiers on Country Teams contact one another prior to traveling to the event (be advised that we are not able to share any identifying information on other players from your country, due to Privacy Laws).

Discussing the format presented here and developing a Country strategy based on this information will greatly increase your chances of earning WCPs and improving the overall rank of your Country.

As part of the lead-up to the event, we will provide all participants with an opt-in form to have their contact information shared with fellow Country members who also opt in.

5.5 Group Stage / Bracket Play

The World Championships are divided into two distinct phases: the Group Stage (Days 1 and 2) and Bracket Play (Days 3 and 4). The top 4 finishers from each Group will advance to the Championship Bracket, while the rest advance to the World Bracket. **All Championship Bracket players will automatically qualify for the 2027 World Championships of Warhammer.**

5.5.1 Thursday & Friday - Group Stage

For Underworlds, there are 8 Groups. Because the final attendance numbers may not perfectly split across groups, there may be a difference of up to 2 players in the size between any two Groups (i.e. there would be 7 Groups of 44 Players and 1 Group of 42 Players in a 350 Player event).

As noted, players will be distributed as equally as possible across the Groups based on their Country and Region. This distribution is done to minimize the chance representatives from the same country face each other during the Group Stage. The pairing software used for the event (Best Coast Pairings) will seek to avoid pairing players from the same country during the Group Stage unless otherwise unavoidable. You will also not be forced to play the same opponent twice during the Group Stage unless otherwise unavoidable.

Ties are possible during the Group Stage. In the event there is a tie in the standings at the cutoff point to determine progression to the Championship Bracket, standings will be determined first by Opponent Win %, then by Victory Points across all games. By the nature of a 6-round Group Stage, it is unlikely Victory Points will come into play as a tiebreaker, but they are used once other factors are exhausted. If players remain tied for determining progress to the Championship Bracket, we will move to the head-to-head record (i.e. if one defeated the other during the Group Stage), then finally randomly.

5.5.2 Group Stage Pairing

Round 1 of the Group Stage is seeded according to the Tiered Seeding method (**Section 2.2.3**). Thereafter, players will be paired based on having the same record and then randomly within their win path - that is to say, when they won and lost.

5.5.3 Field Separation - Championship & World Brackets

The top 4 finishers from each Group will be placed into the Championship Bracket for the second half of the event on Saturday and Sunday. All remaining players will compete in the World Bracket on Saturday and Sunday.

5.5.4 Championship Bracket

The Championship Bracket will determine the 2026 World Champion of Underworlds. In addition, each player in the Championship Bracket will (at minimum) contribute more WCP points to their Country Standings than any player outside this bracket for the Generalship category. Ties are not permitted in the Championship Bracket; any games which would result in a tie will instead proceed with the WCW tiebreaking procedure (**Section 2.3.1**).

For purposes of Faction Ranking, Victory Point totals, and Best Overall (as impacts Country WCP scoring), players eliminated from contention for World Champion will still play all rounds of the Championships brackets, ensuring they play 11 games for these categories.

5.5.5 Seeding the Championship Bracket

Player Seed within the Championship Bracket will be based upon their performance during the Group Stage. It is likely many players will exit the Group Stage with a similar record (either 6-0, 5-0-1, or 5-1). Rankings will use tiebreaking criteria to differentiate within the same record for seed: Opponent Win % first, Victory Point total second, and randomized if those criteria also tie. The first game of Championship Bracket play will be Seed Paired. Thereafter, games will follow the same pairing process followed to date. For purposes of final standings, making the Semi-Finals will guarantee a Top 4 Generalship finish. Second Place goes to the player who loses to the World Champion in the Finals. Third and Fourth place will be determined between the players who lost to the respective 1st and 2nd place finishers in the Semi-Finals. All other Championship Bracket placings will be based upon standard event placing metrics.

5.5.6 World Bracket

All players will compete in 3 Rounds on Saturday and 2 Rounds on Sunday, affording the opportunity to complete 11 full games for purposes of WCP standings and a last opportunity for medals. These games also contribute to each individual's Generalship ranking and the Generalship component of their Best Overall score.

5.5.7 World Bracket Seeding

The World Bracket will be broken into subgroups based upon each player's number of wins during the Group Stage. This creates 4 Groups of players (those with 4-5 wins, 3 wins, and 0-2 wins respectively over the first 2 days).

5.5.8 World Bracket Awards

Group Stage Wins	Medal for 5-0 in World Bracket
4-5	Gold
3	Silver
0-2	Bronze

All players who go 5-0 in the 4-5-win subgroup will receive a Gold Medal. All players who go 5-0 in the 3-win subgroup will receive a Silver Medal. All players who go 5-0 in the 0-2-win subgroup will receive a Bronze Medal. These medals add to their country's overall Medal Count.

6.0 EVENT AWARDS

At the World Championships of Warhammer, the true reward lies in reaching the pinnacle of competitive play. The journey to represent your country on this international stage, along with the memories and milestones you create, is a testament to your passion for the hobby. However, such an achievement deserves fitting recognition. The following prizes and awards have been thoughtfully organised to celebrate both your participation and success in this global competition.

6.1 Best Overall and Best General

The Warhammer hobby is multi-faceted; including social, gaming, and artistic components. With that in mind, the overall winner is determined by equal parts artistic and competitive score from all games of the event. Both scores are normalised, then added together; the highest score wins Best Overall. The formula for Best Overall at the 2026 World Championships is Wins/11 + Paint Score/85. Ties are broken by (in order): Opponent Win Percentage, Victory Points, Wins Strength of Schedule, and Victory Points Strength of Schedule.

The player who wins the Championship Bracket will be the Best General. Due to the nature and timing of how and when Best General and Best Overall are determined, should a player manage to win both awards, they will receive Best General & 2nd Best Overall.

Both the winner of Best Overall and the Best General will earn incredible, bespoke trophies designating them the Best General and Best Overall in the world for 2026. We consider these awards to be equal in prestige.

6.2 Best Painted

Best Painted will also be awarded, with paint score being determined in two phases. First, two paint judges will visit every table during the first day of play. Each player will receive an initial paint score of 30 (Battle Ready), 50 (an excellent looking tabletop Warband), or 70 (a Showcase Warband or work of art). After this initial pass, the head paint judge will determine the mark for any Warband upon whose initial score the first two judges disagreed.

Once initial scores have been tallied, each player that scored a confirmed 70 will be invited to the Showcase. The Showcase takes place on the evening of the second day and entails a second round of judging from all three judges. They conduct an in-depth, exacting review of each Showcase Warband and give it a score of -5 to +5 each. The three scores are then tallied together and added to the base 70, giving the player a paint score between 55-85. These marks are awarded against the combined considerations of technical skill, visual impact, artistic decision, and consistency across the Warband.

A visually arresting display may help to improve your score at the judges' discretion, but the inclusion of a display does not automatically garner points. However, particularly stunning displays may be eligible for independent awards.

As mentioned above, in addition to Best Painted and 2nd Best Painted awards, every player's paint score will be normalized and added to your normalized competitive track score. Combined, these represent your Best Overall score.

Note: If you did not paint your own Warband in its entirety, you are not eligible for 1st-3rd place in Best Painted or 1st-3rd place in Best Overall. It is your responsibility to inform the judges if you make the final army showcase and did not paint your own Warband. You will still retain the points earned for making it into the Army Showcase.

6.3 Faction Awards

The highest ranked player for each faction will also receive an award, designating them the Best in Faction at the World Championship of Warhammer. Ranking in factions will be determined by the player's Generalship scores. Faction ranking will also earn WCP (**Section 5.1**)

For the World Championships of Warhammer, the following factions will be eligible for awards:

Blackpowder's Buccaneers	Grandfather's Gardeners	Kurnoth's Heralds	The Dread Pageant	The Thricefold Discord
Blood of the Bull	Grinkrak's Looncourt	Mollog's Mob	The Emberwatch	The Wurmspat
Borgit's Beastgrabbaz	Hexbane's Hunters	Morgok's Krushas	The Exiled Dead	Thorns of the Briar Queen
Brethren of the Bolt	Hrothgorn's Mantrappers	Myari's Purifiers	The Farstiders	Thundrik's Profiteers
Cyreni's Razors	Ironsoul's Condemnors	Rippa's Snarlfangs	The Gnarlspirit Pack	Thyrielle's Zephyrites
Da Kunnin' Krew	Jaws of Itzl	Sepulchral Guard	The Grymwatch	Xandire's Truthseekers
Daggok's Stab Ladz	Kainan's Reapers	Skinnerkin	The Headsmen's Curse	Ylthari's Guardians
Elathain's Soulraid	Kamandora's Blades	Skittershanks's Clawpack	The Shadeborn	Zarbag's Gitz
Ephilim's Pandaemonium	Khagra's Ravagers	Spiteclaw's Swarm	The Sons of Velmorn	Zikkit's Tunnelpack
Gorechosen of Dromm	Knives of the Crone	Thanatek's Tithe	The Starblood Stalkers	Zondara's Gravebreakers
		The Crimson Court		



6.4 Medals

Along with WCP, the chart presented above (**Section 5.1**) indicates different placings in the tracked categories of performance that will earn a medal. The medals will be Gold, Silver, and Bronze. Players satisfying the criteria for each medal will be presented with and keep these medals as a memento item to return home with.

6.5 Sportsmanship and Special Awards

Awards and recognition may be issued for superior sportsmanship. Players may be issued game losses or removed from the event for consistently poor sportsmanship.

6.6 Country Team Spirit

In addition to individual sportsmanship and special recognition awards, the opportunity for Country level accolades for spirit and sportsmanship exists. Countries that display superior sportsmanship and embrace the international spirit of the event will be recognized for their commitment to building a global Warhammer community.

6.7 Prize Support & Stuff We All Get (SWAG)

All participants in the World Championships of Warhammer will receive unique SWAG support upon checking into the event. Furthermore, they will all receive Challenge Coins marking their attendance during the opening ceremony on Thursday of the event.

Besides Medals, some prize categories include trophies and physical prize support. Best General and Best Overall for each game system will also receive a one year continuing prize including products and releases for their respective game system.

7.0 COVERAGE

7.1 Photography and Filming Notice

Photography and filming may take place throughout the weekend by Games Workshop staff, press and partners. Any photos or video footage taken may be used by Games Workshop and their partners for promotional purposes. No financial compensation will be given for use of the photos or footage.

7.2 Warhammer Community Coverage

Warhammer Community will be closely covering the happenings throughout the World Championships of Warhammer. This will include, but is not limited to, stream coverage on the Warhammer Twitch Channel, numerous Warhammer Community articles before, during, and after the event, and an updating Country Medal and WCP tracker.

During the event, you may be asked to play games on stream, discuss game outcomes with a host on stream, recount games for Warhammer Community articles, and many other situations where you will be presented publicly. Additionally, your name may be displayed on the aforementioned pages and other marketing platforms. You are not required to participate in any of these activities if you are uncomfortable with doing so. If this is the case, please tell the staff member asking that you do not wish to participate in coverage.

Those players who perform particularly well, have exceedingly beautiful armies, or display great spirit should expect to be covered in more detail. This especially applies to players that make it to the Championships bracket. These players will receive a higher level coverage on Saturday and Sunday, as one will be crowned the World Champion!

You should expect the entire global community of Warhammer fans to be paying close attention to your game play and conduct throughout the event. As such, you must ensure that you use appropriate language while on stream or while conducting any interviews.

Finally, if you have a particularly important story about your journey through the Warhammer hobby or the path you've taken to reach the World Championship, and you wish to share it, please feel free to let a Judge or Warhammer Community staff member present know. We are always keen to hear more about the ways Warhammer impacts the lives of those who enjoy it as a hobby.

We will adopt a zero tolerance policy to coarse or foul language.

7.2.1 Third Party Livestream Coverage

The World Championships have previously been joined by several third party livestream providers, including commentator coverage in French and Spanish. This year, that will expand. While Games Workshop welcomes the presence of these livestreams and generally gives them permission to invite participants to compete on their broadcasts, they do not officially represent Games Workshop or its Intellectual Properties in any capacity. Whether you choose to participate in these broadcasts is entirely up to your discretion. No livestream staff should ever be considered a Judge or official for the World Championships of Warhammer, nor should their coverage or the commentary of their viewers have any impact upon a game outcome.

8.0 DATA PROTECTION AND PRIVACY

8.1 Data Protection

All data submitted as part of tournament registration is protected, in accordance with the UK Data Protection Act 2018. This includes, but is not limited to, your name, address, email address, phone number and which tournament(s) you have taken part in. This data may not be shared with third parties without your permission.

8.2 Winner's Details

By entering the World Championships of Warhammer, you agree that your name (and your ranking, performance, etc.) may be shared publicly by Games Workshop and their partners.

8.3 Data Retrieval

At any time, you may request your personal data by emailing privacy@gwplc.com

9.0 DISCLAIMER

Games Workshop PLC reserves the right to make changes to the content of this document, including but not limited to event rules or schedule, for any reason, at any time, without prior notice.

APPENDIX I - TIMEKEEPING / CLOCK POLICIES AND PRACTICES

Clocks may be applied to a game by members of Games Workshop staff. At all times, the application of an official clock and any associated time divisions is at the discretion and decision of Games Workshop staff and judges. In most circumstances, once a clock is applied to a game, an amount of bonus time will be added for that table and split between the players to help ensure the game reaches a natural conclusion.

If both players wish to preemptively clock their game prior to missing a milestone, they may do so. **Player clocks are not considered official,** but may be taken into account by Games Workshop staff when dividing time. The particular details of the mechanisms available to Games Workshop staff to adjudicate repeat time violations is included in A1.1 below.

Judge Discretion is Paramount

Time abuse or treating the clock as a gaming tool to try and force a win is forbidden. Natural conclusions to games within the scheduled Round time takes priority over any other scenario in terms of desired outcomes. At all times, Games Workshop staff will seek to prevent and avoid abuse of the letter of clock rules to try and achieve game wins or in any way abuse opponents or contradict the spirit of the event, up to and including applying penalties for clock misuse (**A1.3** below).

A1.0 Timekeeping Guidelines

The use of a clock at the event follows these general guidelines:

- If a game falls behind on its Milestones, it will be issued an official clock.
- Players may use a clock of their own to track a game from the start if they both agree, however, this clock is **not** official. Should those players subsequently miss a Milestone or incur an official clock for any reason, judges are empowered to consider player clocks when officially dividing time. Where both players agreed to use a clock from the beginning, judges will generally hew to existing time when adding an official clock.
- Players are expected to work together to be mindful of the Milestones and attempt to keep pace, contacting a judge proactively if they believe one opponent is causing their game to fall behind.
- Judges may apply a clock before a Milestone is missed where appropriate.
- For all time or clock issues, judge discretion always supersedes this document.

A natural finish to a game is always the preferred outcome; however, once an official clock is initiated by Games Workshop staff, it follows the Dead Time rules (**A1.2** below) barring judge intervention. When an official clock is activated, the time must be split by a judge, and that judge will perform the first activation of the clock. Thereafter, both players are expected to manage their own time in alignment with the criteria outlined (**A1.1** below).

When an official clock is added to a game, an amount of bonus time will be added to account for lost time prior to the clock or during its adjudication; the specific amount of bonus time is at the judge's discretion, keeping in mind the time constraints of the event itself. Should there be any questions regarding clock management at any time, contact a judge.

A1.1 Clock Management Policy & Practices

During the course of play, once a judge begins the clock and illustrates its function to both opponents, players should operate the clock to ensure they use their time for their actions. Players should consult with the judge before the clock is activated if they have any concerns or questions about how to manage time beyond what is articulated here.

The clock should be counting down the time of the player whose turn it is, with exceptions for meaningful time expenditures by their opponent for activities such as: saving throws, stoppages for the non-active player to consider optional reactions, rolling close combat attacks, or similar. Players should not go out of their way to repeatedly switch the clock for insignificant time expenditures, especially if the process of switching the clock takes more time than the action in question. For example, if a player must roll a single saving throw, they should quickly and efficiently roll a single dice without the need for consuming additional time from both players for the sake of switching the clock.

A1.2 Dead Time Rules

If a player's clock runs out of time, they must stop all voluntary activities. If they are currently in the middle of an attack activation or moving a unit, they may finish doing so. From that point forward, the player may only perform activities that happen automatically as a result of the course of play or their opponent's activities.

This means they may not do the following things: move their models, declare or roll attacks, use any reactive stratagems or abilities, or any other actions/step in the game with the exception of rolling saves (and Feel No Pain, Wards, etc as applicable per game system).

Players that no longer have time on the clock continue to determine any random objectives (Secondary Objective cards, TacOps, etc as applicable per game system) and are eligible to continue scoring victory points. They may not, however, declare any Actions or similar abilities, such as those required to score points from certain Secondary Objectives, TacOps, etc.

When in doubt, please consult a judge before proceeding with an understanding you are not comfortable with. Under most circumstances, judges will not be able to rule into the past or against a "He Said, She Said" scenario. It is always better to ask before rather than after the fact to ensure a positive outcome.

A1.3 Clock Penalties

Should players repeatedly trigger clocks due to slow play, intentionally trigger clocks, or commit any time-related penalty or abuse, judges are empowered to apply a time penalty when splitting time on an official clock.

Repeatedly or intentionally forcing an official clock on a game through slow or abusive play will increase your likelihood of receiving a clock penalty. If a penalty is applied, it will take the form of an uneven split of time. For minor infractions, this will generally be a 55/45 split instead of 50/50. For significant or repeat infractions, this will generally be a 65/35 split.

APPENDIX II - FAQs

Can you provide us with an invitation letter to confirm our attendance in case Immigration to Spain requires it?

Yes, email globalevents@gwplc.com and we will provide you an invitation letter.

What will attendees receive at the tournament?

Every attendee will get an exclusive WCW swag box., There will also be an option to upgrade this to a Premium swag box.

How many days do you need to stay in Barcelona and when do you recommend arriving and returning?

The event runs from the morning of Thursday 3rd of December to the evening of Sunday 6th of December. We recommend arriving on Wednesday the 2nd and returning Monday the 7th.

How and when do we need to register in Best Coast Pairings?

No registration is necessary–we will manually add you using the Best Coast Pairings email you provided on the Final Attendance Confirmation form.

Are there side events?

No, WCW is focused on the tournament itself. There will be a lounge area as well as a store filled with Event and WCW exclusive items.

What is the prize support?

All participants will receive a World Championships of Warhammer challenge coin to commemorate the event. Numerous trophies/medals will also be given for WCW or Warhammer Global Rankings accolades. The Best General & Best Overall winners for each game system will receive ongoing prize support in the form of every new release for their game system during the following year.

Will there be physical Golden Tickets available if I did not receive one at my qualifying tournament?

Yes, Golden Tickets will be on-hand for distribution to all players.

Will there be free access to water during the event?

Yes.

Is there any specific swag or stuff we can buy only available at this event?

Yes, and an opportunity will be made available closer to the event for players to preorder these items!

Are there any recommended hotels to stay at or discounts offered for hotels?

You can arrange a hotel reservation with discounted rates at the Hotel Vilamarí using the code WARHAMMER at check out or use our exclusive link for NN Brand Hotels for other local accommodations.

Can open games be played outside the formal schedule (or during Shadow Rounds)?

Yes, if tables are available.

Is being on stream mandatory?

Playing on unofficial community streams is fully optional. Playing on the Games Workshop stream is optional during the Group Stage and in the World Bracket, however, Championship Bracket players may be required to play on the Games Workshop stream as the event reaches its conclusion. If you have any questions or concerns regarding playing on stream, please let us know.

Are there options for people coming as spectators to be able to play games on the side?

While the hall is open to spectators, we do not expect there will be any "extra" tables to play pickup games.

Are we able to leave our armies unattended in the gaming hall during breaks or overnight?

Games Workshop is not responsible for any armies left unattended in the gaming hall, and cannot guarantee any security measures in place by the venue.

What app/tracking will be used for the event (and will it be open for non-participants to follow)?

Our tournament pairings software partner is Best Coast Pairings, and everyone will be able to follow along with the event on the BCP website.

What disability facilities will be at the venue?

The venue meets all EU disability standards; if you have any specific inquiries regarding disability accommodations, please email globalevents@gwplc.com so we can respond directly.

Is cosplay allowed?

Cosplay is allowed and encouraged, as long as it does not violate any local or venue regulations.