

WARHAMMER
40,000

TEAM CHAMPIONSHIP



WARHAMMER WORLD EVENTS



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TEAM CHAMPIONSHIP

TEAMS MUST WORK TOGETHER TO BUILD THEIR FORCES, PLAN MATCH-UPS THEN MEET THE ENEMY ON THE BATTLEFIELDS OF THE 41ST MILLENNIUM. YOU WILL THEN SHARE SPOILS OR LAMENT LOSSES WITH YOUR COMRADES IN ARMS, AND AT THE END OF IT ALL, HAVE YOUR DEEDS RECORDED IN THE ANNALS OF WARHAMMER WORLD.



EVENT ESSENTIALS

Date: 4th-5th April 2020

System: Warhammer 40,000 matched play

Army size: 1,750 points per player

Board size: 6ft x 4ft per player

Scenarios: Maelstrom of War from *Chapter Approved: 2019 Edition*

Number of games: Each player will play five games over the weekend.

Army selection: Please see the Team Armies section in this event pack.

Tools of war: The event will provide terrain and gaming tables. The players are expected to bring everything else they need to play a game of Warhammer 40,000, including their army, dice, a tape measure, objective markers, all relevant rules publications and at least two copies of their army roster.

Language: We expect all players to be able to converse in English and have English versions of their publications.

Meals: Lunch is provided on both days.

Other activities: Painting competition and free entry to the Warhammer World exhibition for all players in the team



MODEL REQUIREMENTS

Playing exciting, atmospheric games with painted miniatures is a big part of our events at Warhammer World. With this in mind, all miniatures in your collection must be 100% Citadel or Forge World miniatures, and be fully assembled and painted to at least a Battle Ready standard (examples can be found at www.citadelcolour.com/citadel-colour-system). Each model must completely and accurately represent its entry on your army roster (including all weapons and equipment).

If you have painted your models in a specific way, we expect you to use the rules relevant to that scheme. For example, if you have painted your models as a Space Marines army of the Salamanders Chapter, your army must have the **SALAMANDERS** keyword. Similarly, if you have created your own colour scheme we expect you to create your own keyword and follow the rules for doing so as described in your codex or Warhammer 40,000 supplement.

If you have used different keywords between Detachments, there must be a very clear visual difference between each Detachment. For example, if you have a Tyranid army with Detachments from both Hive Fleet Kraken and Hive Fleet Kronos, the models in each Detachment must be clearly distinguishable from one to another at a glance such as a different coloured carapace. If you are unsure whether something is clearly distinguishable, please contact us via email or telephone; the details for these can be found below.

Finally, you need to contact us to let us know about any conversions you are planning on using, and provide us with photos of the models in question where possible. Don't worry – we fully appreciate spectacular modelling skills, but we just want to make sure everything is super clear for your opponent so that no confusion can arise during games.

To protect everyone's experience, players who fail to meet the requirements will get a 2 point penalty to their team's overall score (this will be applied at the end of the event). In extreme situations we will politely ask you to remove any models that don't meet these standards.



ARE YOU PLANNING ON USING CONVERTED MODELS IN YOUR ARMY?

YES

CONTACT US AT
EVENTSUPPORT@GWPLC.COM

OR CALL US

0115 900 4994

AND CHECK TO MAKE SURE YOUR CONVERSION IS
APPROPRIATE FOR OUR EVENTS.*

NO

CARRY ON. THERE'S NOTHING TO WORRY ABOUT
EXCEPT GETTING IT PAINTED ON TIME!

* THIS ONLY APPLIES TO OUR GAMING EVENTS HELD HERE AT
WARHAMMER WORLD.

Your local Games Workshop, independent stockist, gaming club or even regular gaming evening at Warhammer World may do things differently. Get in touch to see what their standards are concerning conversions, if they have any!

If you contact us, please include pictures of the models in question. And don't panic! We're very friendly and we love creativity in modelling.

YOUR ARMY AND THE GAMES

TEAM ARMIES

When choosing armies in your team, each player is required to adhere to the following rules:

- Matched play (pg 214) and Battle-forged (pg 240) in the *Warhammer 40,000* rulebook
- Matched play in *Chapter Approved: 2019 Edition*
- FAQs, errata and beta rules found via www.warhammer-community.com/faqs

A team is not allowed to have the same Faction keywords in multiple army lists, excluding **AELDARI**, **IMPERIUM** and **CHAOS** (e.g. two players can not both have units with the **ADEPTUS ASTARTES** keyword).

You will require an army of no more than 1,750 points to play at this event. You can take a maximum of three Detachments in your army. Excluding Troops and Dedicated Transports, each datasheet can be included a maximum of three times in your army, as described in the Organised Events guidelines found in the *Warhammer 40,000* rulebook FAQ.

When building your army, all current and in-print *Warhammer 40,000* rules found in the following Games Workshop and Forge World publications are in use, unless their release falls on the weekend of the event:

- Codexes
- Campaign books (e.g. *Psychic Awakening* books)
- *Chapter Approved: 2019 Edition*
- White Dwarf
- Beta rules
- FAQs and errata
- Forge World Indexes

Once you are happy with your army, you must record it on a typed army roster. You will need to hand one copy of your army roster in at registration, and have at least one other copy to give to your opponents before each game. You must use the same army roster for each game.

Your army roster should have on it:

- Units with all equipment and options noted as well as points costs.
- Any Reinforcement points.
- Army faction.
- Unit keywords.
- Warlord.
- Detachments.
- Any Specialist Detachments.

- Relics.
- Any psychic powers
- Any pre-game Stratagems and what units they effect.
- Anything else that is done pre-game (e.g. Space Marine Chaplain litanies).
- Command points pre- and post- pre-game deductions.

TEAM CAPTAINS

Each team must nominate a team captain who will take overall responsibility for their team and ensure the following:

- Submitting a team name and list of players' names by Sunday 22nd March 2020.
- All rounds are able to start promptly with all team members present and accounted for.
- That all results are submitted on time after each round.
- That all votes are cast for sportsmanship and army presentation scores.

In addition, the team captain should liaise with the events team should any issues arise, such as a team member dropping out or poor sportsmanship.

PAIRINGS

A big part of team tournaments is the pairings system – the game before the game where teams must determine who plays who. On one hand, each team must select favourable match-ups, putting forward the attackers they believe are best suited to the task at hand. On the other, they must nominate a determined defender, someone willing to take on all comers and battle it out in the trenches!

When you arrive at the tournament, teams will be given pairings cards. These are used to arrange match-ups. Before each round, teams will have fifteen minutes to look over each other's rosters and establish who plays who by using the following pairing system:

- Arrive at your tables, greet opponents.
- Look over the opposing team's army rosters, and then begin the pairing system.
- Team A puts forward, face down, the pairings card of their chosen defender. This is the player the team feels is most suited to taking on all comers.
- Team B does the same.
- Both teams reveal their chosen defender simultaneously.

- Team A puts forward, face down, the pairings cards of their two chosen attackers. These are the two players the team feels are best suited to playing the opposing defender.
- Team B does the same.
- Both teams reveal their chosen attackers simultaneously.
- Team A chooses which of the two attackers from Team B their defender will play against.
- Team B chooses which of the two attackers from Team A their defender will play against.
- The refused attacker from Team A will play the remaining player from Team B.
- The refused attacker from Team B will play the remaining player from Team A.

GAMES

This event will consist of five matched play games, using the Maelstrom of War missions from *Chapter Approved: 2019 Edition*. Players will have two hours and thirty minutes to play each game. The opposing team for your first game will be randomly determined, then, from game two onwards, we will use a 'Swiss' system to match teams against others of a similar rank. By playing teams of a similar rank you are more likely to be matched up evenly, creating enjoyable games for all.

Each mission will be randomly determined by the events team before the round starts. Once a mission has been played, it will not be played again at this event. Your team will play five of the six Maelstrom of War missions over the weekend. Once a game starts, play through the mission exactly as laid out in *Chapter Approved: 2019 Edition* (these can be found on pages 70-77), including rules for determining which standard deployment map is used.

Your team captain will be given an event scorecard when you register at the event, and during each round every table will be given a round result slip. At the end of each game, record your score with your team captain and on your round result slip, then hand in your round result slip to a staff member. Once the round ends, you will have five minutes to record your result with the events team. Information on the scoring system at this event can be found on the following page.

GRAND TOURNAMENT SCORES

SCORING

The Warhammer 40,000 Team Championship ranks teams overall by a tournament score. This is a combination of gaming, sportsmanship and army presentation scores. Your team's gaming score is based on the results of your games – you can achieve a maximum of 400 points here for winning every single game. You can then achieve a maximum of 40 points for sportsmanship and army presentation scores. These scores combined create your teams overall tournament score.

GAMING SCORES

To determine the score for each game, total up the number of victory points each player has achieved; the player with the most victory points is the winner, but due to this being a team event, losing is not all bad. Each player will have a score between 0 and 20 points – this is worked out by using the table below.

VICTORY POINTS DIFFERENCE	WINNER	LOSER
10 or more	20	0
9 points	19	1
8 points	18	2
7 points	17	3
6 points	16	4
5 points	15	5
4 points	14	6
3 points	13	7
2 points	12	8
1 points	11	9
0 points	10	10

After working out and recording your game score, players should also record the total points value of enemy units totally destroyed during the battle (units that split after deployment count as separate units for this total). Any units not on the board at the end of the game count as destroyed. If all enemy units have been destroyed, the opposing player should record 1,750 points of enemy units destroyed. This is to ensure that players aren't penalised in the rankings if their opponent has not taken exactly 1,750 points in their army.

FAVOURITE GAME AND ARMY PRESENTATION SCORES

These scores are calculated by voting in the following two categories when you hand in your final results at the end of the event. Your team gets eight votes (two per player) in each category, and you must vote only for the teams you played against. The eight votes per category can be distributed however your team chooses, however a maximum of four votes per category can be allocated to a single team. This is also a secret ballot, so don't let anyone see who you've voted for. Every team must use all of their votes, as they are integral

to the event. Each vote your team receives counts as one point towards your team's tournament score – this means you can receive a maximum of 20 points for Favourite Game and 20 points for Favourite Army.

Favourite Game – Your team has eight votes to distribute between the five opposing teams you played – you can allocate a maximum of four votes to a single team. These votes represent how much you enjoyed playing against a team. Maybe they displayed excellent sportsmanship, perhaps they were positive and friendly, or perhaps the games were generally fun and engaging.

Favourite Army – Your team has eight votes to distribute between the five opposing teams you played – you can allocate a maximum of four votes to a single team. These votes are for the teams whose combined armies were the best presented. Excellent painting standards, fantastic centrepiece models, spectacular conversions or overall theme may make up your mind.

Team Championship Score Example

At the end of the event the team aptly named 'Grind Them to Dust' have played a total of twenty games (five per player) earning a gaming score of 278 points. They also receive a Sportsmanship score of 11 points and an Army Presentation score of 13 points. Combined with the 278 points from their gaming score, they earn a total tournament score of 302 points.

Tiebreakers

If teams earn the same tournament score by the end of the event, we will use the following tiebreakers to establish final rankings. They are listed here in order of priority:

1. Combined points values of enemy units destroyed
2. Number of Favourite Game votes
3. Number of Favourite Army votes

For example, two teams achieve a tournament score of 90 points, so we go to tiebreakers to establish who has the higher rank. One team has destroyed 32,500 points worth of enemy units over the weekend, whilst the other has destroyed 29,950. The former would therefore finish above the latter. If both teams had 32,000 points worth of destroyed enemy units, it would go to the second tiebreaker to establish a higher rank, and so forth until we have established the teams' final rankings.

PAINTING COMPETITIONS

During the event we will holding a painting competition. This competition is separate from the event scoring system, so have no bearing on the overall rankings. This is an award for the team with the best presented armies overall. The events team will nominate a shortlist of entries, and then the winner will be determined by player vote. It's an excellent opportunity to develop your armies as a cohesive whole, perhaps tying your armies together with a theme. Voting will take place Sunday over lunch, players can vote on their favourite team displays.

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.

CODE OF CONDUCT, CONCEDED AND MISSING GAMES

At Warhammer Events we place great emphasis on playing excellent games of Warhammer 40,000 with like-minded people at the home of Warhammer. Therefore we expect teams to play each game with a certain code of conduct to support this.

When you arrive at your table for a game, greet your opponents, introduce yourselves and start the pairings promptly. We then expect players to treat each other positively and demonstrate good sportsmanship. After all, part of your tournament score is based on doing just this.

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 0 point loss and 0 points for enemy units destroyed. The winning player records a 20 point win and 1,750 points for enemy units destroyed.

Finally, each team member is expected to play each round. If a player has to drop out of a round so that the opposing team will be without an opponent, then the dropped player's roster is taken out of the pairings and their team receives a 0 point loss and 0 points of enemy units destroyed. The opposing team records a 20 point win and 1,750 points for enemy units destroyed. The opposing team must then remove one player from the pairings who receives this automatic victory.



THE AWARDS

At the end of the event we will hold an award ceremony to celebrate particular feats of achievement over the weekend.

The awards available are:

- **First place** for the team that ranks highest overall.
- **Second place** for the team that ranks second.
- **Third place** for the team that ranks third.
- **Most Sporting Team** for the team with the most Favourite Game votes, with highest overall ranking as the tiebreaker.
- **Best Team** as voted by you, for the most impressive-looking team army.



SCHEDULE

SATURDAY

- **8.00am-9.00am** Registration in Bugman's Bar
- **9.00am** Events Hall and Stores open
- **9.05am** Event brief
- **9.15am-9.30pm** Round 1 pairings
- **9.30am-12.00pm** Round 1
- **12.00pm-1.00pm** Lunch
- **1.00pm-1.15pm** Round 2 pairings
- **1.15pm-3.45pm** Round 2
- **1.15pm-3.45pm** Round 2
- **3.45pm-4.15pm** Break
- **4.15pm-4.30pm** Round 3 pairings
- **4.30pm-7.00pm** Round 3
- **7.30pm-8.30pm** Pub quiz
- **8.00pm** Gaming hall and stores close
- **10.00pm** Bugman's Bar closes

SUNDAY

- **9.00am** Bugman's opens for those wanting to purchase breakfast
- **10.00am** Warhammer World and gaming hall opens
- **10.15am-10.30am** Round 4 pairings
- **10.30am-1.00pm** Round 4
- **1.00pm-2.00pm** Lunch and the Best Army competition
- **2.00pm-2.15pm** Round 5 pairings
- **2.15pm-4.45pm** Round 5
- **5.30pm** Award ceremony
- **6.00pm** Warhammer World closes

CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, please feel free to get in touch with us:

Phone: **0115 900 4994**

Email: whworldevents@gwplc.com

Write: **Warhammer World Events Team, Games Workshop, Willow Road, Nottingham, NG7 2WS**

Catch up on all the latest Warhammer World news by finding us on [facebook](#) at Games Workshop: Warhammer World.

For information regarding our event privacy, please follow the link provided: <https://warhammerworld.warhammer-community.com/warhammer-world-privacy-notice/>

