

WARHAMMER 40,000

TEAM EVENT



WARHAMMER WORLD

WARHAMMER 40,000 TEAM EVENT

These tournaments have been carefully crafted to present a format that appeals to the broadest variety of players possible. This event pack provides information to prepare for the Warhammer 40,000 Team events at Warhammer World. Teams of four players play games as individuals and their results contribute to an overall team score. This gaming event is a team tournament that rewards battlefield acumen, but also celebrates hobby and sportsmanship to create the enjoyable atmosphere Warhammer World is famous for. Each player will need to demonstrate astute knowledge of the game, sound tactical decisions and appropriate unit selection to win their games and also have a great time rolling dice in the grim darkness of the 41st Millenium.

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1.0 EVENT ESSENTIALS

System:	Warhammer 40,000 Matched Play
Registration:	Saturday at 9:00 AM.
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Food:	Lunch will be provided both days
Battle Size:	Strike Force
Board Size:	60" x 44"
Format:	Singles as a team. You will play individually with your results contributing to your team score.
Missions:	From the Chapter Approved: Grand Tournament Mission Pack 2021
No. of Games:	Five
Army Selection:	Follow Muster Armies in Chapter Approved: Grand Tournament Mission Pack 2021. See Section 4 for details on what factions are available.
Army Roster Submission:	All Teams to have submitted their Army Rosters by Friday 05th November 2021 - see the 'Submitting Your Team's Rosters' section for more detail.
Tools of War:	Attendees are expected to bring their army, dice, a tape measure, all relevant rules publications, and at least 6 physical copies of their army roster (one for the Event staff and one for each opponent). If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.

2.0 ARMY CONSTRUCTION, LIST SUBMISSION AND PAINTING

2.1 Army Construction

All armies in these tournaments must be Battle-forged according to the Warhammer 40,000 Core Book and the Strike Force guidelines set forth in the Chapter Approved: Grand Tournament Mission Pack 2021.

When building your army, use all the most up to date Warhammer 40,000 rules found in the following Games Workshop and Forge World publications with the cut off date being 2 weeks before the event:

- Codexes
- Warhammer 40,000: The App
- Campaign Books
- Chapter Approved: Grand Tournament Mission Pack 2021
- White Dwarf
- FAQs, errata, and beta rules found via www.warhammer-community.com/faqs

The following restrictions also apply:

- Only one of each faction is allowed per team.
- Chaos Daemons can only be summoned by one player on the team, and cannot be summoned if there is a player with a Faction Chaos Daemons Detachment in their team.

The following factions are allowed at the event:

- | | | |
|-------------------------|-------------------------------|----------------------------|
| • <i>Space Marines</i> | • <i>Adeptus Custodes</i> | • <i>Craftworld Eldar</i> |
| • <i>Imperial Fists</i> | • <i>Adeptus Mechanicus</i> | • <i>Drukhari</i> |
| • <i>Space Wolves</i> | • <i>Adepta Sororitas</i> | • <i>Harlequins</i> |
| • <i>Dark Angels</i> | • <i>Sisters of Silence</i> | • <i>Ynnari</i> |
| • <i>Raven Guard</i> | • <i>Questor Imperialis</i> | • <i>Heretic Astartes</i> |
| • <i>White Scars</i> | • <i>Inquisition</i> | • <i>Chaos Daemons</i> |
| • <i>Ultramarines</i> | • <i>Officio Assassinorum</i> | • <i>Questor Traitoris</i> |
| • <i>Salamanders</i> | • <i>Astra Militarum</i> | • <i>Deathguard</i> |
| • <i>Iron Hands</i> | • <i>Necrons</i> | • <i>Thousand Sons</i> |
| • <i>Grey Knights</i> | • <i>T'au Empire</i> | • <i>Orks</i> |
| • <i>Deathwatch</i> | • <i>Tyranids</i> | |
| • <i>Black Templars</i> | • <i>Genestealer Cult</i> | |

Once you have built your armies, you must record each one on an army roster. These should then be collated and emailed in by your team captain.

2.0 ARMY CONSTRUCTION AND PAINTING [cont.]

2.2 Team Captains

Each team must nominate a team captain who will have the following duties:

- To take overall responsibility for their team.
- Ensure the team's rosters are submitted by Friday 12th November 2021.
- That all rounds start promptly with all team members present and accounted for.
- That all results are submitted on time after each round.
- To liaise with the events team should any issues arise e.g. a team-member drops out or poor sportsmanship.
- That all votes are cast for sportsmanship and army presentation scores.

2.3 Submitting Your Team's Rosters

Each team Captain will need to submit their army rosters by Friday 05th November 2021. After this point, no changes may be made to the army rosters without the permission of an events staff member. To submit your army roster, please send one email to whworlddevents@gwplc.com with all rosters attached.

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

Please label the email 'Warhammer 40,000 Team Championship 2021 rosters' in the subject line and make sure you include your chosen team name in the email. You will then need to bring multiple copies of your army rosters with you. Opponents will have a chance to look over your rosters when pairings are determined each round

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. With this in mind, all miniatures in your collection 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. Below are some examples of models painted to a Battle Ready standard. (More information on Battle Ready can be found at Warhammer-Community.com)

CONTRAST METHOD



CLASSIC METHOD



Each model must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG). For example, if your army includes a Space Marine equipped with a Meltagun, the model must be equipped with a Meltagun. Equipment such as Frag Grenades that are included on every model within a unit, but not included on every model of that type, need not be modeled.

2.0 ARMY CONSTRUCTION AND PAINTING (cont.)

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 whworlddevents@gwplc.com including photos of the models in question where possible, at least two weeks before 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.

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

As with other exceptions, if you wish to have a model reviewed, please email whworlddevents@gwplc.com for approval.



3.0 POLICIES

3.1 Judges

Event staff will be prominently visible in the tournament hall throughout the event and hold 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 rules interpretations rather than adhering to previous precedent. When calling for assistance, please be prepared to provide any relevant rules to the particular question.

A Note on Active Judging: At Warhammer World, judges are empowered to actively stop instances of illegal play, with or without a player's specific request for intervention. If a player has concerns at any point, they are always welcome and encouraged to call a judge. 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 the games at Warhammer World are enjoyable for everyone.

On a rare occasion, players may intentionally or unintentionally commit rules or sportsmanship fouls in the course of a heated or challenging battle. Behavior such as bullying, rules abuse, moving models illegally, picking up dice before your opponent has the chance to see the results, lying to judges or opponents, or any other form of unethical or inappropriate conduct can result in substantial in-game penalties, automatic loss assessment, permanent removal of parts of your army for the duration of the event, or removal from the event itself.

Everybody Loses from Time to Time.

Finally, 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 of the weekend, in fact!

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. These events present you the opportunity to build friendships with fellow 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 at these will outweigh any number of individual victories across your battles this weekend. In fact, if you do your best, have a great time, and build some lasting friendships... you haven't really lost at all!

3.2 Conceding

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede before the game has reached its natural conclusion, then the conceding player earns a loss and zero points. The winning player records a major victory and maximum points for their grand strategy and battle tactics for the rounds remaining.

Of course, if you have some kind of emergency that means you can't proceed, just let the event staff know right away.

4.0 TOURNAMENT FORMAT

4.1 Schedule

Saturday

- 09:00 - 09:30 - Registration in Bugman's Bar
- 09:30 - 09:40 - Briefing in Bugman's Bar
- 09:40 - 10:00 - Round 1 Pairings in Bugman's Bar
- 10:05 - 12:50 - Round 1
- 12:50 - 13:35 - Lunch in the canteen
- 13:35 - 13:50 - Round 2 Pairings
- 13:50 - 16:35 - Round 2
- 16:35 - 16:55 - Break
- 16:55 - 17:10 - Round 3 Pairings
- 17:10 - 19:55 - Round 3
- 20:00 - Gaming Hall Closes
- 20:00 - Bugmans closes

Sunday

- 09:00 - 10:00 - Bugman's open
- 10:15 - 10:30 - Round 4 Pairings
- 10:30 - 13:15 - Round 4
- 13:15 - 14:15 - Lunch and Best Army voting
- 14:15 - 14:30 - Round 5 Pairings
- 14:30 - 17:15 - Round 5
- 17:45 - Awards
- 18:00 - Gaming Hall and Bugman's closes



4.2 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 the 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 15 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.
- Roll off to decide if you are Team A or Team B.
- Team A puts forward face down 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 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. The Defender can choose which board and mission they wish to play on.
- Team B chooses which of the two attackers from Team A their defender will play against. The Defender can choose which board and mission they wish to play on from the three remaining.
- The refused attacker from Team A will play the remaining player from Team B. Team B gets to choose which board and mission they will play on from the two remaining.
- The refused attacker from Team B will play the remaining player from Team A.

4.0 TOURNAMENT FORMAT [cont.]

4.3 Game Speed Milestones

Players will have 2 hours and 45 minutes to complete their games. Outside of tournaments, most players do not complete their games against a set clock. As a result, when a loudspeaker shouts “two hours remaining,” most players don’t naturally think “OK, we should almost be done with the entire first game round!” To help with this, rather than simply calling time left, event staff will call time based upon the place in the game you should on average be at, and these will also be shown on the projectors in the gaming hall. These time calls exist to help keep the flow of play moving, and are not binding. For clarity, this provides each player with, on average, the following time breakdown for the typical game:

- Pre-Game Mission, Review army lists: 5 Minutes (both players)
- Deploying models: 10 Minutes (both players)
- Playing your First Turn: 20 Minutes per player
- Playing your Second Turn: 18 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

The milestones for a round breakdown as:

- **165 mins remaining:**
Start round (Formally)
- **160 minutes remaining:**
Complete pre-game discussions and decisions, including Secondary Objectives
- **150 minutes remaining:**
Deployment Complete, Begin Round 1
- **110 minutes remaining:**
First Battle Round Complete, Begin Round 2
- **74 minutes remaining:**
Second Battle Round Complete, Begin Round 3
- **0:44 remaining:**
Third Battle Round Complete, Begin Round 4
- **0:24 remaining:**
Fourth Battle Round Complete, Begin Round 5
- **0:04 remaining:**
Do not begin a new Battle Round without Judge Permission

Judges have access to a variety of mechanisms for speeding up or ensuring game completion should milestones be repeatedly missed. All players are expected to finish their games, and to attend with an army list they feel comfortable playing a complete game with within 2 hours and thirty minutes. You must not intentionally leverage the clock to disadvantage your opponent

4.0 TOURNAMENT FORMAT [cont.]

4.4 Scoring and Tiebreakers

At the end of each game, use the provided score sheet to record your results and provide them to the judges table. There will also be an option for reporting your results digitally on the day.

A Round between teams consists of 4 individual games and each player scores their games according to the rules presented in the 9th edition GT Tournament Pack. The players then calculate the difference in these two scores. The differential is converted in to a 20-0 score as shown in the table below:

VP Difference	Game Points Player A	Game Points Player B
0-10	10	10
11-17	11	9
18-24	12	8
25-31	13	7
32-38	14	6
39-45	15	5
46-52	16	4
53-59	17	3
60-66	18	2
67-73	19	1
74+	20	0

To determine the round score, players from each team count their combined Game Points. The combined total of all game point scores from all the players on a given team will give the result for the Team as a whole. Team wins and losses will be calculated using the following brackets:

- Team Results / Match Points
- Round points 43-80 = Round Win. Team scores 2 points
- Round points 38-42 = Round is Drawn. Teams score 1 point each
- Round points 0-37 = Round Loss, Team scores 0 points

If two or more teams have the same number of Round points (2/1/0) , game points gained from all battles will be used as tie-breaker.

4.0 TOURNAMENT FORMAT [cont.]

4.5 Event Awards

The Warhammer 40,000 hobby is multi-faceted; including social, gaming, and artistic components. With that in mind we will award the following prizes:

- Best Team 1st, 2nd, 3rd - these will be the teams with the most points gained throughout the weekend.
- Favourite Army (individual armies, player voted) 1st, 2nd, 3rd
- Best Painted Team Army (judge voted) - This award will go to the team that has the most cohesive overall force comprised of all four armies
- Favourite Team - The Favourite team award is a measure of everything outside the scope of the tournament; including such things as costumes, team shirts, handouts, team songs, banners and a whole myriad of other fun stuff. Keep in mind that Team Spirit does not need to be married to the background and lore of the Warhammer 40,000 universe – get creative and have fun with it!

Team Spirit DOES NOT count towards a Team's overall points total and is instead awarded independently. Each Team will have the opportunity to vote for the two teams that they played against that they think best display Team Spirit during the course of the Team Tournament. The team with the highest score will be the winner.



5.0 TERRAIN

5.1 TABLE DESIGNS AND MISSIONS

Each round you will have 2 different layouts for the 4 games your team will play. These are based on the well received US GT layouts and have been carefully thought about to give players an interesting and fair game experience. In addition each table will have a different mission (so each round you will play four different missions).

Terrain Layouts	
<div><div>Table Layout 1</div><div></div></div>	<div><div>Table Layout 2</div><div></div></div>
<div><div></div><div><div>Terrain Piece 1:</div><div>These large Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.</div></div></div>	<div><div></div><div><div>Terrain Piece 2:</div><div>These midsize Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.</div></div></div>
<div><div></div><div><div>Terrain Piece 3:</div><div>These small terrain pieces also fall into the Area Terrain category and have the Scalable, Dense Cover, Breachable, Defensible, and Difficult Ground traits.</div></div></div>	
Round 1 Missions: Layout 1	Round 1 Missions: Layout 2
Retrieval	Sweep and Clear
Scorched Earth	Vital Intelligence
Round 2 Missions: Layout 1	Round 2 Missions: Layout 2
Surround and Destroy	Battlelines
Overrun	Priority Target
Round 3 Missions: Layout 1	Round 3 Missions: Layout 2
Retrieval	Sweep and Clear
Surround and Destroy	Battlelines
Round 4 Missions: Layout 1	Round 4 Missions: Layout 2
Scorched Earth	Battlelines
Overrun	Vital Intelligence
Round 5 Missions: Layout 1	Round 5 Missions: Layout 2
Retrieval	Sweep and Clear
Surround and Destroy	Priority Target

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 our top priority. When you attend one of our events, you can rest assured that we will be doing everything we can 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. Where we feel we should include additional measures to further improve the safety of our community, we will.

Whilst we can't be certain what the exact rules will be for each of our events yet, at every event, you can certainly expect to see:

- Reduced capacities to help people can keep distanced where possible
- Organization to reduce crowding and bottlenecks in any particular area
- Measures to reduce sharing of equipment
- Sanitisation stations

Specific details will be communicated with all players closer to the event



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:

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 more information on our event privacy note please follow the link provided here: [Privacy Policy](#)

