

MATCHED PLAY

WARHAMMER WORLD

WARHAMMER

40,000

TEAM EVENT



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.
Format:	Team (Four players per team)
Registration:	Saturday 14th December at 9:00 AM.
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Battle Size:	Strike Force
Board Size:	44" x 60"
Missions:	From the Chapter Approved: Pariah Nexus Deck
No. of Games:	Five
Army Composition:	Follow Muster Armies in The Warhammer 40,000 Core Rule Book (Page 55). See Section 3 for more details on constructing your team's armies.
Tools of War:	Attendees are expected to bring their army, dice, a tape measure, all relevant rules publications, and a physical copy of their army roster. 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.
Other Activities:	Lunch is included on both days Painting competition and free exhibition entry

2.0 MODELLING AND PAINTING

2.3 Modeling and Painting

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. Painting your miniatures, taking them from bare plastic to fully realised warriors, is also one of the most satisfying parts of the Warhammer hobby.

With this in mind, all miniatures in your collection must be Games Workshop or Forge World miniatures (excluding basing or scratchbuilt components), and be fully assembled and painted to a Battle Ready standard. Battle Ready models have all areas coloured and a simple finish on their bases. Check out our [Battle Ready tutorials](#) for inspiration or [head to your local Warhammer store](#) where the friendly staff can help you find the paints you need and answer your questions. Below are some examples of models painted to a Battle Ready standard.



2.0 MODELLING AND PAINTING [cont.]

Don't forget, 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 modelled.

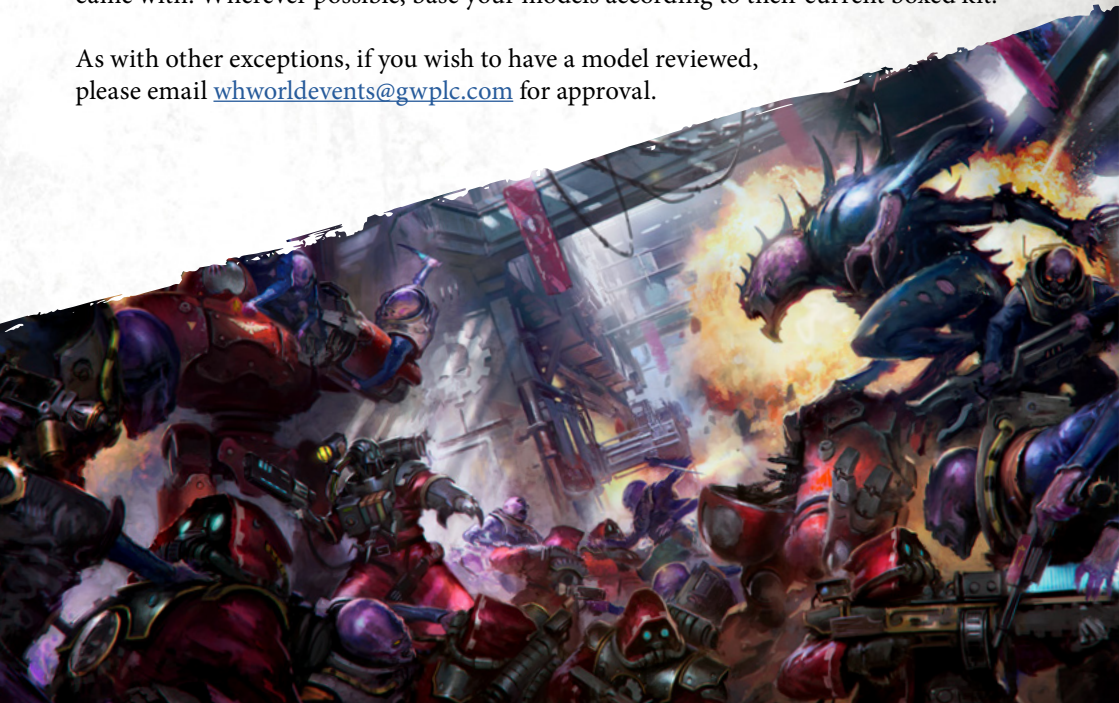
Many players "scratch build" or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit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

For any converted or scratch built models, you must seek permission from whworldevents@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 whworldevents@gwplc.com for approval.



3.0 TOURNAMENT FORMAT

3.1 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 entered into Best Coast Pairings by midnight on Sunday 08th December 2024.
- 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.

3.2 Team Members

Each team will need four players (including the captain).

3.3 Army Composition

All armies in these tournaments must be Battle-forged according to the Warhammer 40,000 Core Rule Book (Page 55). When building your army, use all the most up to date Warhammer 40,000 rules found in the following Games Workshop publications with the cut off date being 2 weeks before the event:

- Codexes
- Warhammer 40,000: The App
- Campaign Books
- White Dwarf
- FAQs, errata, and beta rules found via www.warhammer-community.com/faqs

3.4 What Army Can I Use?

Each team member must choose a different Faction Keyword for their armies. Therefore, each team should compromise a variety of armies, with no two players on the team using the same faction. Where an army offers a variety of Faction Keywords, such as Adeptus Astartes, one player may use Adeptus Astartes, one may use Blood Angels, one Space Wolves etc.

3.5 Army Roster Submission

Once you have built your army, you must create an army roster. We recommend using the Warhammer 40,000 app. All text must be clearly readable for us and your opponents to check.

Each team's army rosters should be uploaded to Best Coast Pairings by midnight on Sunday 08th December.

Each player must use the same army roster for each game, and all choices available to you must be noted down on your army roster. Your roster must include things like which model is your general, and include all relevant wargear and unit upgrades.

3.0 TOURNAMENT FORMAT (cont.)

3.6 Pairings

One of the unique qualities of Team Format games is how players from opposing teams are paired against one another. The decisions made here can heavily impact the outcome of your team's performance.

When you arrive at the tournament, teams will be given pairings cards. These are used to arrange match-ups. At the start of each round your team will be assigned to a row of four tables. Each table in that row will have a number of mission points associated with it; either 1, 2, 3 or 4.. Before each round, teams will have time to look over each other's rosters and assess both the missions and terrain layouts before establishing which player they would like to assign to each battlefield.

To achieve this, each team places their pairing cards face down onto the pairings board in an order that indicates which table that army will play on. Each team can then reveal which player is on which table.

3.7 Missions

Missions will be selected from the Tournament Missions Pool found in the Pariah Nexus Tournament Companion. Each row of four tables will have two different terrain layouts set up on it and the Event Team will announce which tables will play which Mission at the start of the round. Terrain will be present for these missions.

3.8 Scoring and Tiebreakers

At the end of each game all results should be entered onto the team scorecard.

To determine the round score, players from each team will count their combined Mission Points (see section 3.6). The combined total of all game points scored by all the players on a given team will give the result for the Team as a whole. This should be a score between 0 and 10.

Designers Note: This is a different pairings system to the traditional pairings match up that you may see at events such as the European Team Championships. At Warhammer World, we get a broad spectrum of teams, some of whom are experienced at playing in team events while for some this may be their first ever team event. For those teams, the traditional pairings system can sometimes seem overwhelming, time consuming and also lead to match ups that become even more one sided as experienced teams can engineer match-ups that favour both player skill and army composition. With this system we are hoping that teams still have considerations to make based on the missions and the terrain layouts, whilst also allowing an easier entry into team format events for newer teams and speeding up the pairings process.

3.0 TOURNAMENT FORMAT (cont.)

3.9 The Games and 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:

- Review Battleplan and army lists:
5 Minutes (both players)
- Deploying armies:
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:

180 mins remaining:

Start round (Formally)

165 minutes remaining:

Complete pairings, Begin deployment

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 minutes remaining:

Third Battle Round Complete, Begin Round 4

0:24 minutes remaining:

Fourth Battle Round Complete, Begin Round 5

0:04 minutes remaining:

Do not begin a new Battle Round without Judge Permission

3.0 TOURNAMENT FORMAT (cont.)

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 within 2 hours and forty five minutes. You must not intentionally leverage the clock to disadvantage your opponent. In extreme cases this could lead to your game score being 0'd and cost you the game and potentially your team the round. This is not something that we have had to deal with in the past and we would like to ensure this continues!

Please note that chess clocks are not used at Warhammer World events.

A Note on Lateness:

Should you arrive late to Round 1 of the event, you may lose your spot to a team on the waitlist. Assuming your spot is still available, you will be paired with any other late arrivals (again, where relevant) with a mandate to complete your game in the original Round time. A subsequently incomplete game may result in point penalties. If you arrive late to the first round on Day 2 of the tournament, you may incur a penalty.

3.10 Event Schedule

Saturday

08:30 - 09:15	Registration in Bugman's Bar
09:15 - 09:30	Briefing
09:30 - 12:30	Round 1*
12:30 - 13:30	Lunch in the canteen
13:30 - 16:30	Round 2*
16:30 - 17:00	Break
17:00 - 20:00	Round 3*
20:00	Warhammer World Closes

Sunday

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

*includes pairings time

3.0 TOURNAMENT FORMAT (cont.)

3.11 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:

- 1st, 2nd, 3rd - these will be the teams ranked highest - see 3.4 Scoring
- Favourite Army (individual armies, player voted) 1st, 2nd, 3rd
- Best Army: Team (judge voted) - This award will go to the team that has the most cohesive and well painted overall force comprised of all four armies. Things like a team display board will be considered when judging this award
- Favourite Team - As voted for by each team, for the most sporting team.



4.0 TERRAIN

Table designs and missions will be announced nearer the date of the event.

4.1 Table Layouts

While each table may have a different aesthetic or theme, every table will use the same deployment and terrain setup in any given round of the event. Additionally, this standard layout will change depending on the deployment card used each round. These will be available on each table for the players to reference and will be emailed out to players before the event.

These layouts change during the tournament for two primary reasons:

- 1) provide players with a varied experience throughout the event, as opposed to 5 rounds spent playing on exactly the same terrain format
- 2) ensure the placement, orientation, and function of each terrain piece is balanced for a wide variety of army types during each particular mission.

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



5.0 POLICIES

5.1 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!

5.2 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 any objectives 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.

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.

Any 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

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](#)

