



MATCHED PLAY

WARHAMMER WORLD

TM

# WARHAMMER

## 40,000

### TEAM CHAMPIONSHIPS





# WARHAMMER 40,000 TEAM CHAMPIONSHIPS

These tournaments have been carefully crafted to present a format that appeals to the broadest possible variety of players. This event pack provides information to prepare for the Warhammer 40,000 Team event at Warhammer World.

This gaming event is a team tournament that rewards battlefield acumen, while also celebrating the hobby, sportsmanship, and the enjoyable atmosphere for which Warhammer World is famous. Teams of four players will play as individuals, with their results contributing to an overall team score. Each player must select appropriate units, make sound tactical decisions, and demonstrate astute knowledge of the game to win – while also having a great time rolling dice in the grim darkness of the 41st Millennium.

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# 1.0 EVENT ESSENTIALS

System:	Warhammer 40,000 Matched Play
Format:	Teams of four
Registration:	09:00am on Saturday 13 December 2025
Location:	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
Battle Size:	Strike Force, 2,000 points per player
Board Size:	44" x 60"
Missions:	Selected from the Chapter Approved 2025-26: Mission Deck
Number of Games:	Five
Army Composition:	Follow Muster Armies in the <i>Warhammer 40,000 Core Rule Book</i> (Page 55). See Section 3 for more details.
Tools of War:	<p>Attendees are expected to bring their army, dice, a tape measure, and all relevant rules publications.</p> <p>If you are using electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.</p>
Other Activities:	<p>Lunch is included on both days.</p> <p>Painting competition and free exhibition entry.</p>



## 2.0 MODELLING 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 you bring to the event 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 miniatures have their main 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 our friendly staff can help you find the paints you need and answer your questions. Below are some examples of miniatures painted to a Battle Ready standard.



## 2.0 MODELLING AND PAINTING (cont.)

Remember that in a tournament setting, What You See Is What You Get – WYSIWYG. Each miniature must accurately represent its entry on your Army Roster.

Many players scratch build, or heavily convert, elements of their miniatures collection – this is a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most recent version of the miniature it represents. Players may not gain a benefit from converted miniatures, but may incur penalties.

You must seek permission from [whworlddevents@gwplc.com](mailto:whworlddevents@gwplc.com) for any converted or scratchbuilt miniatures, including photos of the miniatures in question, where possible, at least two weeks before the event.

If you do not get permission for conversions beforehand, you run the risk of them being removed from play or incurring score penalties.

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





## 3.0 TOURNAMENT FORMAT

### 3.1 Team Captains

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

- Take overall responsibility for their team.
- Ensure the team's rosters are entered into Best Coast Pairings by 11:59pm on Sunday 7 December 2025.
- Ensure all rounds start promptly, with all team members present and accounted for.
- Ensure all results are accurately recorded and submitted on time after every round.
- Discuss any issues with the events team. For example, if a team member drops out or exhibits poor sportsmanship.
- Ensure all team members' votes for both Favourite Army and Favourite Team are cast after the final game..

### 3.2 Team Members

Each team must consist of four players.

### 3.3 Army Composition

All armies taking part in this event must be assembled 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 two weeks before the event:

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

### 3.4 What Army Can I Use?

The army you bring to the event must have a different Faction keyword to each of your team members, with no two players on the same team using the same Faction keyword. Where a Faction offers a variety of keywords, such as Adeptus Astartes, one player may use Adeptus Astartes, another may use Blood Angels, and so on.

### 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 to do this. All text must be clear for both the events team and your opponents to check.

Each team's Army Roster should be uploaded to Best Coast Pairings by 11:59pm on Sunday 7 December 2025.

Each player must use the same Army Roster for each game, and all choices available must be noted down on their Army Roster. Your roster must include all relevant wargear, unit upgrades, and which miniature is your general.

## **3.0 TOURNAMENT FORMAT** [cont.]

### **3.6 Pairings**

Your opponents for your first game will be randomly determined. Subsequent rounds will be organised using a Swiss system where your team will be paired randomly with another team on a similar record. If you find yourself facing a team you have previously faced, please contact a member of the events team.

### **3.7 Team Pairing System**

Once the teams have been matched, it's time to decide who plays whom from each team – this is done using the Team Pairing System. We recommend that each team bring four cards, each indicating a different army list from the team. Remember to make the back of each card blank or the same pattern.

Each team will have fifteen minutes to complete the pairings process. Teams may review the army lists from the opposing team, and must be told which player is using which army list. Follow this step-by-step guide to determine which players will face off:

**Step 1.** Both teams secretly nominate one player on their team to put forward – this person will be the Vanguard Player. Once both teams are happy with their Vanguard Player selection, they reveal their choice at the same time.

**Step 2.** Each team then secretly nominates two of their players to put forward against the opposing team's Vanguard Player – these are the team's Battleline Players. The remaining person on the team becomes the Reserve Player. Once both teams are happy with their chosen Battleline Players, they reveal their choices at the same time.

**Step 3.** The Vanguard Player from each team will then choose which of the two opposing Battleline Players they wish to play against. This will establish the first two match-ups.

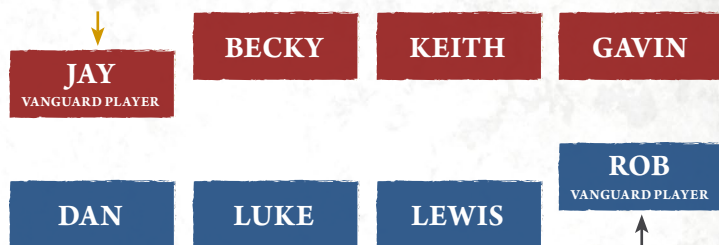
**Step 4.** Each team's Reserve player will be matched against the Battleline player not chosen by their team's Vanguard Player.

### 3.0 TOURNAMENT FORMAT [cont.]

*For example, Team 1 is composed of Jay, Becky, Keith, and Gavin. Team 2 is composed of Rob, Dan, Luke, and Lewis.*



*Both teams nominate their Vanguard Player, revealing their choice simultaneously. Team 1 puts Jay forward, and Team 2 puts Rob forward.*



*Both teams then nominate their two Battleline Players to put forward against the Vanguard Players. Team 1 puts Becky and Gavin forward, and Team 2 puts Dan and Luke forward.*





### 3.0 TOURNAMENT FORMAT [cont.]

*Both Vanguard Players now get to choose which of the two opposing Battleline Players they wish to play against, revealing their choices simultaneously. Jay decides that he wants to play against Luke, and Rob chooses to play against Becky.*



*The Reserve Players then match up against the opposing Battleline player who does not yet have an opponent. This means that Gavin would match up against Lewis, and Dan would play against Keith.*

### 3.8 Missions

Missions will be selected from the Tournament Missions Pool found in the [Chapter Approved Tournament Companion](#).

Terrain features will be present for these missions.

### 3.9 Scoring

At the end of each game, all results must be recorded on the team scorecard in Best Coast Pairings.



## 3.0 TOURNAMENT FORMAT [cont.]

### 3.10 Round Time and Game Speed Milestones

All 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. To make sure all participants play at a suitable speed, event staff will call time based on where you should be in your game on average. These time calls exist to keep the flow of play moving and are not binding.

Below is an average time breakdown for a typical 2-hour and 45-minute 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 are as follows:

*180 minutes remaining:*  
Start round

*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

*44 minutes remaining:*  
Third battle round complete, begin round 4

*24 minutes remaining:*  
Fourth battle round complete, begin round 5

*4 minutes remaining:*  
Do not begin a new battle round without a judge's permission



## 3.0 TOURNAMENT FORMAT (cont.)

Judges have ways to speed up or ensure game completion should milestones be missed repeatedly. All players are expected to be comfortable playing a full 2-hour and 45-minute game with the Army Roster they attend the event with. Every player is also expected to finish every game they play throughout the event.

You must not intentionally leverage the clock to disadvantage your opponent. In extreme cases, doing so could result in you scoring zero points, costing you the game and, potentially, your team the round. Please note that chess clocks are not used at Warhammer World events.



### 3.11 Event Schedule

#### Saturday

<b>08:30 - 09:15</b>	Registration in Gaming Hall
<b>09:15 - 09:30</b>	Briefing
<b>09:30 - 12:30</b>	Round 1*
<b>12:30 - 13:30</b>	Lunch in the canteen
<b>13:30 - 16:30</b>	Round 2*
<b>16:30 - 17:00</b>	Break
<b>17:00 - 20:00</b>	Round 3*
<b>20:00</b>	Warhammer World closes

#### Sunday

<b>09:00 - 10:00</b>	Bugman's Bar opens
<b>10:00 - 13:00</b>	Round 4*
<b>13:00 - 14:00</b>	Lunch and Best Army voting
<b>14:00 - 17:00</b>	Round 5*
<b>17:45</b>	Awards Presentation
<b>18:00</b>	Warhammer World closes

\*includes pairing time.

### 3.12 Arriving Late

Should you arrive late to the first round 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 and must 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 the second day of the event, you may incur a penalty.

## 3.0 TOURNAMENT FORMAT (cont.)

### 3.13 Event Awards

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

- First, Second, and Third place amongst the teams that ranked highest – see 3.4 Scoring.
- First, Second, and Third place Favourite Army winners – individual armies, player voted.
- Overall Best Painted Army – judge voted.
- Overall Favourite Team - Voted for by each player for the team they enjoyed playing against the most.

## 4.0 TERRAIN

### 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. The layouts will change from day 1 to day 2.

These layouts change during the event for two main reasons:

- It provides players with a varied experience throughout the event, as opposed to five rounds spent playing on the same terrain format.
- It ensures the placement, orientation, and function of each terrain feature is balanced for a wide variety of missions and army types.

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





## 5.0 POLICIES

### 5.1 Judges

Event staff will be visible in the Gaming Hall throughout the event, and will have 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 rule interpretations, rather than adhering to previous precedent. Be prepared to provide the events team with relevant rules relating to your questions when calling for assistance.

### 5.2 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 encouraged to talk to a judge. While we will not have judges at every table, and we cannot stop every minor misplay, our goal here is to ensure every game played at Warhammer World is fair and enjoyable for everyone.

On rare occasions, players may intentionally or unintentionally make rule or sportsmanship mistakes during a heated or challenging battle. Behaviour such as bullying, rules abuse, moving miniatures illegally, picking up dice before an opponent has the chance to see the results, lying to judges or opponents, or any other form of inappropriate conduct, can result in substantial in-game penalties. Players may also receive an automatic loss, permanent removal of parts of their army for the duration of the event, or removal from the event itself.

### 5.3 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 like any event that only a few players at most will finish the weekend without a loss. Barring ties, half of all players will lose their very first game of the weekend!

Winning with skill and grace is a rewarding and perfectly acceptable goal. Losing with skill and grace, however, is both more challenging and more commendable. These events present you with the opportunity to build friendships with 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 here will outweigh any number of individual victories across your battles this weekend. If you do your best, have a great time, and build some lasting friendships, you haven't really lost at all.

### 5.4 Conceding

We expect all players to see their games through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, 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 remaining player records a major win and maximum points for all primary and secondary objectives for all missed rounds.

If you cannot proceed due to an emergency, 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 are doing everything within our power 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.

## CONTACT US

If you wish to ask questions, discuss conversions, or find out more about our events, feel free to get in touch with us via email at [whworldevents@gwplc.com](mailto: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](#)

