2-DAY, 5-PLAYER TEAM TOURNAMENT PACK

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INTRODUCTION

This document provides the essential information you need regarding the format of our 2-day, 5-player team tournaments.

This pack covers the information on the format, timings, and prizes; for all the practical information on the venue, local hotels, travel, and socials, please see the Location Pack for the event. For the information on the officiating of our events, see the Policies and Procedures Pack.

Please note that this is a live document. It will be continually updated and reference should always be made to the most recent edition. The latest changes are in red, the previous changes are in blue.

Change Log:
V1.0 11th edition document established.

GENERAL ENQUIRIES AND FEEDBACK

If you have any questions, please get in touch at contact@uktc.events

WHAT IS IT

A Warhammer 40k team tournament consisting of 5 to 6 rounds. Teams are composed of 5 players and each player will bring a 2000 point Matched Play army.

WHAT YOU NEED TO BRING

- Your painted and based 2000 point army
- Dice, tape measure etc.
- A chess clock or chess clock app
- The core rules for Warhammer 40k
- Any relevant indices, codices, supplements, and FAQs for your army
- Games Workshop's Chapter Approved mission deck
- This Gaming pack
- The UKTC Policies document found here: 11th Policies and Procedures v1.0
- The Games Workshop event companion found here:

https://assets.warhammer-community.com/eng_22-07_warhammer_40,000_teams_event_companion-7ow8c92xdm-dyf3i4qpst.pdf

EVENT TIMINGS

To avoid queues we will be digitally registering attendees and doing the first round draw before the event. When you arrive on Saturday, please proceed directly to your table. You are welcome to start your game as soon as you and your opponent are ready. There will be a short announcement which formally marks the start of round one. Please note that 30mins has been added to lunch to complete pairings and 15mins has been added to the breaks preceding each round for the same purpose.

Saturday

Doors open	09:00
Arrival	09:00 – 09:30
Round 1	09:30 – 12:30
Break	12:30 – 14:00
Round 2	14:00 – 17:00
Round 3	17:45 – 20:45

Sunday

Doors open	09:00
Arrival	09:00 – 09:30
Round 4	09:30 – 12:30
Break	12:30 – 14:00
Round 5	14:00 – 17:00
Awards Ceremony	17:00 –17:30
Final (top 2 teams only)	17:00 - 20:30

TEAM COMPOSITION

Within each team, only one player can use units with a given faction keyword. This will normally mean that only one player can use units from each Codex, including as allied forces. This does not apply to cases where the ally rules being used change faction keywords, or where datasheets appear in multiple Codexes with different faction keywords (e.g. Chaos Daemons and Khorne Daemons in Codex: World Eaters).

Each player then musters an army as described in the Warhammer 40,000 app, with the following exception: once they have mustered their army, a player selects one Force Disposition card available to them and records that on their roster.

Within each team, for every 5 players (rounding up), only one player can select each Force Disposition.

- Example: At a 5-player Teams Event, each player must have a different Force Disposition.

One team member designated as Team Captain who is responsible for managing their team's pairing choices and submitting game results. Captains are responsible for the following:

- Sole point of contact for the team and TO
- The conduct of the team
- Making sure the proper scores/results are submitted
- Calling a judge over and having the relevant documents on hand

Captains should not:

- Play or participate in any game other than their own, including offering game play advice to their teammates.

A team may include any number of non-playing 'coaches'. A Coach may:

- Assist in the team administration at the event.
- Offer 'coaching' to player e.g. Player X by 10 points has lost so you need an 11 point victory, this must be done out loud.
- Assist with BCP and score sub-mission
- Replace a missing player should a member of the team have to withdraw from the event. They must play with the existing army and submitted list.
- Offer tactical advice **prior** to a game commencing.
- Offer pairings advice **prior** to the pairing process commencing.

A Coach may not:

- Offer any gameplay advice or reminders whatsoever once the games have commenced (i.e. both players are at their table).
- Assist during the pairing process other than by helping to input pairings into BCP and other admin tasks.

Understrength Teams - If you cannot field a team of 5 players, due to a team member having to drop out, you can still play

- If this is known prior to the event please let us know via email (contact@uktc.events) and we will do our best to find a replacement for you.

- If this occurs during the event, you continue to 'pair' that player, with the exception that they must be put forward as an attacker and may not be a defender (see player pairings below). That game is then ruled a 100-0 bye for the against the absent player

ARMY SELECTION

Each player's army should be mustered rules for Strike Force missions.

TERRAIN

The terrain for your games will be on each table for you to arrange. If you are missing or cannot locate a piece of terrain, please alert a judge.

PAIRINGS

Players should reference the most recent Games Workshop event companion for Teams Tournaments, found here: https://assets.warhammer-community.com/eng_12-06_warhammer40000_teams_event_companion-3pq1qxo6kv-96smptwn3u.pdf

SCORING AND SCORE SUBMISSION

Captains must submit their teams scores on the BCP Player App. If you do not have a smartphone, you can submit your results at the judges desk, or your opponent can do it for the both of you.

It is both captains' responsibility to ensure that the scores are correct before they are submitted. The organizer shall not correct them if submitted wrong. Please note that "talking out" a game is not allowed and all games should be played to completion.

The captains are responsible for making sure their player vs player pairings are in BCP prior to games starting. A judge will attend your table during the round to ensure you have done this and continually failing to do so will result in a 10vp penalty.

Each player is able to submit their scores for their player vs player pairing in BCP. The captains are also able to enter the results of any game their teammates play. Player vs Player scores should be entered as normal e.g. with a VP score from 10-100 (note that having a battle ready army is compulsory). BCP then automatically calculates the 20-0 score for each player (see below), as well as summing these to determine which team wins the round (also, see below).

Once all 5 player vs player scores have been entered into BCP, one of the captains must submit the team score. To do this click on the team vs team pairing in BCP and click ‘submit score’

If a score is not submitted by 15 minutes after the round is over, both players/teams will receive a 0-0 loss.

See 14. Team Scoring for detailed info:
https://assets.warhammer-community.com/eng_12-06_warhammer40000_teams_event_companion-3pq1qxo6kv-96smptwn3u.pdf

RANKINGS

See pg.5
https://assets.warhammer-community.com/eng_12-06_warhammer40000_teams_event_companion-3pq1qxo6kv-96smptwn3u.pdf

PLAYER - BEST PAINTED ARMY

If you would like to self-nominate for the best painted army award. Please set up your army during the lunch break on Sunday next to the judges desks and write your name on the sticker provided. All players are encouraged to review the armies and vote for the winner of the award. Please note that your army must meet the following requirements:

- Your amy is painted to beyond a Battle Ready standard
- Your army has a moderate amount of extra detail applied to it
- The models in your army follow a theme and look like an army
- The models in your army were painted by yourself
- The army has a “wow factor” that makes us stop and stare

PLAYER - MOST SPORTING

At the end of each game players should fill out our digital sportsmanship form, which enables them to nominate an opponent for Most Sporting.

AWARDS

Our awards are designed to reward the effort invested in all elements of the 40k hobby. As such, it is possible for teams of all abilities to win something.

- **Best General** - The highest ranked team
- **Best General, 1st Runner up** - The second highest ranked team
- **Best General, 2nd Runner up** - The third highest ranked team
- **Best General in Bracket (multiple)** - The team in the following brackets:
    - 3 wins
    - 2 wins
    - 1 win

  Note that bracketing is done based on how many rounds you win. Draws have no effect on which bracket you fall into, but will affect your final ranking.
- **Wooden Spoon** - The lowest ranked team
- **Best Painted Player** - The player with the most votes for Best Painted Army
- **Most Sporting Player** - The player with the most nominations from their opponents for Most Sporting