

**2-DAY, 5-PLAYER
TEAM TOURNAMENT
PACK**

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INTRODUCTION

This document provides all the 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 Missions and Terrain, please see the [Mission and Terrain Pack](#). 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:

V2.0 Changes to team vs team scoring. Additional explanatory text added to explain how captains should input scores. Top cut tie-break resolution procedure added.

V1.0 10th 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 and play all rounds using the Chapter Approved mission deck.

WHAT YOU NEED TO BRING

- Your painted and based 2000 point army
- Dice, tape measure, and six objective markers
- 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 Terrain pack (found on our website)

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 SELECTION

Each team is composed of 5 players. Each team may only have a codex and associated supplements represented once per team e.g. each team may only have 1 player drawing units from the Space Marine Codex (this includes all supplements such as Blood Angels, Ultramarines, etc.). In the case of units being summoned during the course of the battle, these are unaffected by the above restrictions.

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 (warhammertournaments@gmail.com) 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 AND MISSIONS

The terrain for your games will be on each table for you to arrange. Please see our Terrain and Mission pack for how to arrange terrain and which missions to play. If you are missing or cannot locate a piece of terrain, please alert a judge. Please note the subsection on table choice below.

PAIRINGS

There are two types of pairings at the event Team vs Team and Player vs Player, henceforth referred to as team pairings and player pairings.

Team pairings:

The first round will be paired randomly. The rest of the rounds will have swiss-style pairings, where you will be paired against a team with a similar score.

- For round 2 onwards, teams will be paired by the following metrics: Win/Draw/Loss>Random
- If your opponents have not arrived when the round starts, please wait at your table for 15 minutes. If your opponents have still not arrived after 15 minutes, please report to the judges desk where you will be manually repaired against another team who are as close as possible to you in tournament points.
- In the case of there being an odd number of teams in the event, the lowest ranked team without an opponent will be given a bye which is 5 wins of 100VP.
- If at any point you need to drop out of the tournament, please let a judge know or email us.

Player Pairings:

Before each round 15mins has been allotted for the following process to be completed:

- Both Team Captains secretly choose a "Defender" list from their team.
- Both teams reveal their Defenders simultaneously.
- Both teams secretly pick two "Attacker" lists and reveal them simultaneously.
- Team Captains pick one of the opposing Attacker lists to face off against their Defender
- Repeat this process until both teams are left with 2 unselected Attacker lists who will then play one another on the final remaining table.

Table Choice:

After the first player pairings have been determined as per the process above, the captains roll off. The captain winning the roll off selects a table for their first Defender to play on. The other team may then choose a table for their Defender to play on. In subsequent player pairings, the first choice for selecting a table alternates e.g:

- Player pairing 1, Team A wins the roll off and chooses the heavy table for their defender to play on. Team B then chooses a standard table for their Defender to play on.

- Player pairing 2, Team B gets first choice of the table for their Defender to play on. etc.

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 referee 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.

Player Score:

Each player scores a number of points for their team based on the difference between their victory points and their opponent. To determine this, the players total their victory points at the end of the game as normal then subtract their opponent's victory points. This results in the score differential. The player with a positive score differential is the 'victor'. The player who's score differential is a negative number is referred to as 'vanquished'.

The score differential is then cross referenced with the table below to determine the player score:

Score Differential	Victor Player Score	Vanquished Player Score
0-5	10	10
6-10	11	9

11-15	12	8
16-20	13	7
21-25	14	6
26-30	15	5
31-35	16	4
36-40	17	3
41-45	18	2
46-50	19	1
51+	20	0

For example if you score 99 and your opponent scores 93, the player scores would be 11-9 respectively.

Team Score:

The team score is calculated automatically by BCP by summing the 5 player scores. These are then compared to determine the winner of the round.

If the team scores are within 10 of each other e.g. 54-46, then the round is a tie. If the team scores are 10 or more apart, the team with the highest score is the winner e.g. 55-45, is a win for the team who scored 55 and a loss for the team scoring 45.

RANKINGS

Teams will be ranked by the following metrics: Win/Loss>Total Score>Strength of Schedule.

In the rare situation where a top cut match results in a tie, after the above metrics are applied, the winning team shall be determined by who destroyed more points in the round. (2000 minus points remaining on the battlefield summed across 5 games). The winner of the match shall then be awarded the minimum number of additional points required to ensure victory.

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 army 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