

Bolters & Biomass Tournament Pack

August 25

Tournament Details

What is it?

A one day, 3 round, Warhammer 40k tournament using the Chapter Approved 25-26 mission pack.

When?

30/08/25 09:00 to 19:15

Where?

Pro Tech Games Ltd
22 Portrack Grange Road,
Portrack Ind Est,
Stockton-on-Tees
TS18 2PH

Tickets

Available from <https://protechgames.co.uk/collections/events>

BCP Link

<https://www.bestcoastpairings.com/event/XAGZS0oevPAa>

Rules cut off 23:59 17/08/25 - any rules updates/erratas/points changes after this time will NOT be in use

Army submission cut off 23:59 24/08/25

Any late list submissions will be subject to a 5 point penalty to each round.

Timings

08:30 Doors open, arrive

09:00 Welcome, housekeeping

09:00 - 12:00 Round 1

12:00 - 12:45 Lunch

12:45 - 15:45 Round 2

15:45 - 16:00 Short Break
16:00 - 19:00 Round 3
19:00 - 19:15 Score submission and pack up
19:15 - 19:30 Awards

Terrain

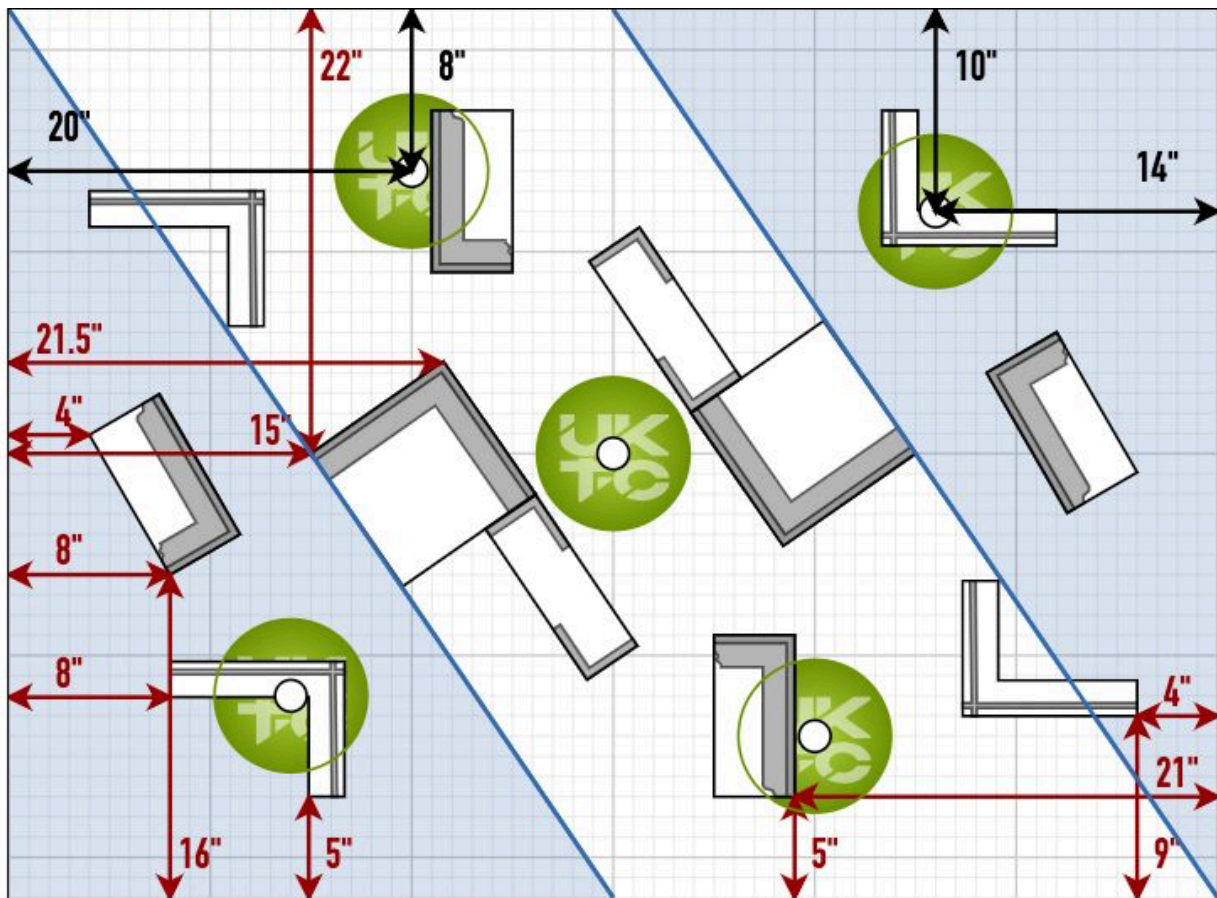
We will be using the UKTC terrain layouts

Missions

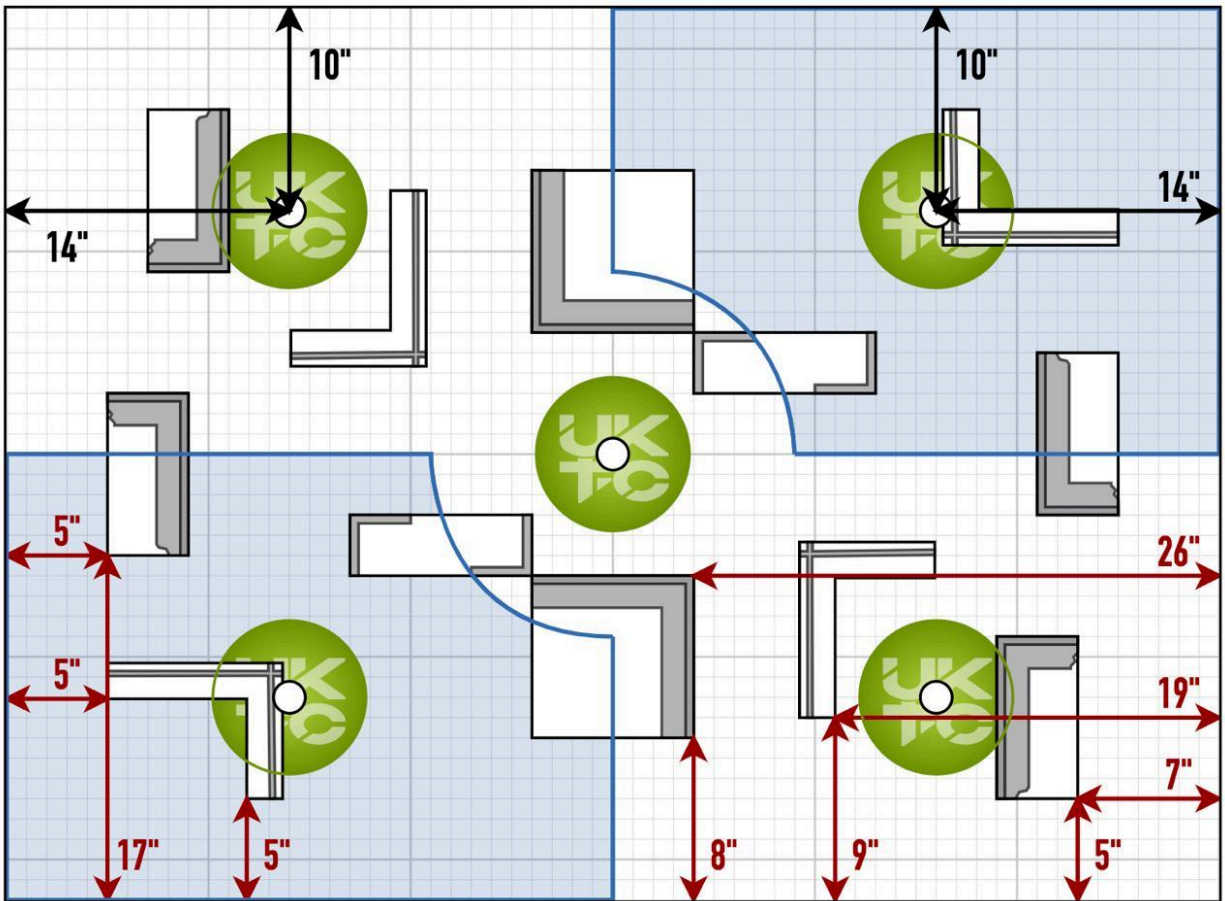
We will be using the BETA UKTC mission pack for the 2025-26 Season.

Where the mission has an *, that means the UKTC have adapted one of the GW missions, the difference is highlighted in red.

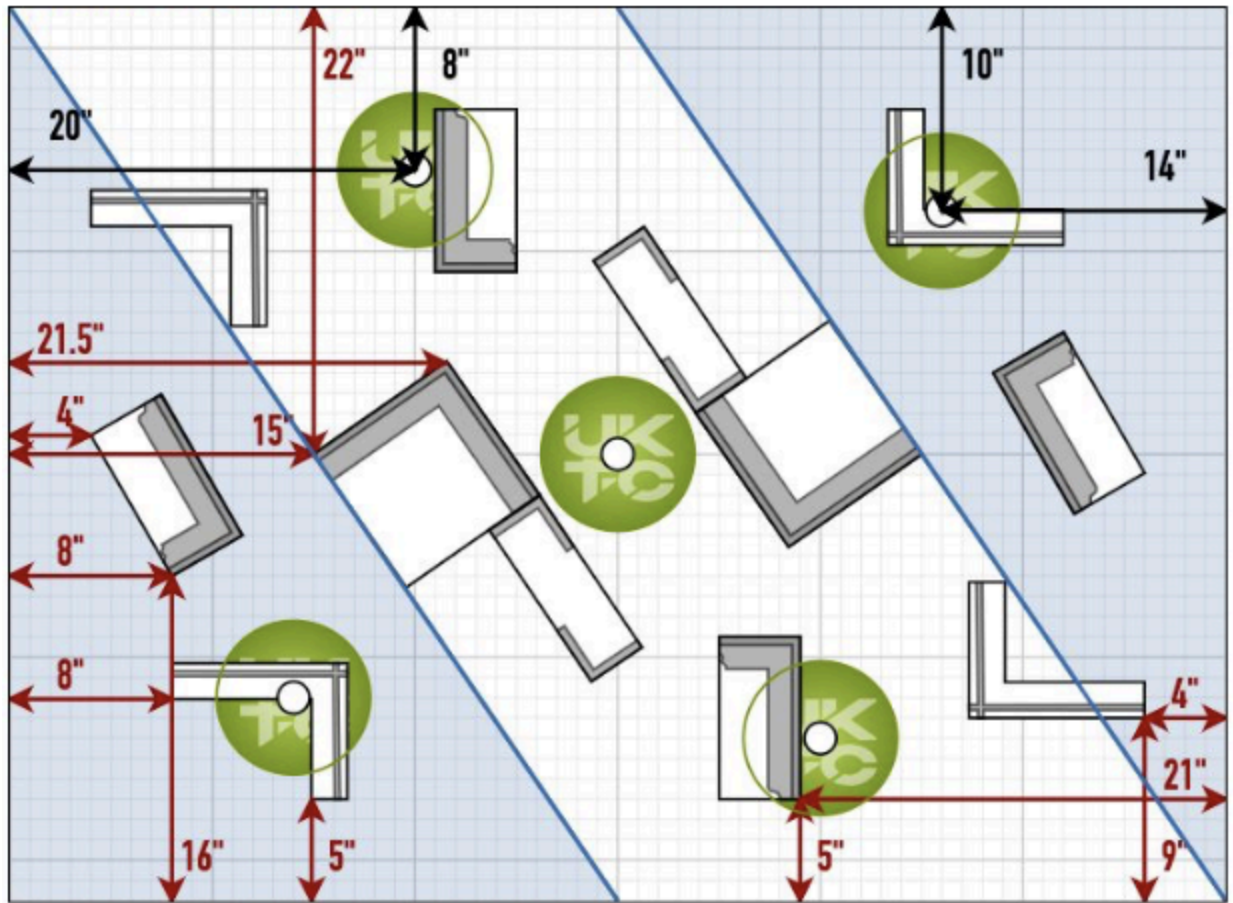
Round 1 - Mission S, Linchpin, Crucible of Battle



Round 2 - Mission L - Take and Hold, Search and Destroy



Round 3 - Mission M - Purge the Foe, Crucible of Battle



Army Selection

Each player's army should be created using the rules for Strike Force missions using the Chapter Approved 2025-26 Mission pack and the latest points/faqs/balance dataslates etc.

Legends Units

No Legends units are allowed.

3d Printing

Bits/parts are fine.
Full models aren't.

Proxies & WYSIWYG

Proxies must be pre-approved by the TO. (Discord username Slimer)

They should be the same size, on the same base, and a reasonable representation of the original model.

They should be in keeping with the rest of the army.

It should be clear what it is - the guiding principle will be "will this be confusing for your opponent?"

WYSIWYG (What You See Is What You Get) will not be strictly enforced HOWEVER it should be obvious to your opponent to see what's going on.

Example 1.

2x 10 man squads;

1 sergeant with plasma pistol and powerfist, 2nd sergeant has bolt pistol and power sword (models both have bolt pistol and chainsword.)

2 special weapons per unit, 1st unit has a plasma gun and grenade launcher (models have flamer & melta gun), 2nd unit has plasma gun and flamer (models have flamer & melta gun)

1st unit has 1 model with missile launcher (model has lascannon) 2nd unit has 1 model with mortar (model has autocannon)

5 models per unit with lasguns (WYSIWYG)

1 model per with lasgun and vox-caster (models have lasgun but no vox-casters)

This WOULD NOT be ok - as it is difficult for your opponent to keep track of who has what.

Example 2.

2x 10 man squads;

Both sergeants have plasma pistol and powerfist (models both have bolt pistol and chainsword.)

2 special weapons per unit, all special weapons are plasma guns (2x models have flamers & 2x models have melta guns)

7 models per unit with lasguns (WYSIWYG)

This WOULD be ok as the proxies can be described with blanket rules across the army (All special weapons are plasma guns, all sergeants have plasma pistols and powerfists)

IF IN DOUBT, CHECK WITH THE TO BEFORE THE EVENT!

Any proxies, non-WYSIWYG models must be discussed with your opponent before the game to ensure they are aware.

Painting Requirements

Whilst players are encouraged to have fully painted armies, unpainted models ARE allowed.

The 10pts for battle ready will be strictly enforced

'3 COLOUR MINIMUM' IS NOT THE STANDARD - YOUR ARMY MUST ACTUALLY BE PAINTED TO GET THE POINTS.

As ever, any questions/queries, check with me before the event.

What you need to bring

- Your 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
- A friendly attitude and a desire to have fun

Golden Rule

Don't be a dick.

Most Sporting Vote

Most sporting will be collected using the following form:

TBA

Chess Clocks

We will use the UKTC rules for chess clocks, namely:

Chess clocks should be in use unless both players agree not to use one.

It should be noted that the clock should be passed to the alternate player when they have the priority to roll dice or are in any way delaying progress of the game while making decisions.

Free Chess Clock apps may be downloaded from the App Store or Google Play.

Please note the time on the clock does not take precedence over the official end time of a round, so we recommend that players start the game with 1:25 on the clock. This will allow you to pick secondaries and arrange the terrain and still finish on time.

Once started, only a referee may pause the chess clock. Players found doing so will receive a warning. The exception to this is where a player has fewer than 5 mins remaining on their clock and need to call a ref. In this instance, they may pause the clock while the referee is brought to the table.

If your chess clock runs out of time and there is still time remaining in the round i.e. you started your game early and your clocks read 00:00 with 10min remaining until the official end of the round, you should split the remaining round time evenly between the players. Please note that starting a game early is entirely optional and players should not feel obliged to.

At a judge's discretion, players may be required to use a chess clock.

A judge may add or remove time where appropriate, e.g. deliberate time wasting.

Time keeping warnings will be announced with 60 minutes, 30 minutes, and 15 minutes remaining. If the sum of your clock is in excess of this when 60 minutes are announced remaining in the round, players should split the excess time and deduct it from both players' clocks.

BECAUSE THE UKTC PACK FOR SOME REASON DOESN'T STATE THIS?!

Things you can do if you clock out:

Roll saving throws

Make battleshock tests

Score points

Complete Actions

Draw secondary cards

Things you can't do if you clock out:

Start Actions

Move models (in any phase, including pile in/consolidation moves)

Make attacks

Use stratagems

Awards

1st Place

2nd Place

3rd Place

Best Painted

Most Sporting