

Planetfall tournament pack

Event: [BCP link](#)

Organisers:

If you have any questions about the technical side of the event, feel free to contact Daniel via Mabrik's social media platforms. Alternatively you can contact Smithy, Tom or Daniel via Discord.

Questions about WYSIWYG, proxying or using different models send a message to Tom in Discord.

Judge:

Daniel Showell

Participation Fee

- Participation fee is 25€.
- Your participation fee must be paid by July 12th 2025.
- If you pay your fee before that date and dropout we will refund you
- If you dropout after this date your fee is non refundable
- If you do not pay by 12/07/2025 your place will be offered to someone in the waiting list

Please pay in a timely manner as it helps us avoid organisational issues and ensures that everyone has an opponent to play on the day. If you need to drop out, please send an email to daniel@mabrik.ee or write to Daniel directly on Discord.

Please send your participation fee to: **Daniel Oliver Showell, EE647700771001270003**

If you're having trouble paying, please send a confirmation email to **daniel@mabrik.ee** to let us know you're attending. You will then be able to pay on location by card or cash.

Location

Games will played at Tallinna tehnikaülikool (Taltech) Ehitajate tee 5, Tallinn, 19.07-20.07.2025.

Prizes

Prizes are physical or digital gift cards from Mabrik.

First place: 70€ Mabrik Gift Card

Second place: 50€ Mabrik Gift Card

Third place: 30€ Mabrik Gift Card

Armies on parade: 30€ Mabrik Gift Card

Last place: Wooden spoon

Winner will be decided by mission victories and points (BCP app).

Supporters and friends of the event:

[Mabrik](#)

[Adeptus Estonicus](#)

Stiraan

Schedule & Missions

Day 1

Doors Open	09:30
Introduction	09:55- 10:00
Round 1	10:00 – 13:00 Mission: Take and Hold + Tipping point WTC table 4-5
Long Break + Armies on Parade Voting	13:00 – 14:00
Round 2	14:00 – 17:00 Mission: Hidden supplies + Search and Destroy WTC table 4-5
Small Break	17:00- 17:30
Round 3	17:30 – 20:30 Mission: Supply Drop + Hammer and Anvil. WTC table 4-5

Day 2

Doors Open	09:30
Round 1	10:00 – 13:00 Mission: Terraform + Crucible of Battle WTC table 4-5
Long Break	13:00 – 13:45
Round 2	13:45 – 16:45 Mission: Linchpin + Sweeping Engagement WTC table 1
Prizing & Final Thoughts	16:45 - 17:00

Expectation for players

Lists are **Due** by the end of the day on **July 12th**. You must upload your army list to the BCP app.

First round pairings will be revealed on Thursday, July 15th.

After each game has been played, one of the players must upload the score to the BCP app.

What to Bring

- 2000 point Army painted to Battle Ready standard*
- Your Army list (it should match the latest rules updates) in an easily readable format
- Dice
- Tape measure
- AR Layout WTC app

One of the following:

- 2025-26 Chapter Approved Mission Pack
- Tabletop Battles App installed on your phone

**To meet the Battle Ready standard, your models—including their bases—must be fully painted (not just primed). See the examples below for reference. If your army does not meet this standard, you will not receive points for the Battle Ready bonus.*

WTC FAQ:

We will be using WTC FAQ and guidelines for the event.

<https://worldteamchampionship.com/wtc-rules/>

Modeling and Basing

Everyone loves playing with and against painted minis. Every model in your army must be fully assembled and painted to at least a Battle Ready standard. Below are some examples of models painted to a Battle Ready standard, which usually include multiple colours of paint and basing.

Each model in your army must accurately represent its entry on your army roster (What You See Is What You Get- WYSIWYG) or it must at least be easy to understand what wargear it has. 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 modeled. Not every miniature in your army needs to be a Games Workshop or Forge World model, but any third party models or proxies you use must be visibly obvious as to what they're intended to represent, and must generally be of the same size and on the same size base as the model they represent.



Converted models and units

We're all about sweet conversions and scratch-built units but for the sake of fairness, these should generally be the same size as the most current version of the model they're supposed to represent. Generally when it comes to conversions and scratch builds a unit should not gain a benefit from converted models, but can incur penalties, i.e. it may be taller so it can be more easily seen, but may not gain line of sight benefits from its extra height. Converted and Scratch-built models must be on the same size base as the current version of the model they're supposed to represent. If you're looking to field converted or scratch-built models, you should get permission to use those models by sending a message to **Tom in Discord**. Include a photo of the model in question and send your question at least two weeks prior to the event - any requests sent after this time may not get reviewed, and you run the risk of having them be removed from play or incurring other penalties.

Basing

Many models are no longer produced on the bases they originally came with. All models in your army should be on the bases that they are currently being packaged and sold with.

Behavior

Warhammer 40,000 is a complicated game but we're all just here to have fun. On rare occasions, players may intentionally or unintentionally commit rules or sportsmanship fouls in the course of a heated game. Behavior such as bullying, rules abuse, moving models illegally, picking up dice before your opponent has had a 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. Judges are empowered to apply both on-game and scoring penalties equivalent to the magnitude of the foul. Because these can often come down to a "he said she said" scenario when judges are not tableside at the time a foul occurs, behavioral and illegal play penalties will always be adjudicated on a case-by-case basis, with respect for both players involved.

Note that the crew of **Segmentum Reval** as well as the **Mabrik** team have a zero tolerance policy for hate speech, harassment, and bullying. Players who fail to meet these incredibly low standards will be ejected from the event without a refund.

Chess Clocks

Players are allowed to use chess clocks for any of their games, at the request of either player, in order to ensure a fair distribution of time between players and also to keep the event running smoothly. We can offer five clocks on the spot but recommend bringing your own or using an app.

Once a player runs out of time on their clock they can make no further actions except to make saves (including rolls to ignore wounds) and score points that require no further interaction e.g. if your unit is controlling an objective when the time runs out, you will be able to score points for that objective as long as you can do so without moving the unit. If both players run out of time, the game ends. If this happens before the game has concluded, players should score any further points remaining as described above.

In general each player is responsible for their own time on the clock, but we expect players to act sportingly with regards to clock management.

<https://www.goonhammer.com/that-time-again-how-to-use-a-clock/>

Judge Rulings

Judges will be walking the tournament hall during rounds and hold the final say on all game rules and event issues. Individual rulings however, are never binding precedent - it's a game, not a court of law. Rulings should always be based on correct rules interpretations rather than adhering to previous precedent. Also note that the judges are not all-knowing machines - when calling for a judge's assistance, please be prepared to provide any relevant rules references to the particular question.

Rules

We will use all the latest official rules published here

<https://www.warhammer-community.com/warhammer-40000-downloads/> across Core Rules, Core Rules Update, Rules Commentary, Balance Update, the Tournament Companion, and your army Index or Codex.

Legend units

The usage of legend units are not allowed.

Setting up the terrain for your game:

Prior to the start of the game, all participants must set up their own tables. Please use the AR Layout WTC app, available for both iOS and Android, to ensure the terrain is correctly set.

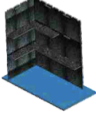
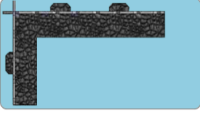
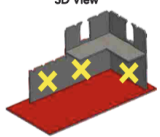
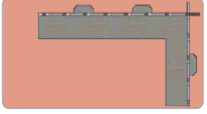
Layouts:

Printouts for each terrain layout will be available with the judge and you can ask for it if needed.

Link to maps: [WTC layouts](#)

Terrain index:

TERRAIN INDEX v2.2

THREE STOREY RUIN 3D View 	THREE STOREY RUIN Map View 	Dimensions Length: 9" Width: 5" Height: 9,5" Footprint Size: 12"x6"	Rules Terrain Category: Ruins All floor widths are 33mm.
TWO STOREY RUIN 3D View 	TWO STOREY RUIN Map View 	Dimensions Length: 9" Width: 5" Height: 5.01" Footprint Size: 12"x6"	Rules Terrain Category: Ruins Clarification: Treat all ground floor windows as closed Top floor width is 51mm.
CONTAINERS 3D View 	CONTAINERS Map View 	Dimensions Length: 5" Width: 2,5" Height: 5" Footprint Size: NO additional footprint	Rules Terrain Category: Armoured Containers Clarification: You can NOT draw line of sight between the gaps between a container and another container or the table floor.

Round 1

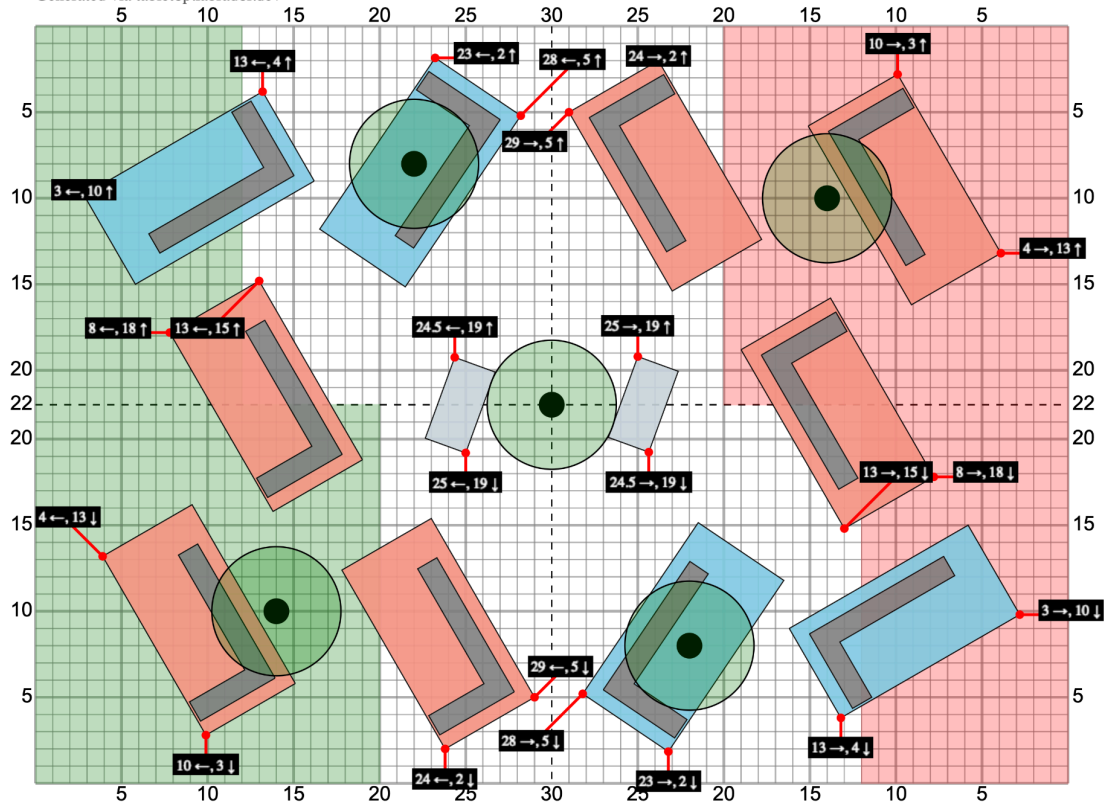
Primary Mission: Take and Hold

Deployment: Tipping Point

Layout: WTC table 4-5

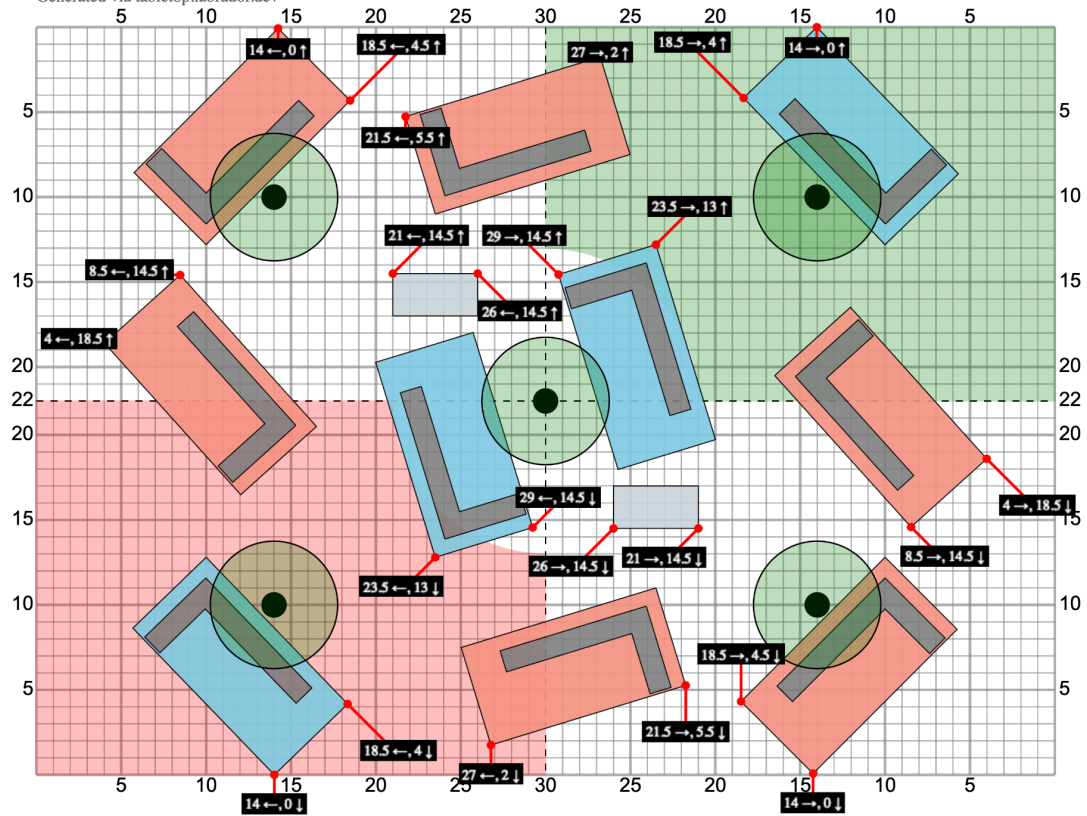
WTC 2025 - 4 - 5 - Tipping Point

Generated via tabletop.laborator.dev



Primary Mission: Hidden supplies
Deployment: Search and Destroy
Layout: WTC table 4-5

Generated via tabletop.labrador.dev

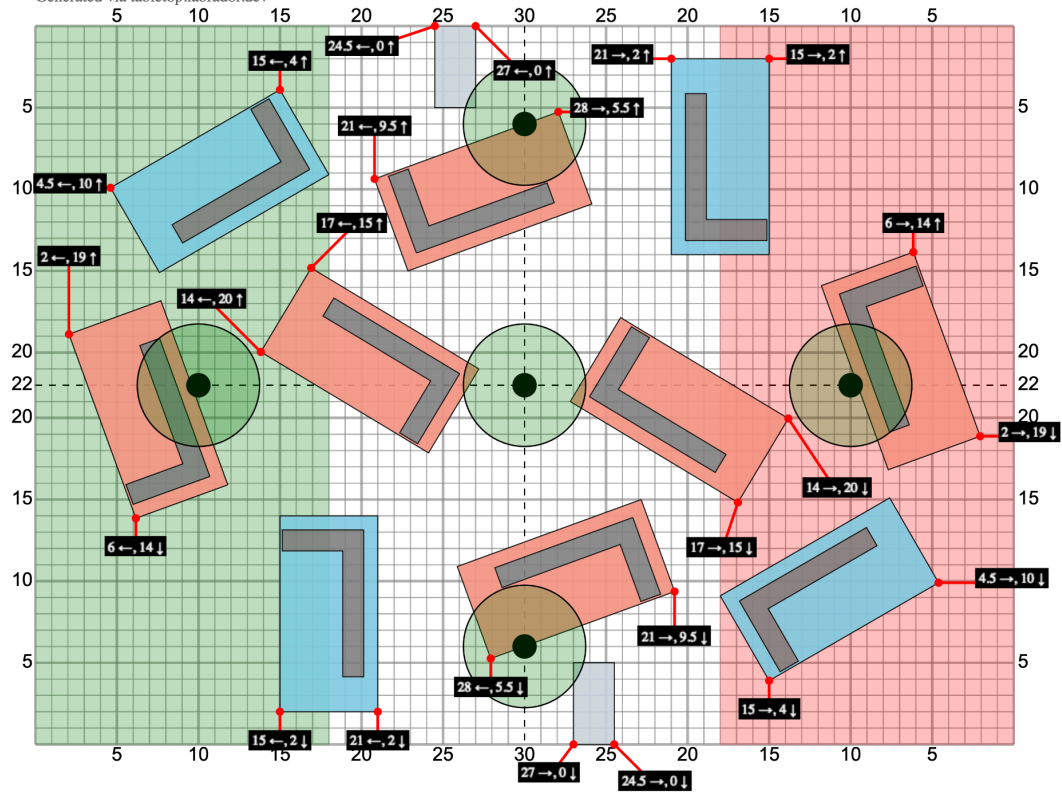


Round 3

Primary Mission: Supply Drop
Deployment: Hammer and Anvil
Layout: WTC table 4-5

WTC 2025 - 4 - 5 - Hammer and Anvil

Generated via tabletop.laborator.dev



Round 4

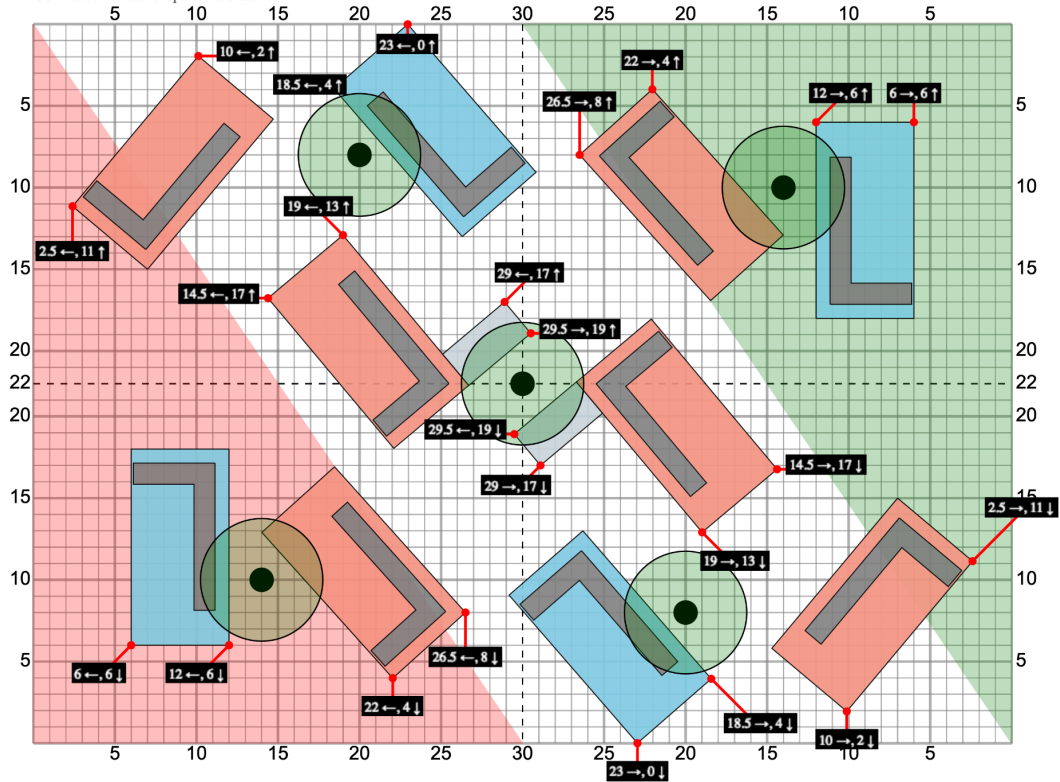
Primary Mission: Terraform

Deployment: Crucible of Battle

Layout: WTC table 4-5

WTC 2025 - 4 - 5 - Crucible of Battle

Generated via tabletop.labrador.dev



Primary Mission: Linchpin
Deployment: Sweeping Engagement
Layout: WTC table 1

Generated via tabletop.labrador.dev

