



CHIMERA

G A M I N G

2026 *GRAND*
TOURNAMENT

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Important Details

Event Essentials:

Ticket Link

https://chimeragamingonline.com/products/chimera-gaming-july-2026-grand-tournament?utm_source=copyToPasteBoard&utm_medium=product-links&utm_content=web

Refund Policy

Refund requests will be accepted up until Friday July 10th @ 11:59pm

Discord

<https://discord.gg/3fNDAY2AJB>

Used for sharing information and general communication

Best Coast Pairings

<https://www.bestcoastpairings.com/event/3fflYj4Opoyt>

Players will be registered manually by our staff after purchasing a ticket



Missions

Full Map breakdowns can be found [HERE](#)

Round 1 - Layout A

Round 2 - Layout B

Round 3 - Layout C

Round 4 - Layout A

Round 5 - Layout B

Round 6 - Layout C

Schedule

Saturday July 25th

Doors Open	7:00am
First Round	8:00am - 10:45am
Round Two	11:00am-1:45pm
Lunch	1:45pm-2:45pm
Round Three	2:45pm-5:30pm
Round Four	5:45pm - 8:30pm

Sunday July 22nd

Doors Open	8am
Round Five	8:30am - 11:15am
Lunch	11:15am-12:15pm
Round Six	12:15pm-3pm
Closing Festivities	3:30pm-4pm



Important Dates and Times

- Check in: check in on BCP up until midnight on July 24th, 2026.
- Tournament: The doors open at 7:00am on Saturday, and the tournament wraps up at 4pm on Sunday. Round 1 starts at 8am & Round 5 starts at 8:30am
- Rounds are 2 hours and 45 minutes long with a 15 minute break between rounds
- Location: Bingemans, 425 Bingemans Centre Drive, Kitchener, ON - Marshall Hall
- Parking: Follow the entrance driveway all the way to the brown building at the end of the road. Parking is around the building and across the road. 4 EV Slow-Charging Stations are available.
- Battle Size: Strike force on 60x44 tables
- 11th Edition Mission Rules require terrain to be set up at the table. Use the AR Layouts 40k App for quick setup
 - Android: https://play.google.com/store/apps/details?id=com.ARLayoutsWTC.ARLayoutsWTC&hl=en_CA
 - Apple: <https://apps.apple.com/us/app/ar-layouts-wtc/id6499312368>
- Missions Rules and Deployments will be generated from the 2026-2027 Chapter Approved Mission Pack
- We use the full WTC Code of Conduct for this event and we also use the most up to date Games Workshop FAQs that are released BEFORE rules cutoff which is the Thursday before the event (July 23rd).
- List submission will be due the Thursday before the event (July 23rd, 2026) at 11:59PM EST)



Parking



Lunch

Lunch will be provided for attendees who purchase a lunch ticket. TICKETS WILL NOT BE AVAILABLE AT THE EVENT.

CHIMERA GAMING | JULY 2026

EVENT LUNCH MENU

CATERING BY BINGEMANS

SATURDAY, JULY 25

RUSTIC SMOKEHOUSE BBQ

ENTREE

HOUSE-SMOKED BEEF BRISKET
Potato rolls & au jus

SIDES

CHIPOTLE CAESAR SALAD **CAJUN COLESLAW**

HONEY CORNBREAD

DESSERT

ASSORTED FINGER DESSERTS

SUNDAY

SUMMER GRILL

ENTREES

ALL-BEEF HAMBURGER
Lettuce, tomato, onion, ketchup, mustard, relish

JUMBO HOT DOG
Lettuce, tomato, onion, ketchup, mustard, relish

SIDES

COUNTRY-STYLE POTATO SALAD

DESSERT

CHOCOLATE CHIP COOKIES

Vegetarian, Vegan & Gluten-Free options will be available.
Accommodation requests will be collected closer to the event.



Event/Judge Staff

TJ Raymore (Owner, Chimera Gaming/Judge Staff)
James Mustard (Manager, Chimera Gaming/Kill Team Judge)
Ryan Pearce (Head 40K Judge)
Dustin Henshaw (Judge Staff)
Nick Price (Judge Staff)
Derek Townsend (Head AoS Judge)

What to Bring

- 2026-2027 Chapter Approved Mission Deck and/or Warhammer 40K App
- Measuring Tools
- Adequate Dice (enough to do a round of shooting with your units, for example).
- Chess clock. WTC chess clock rules here:
<https://worldteamchampionship.com/wp-content/uploads/2025/06/2025-WTC40K-Clock-Rules.pdf>
- All official rules relating to your army (through app or codex)
- Ability tokens to keep track of active buffs and relative tokens (Oath Target, Pain Tokens Rerolls etc.).
- A great attitude!

Tie Breakers

Game Wins
Opponent Game Win %
Battle Points



Tournament Rules

- 11th edition, 2026-2027 Chapter Approved Mission Pack
- 6 round Tournament
- Units of Legend may not be used
- Chess clocks are mandatory by default. If a chess clock is not used, both players will be required to stop the game at the current point in time and submit score as-is
- Codexes that have not received an official FAQ by the list submission deadline cannot be played

Painting

<https://www.warhammer-community.com/en-gb/articles/xcSERTQx/citadel-colour-just-what-is-battle-ready/>

The standard GW Battle Ready is required to score 10 points each round for painting. No grey plastic please! If brought to our attention that you have any plastic showing you will score 0 out of 10 on Battle Ready. Similarly, if you have a model that is not WYSIWYG/Conversion that was not approved you could also be penalized the 10 points each round if the judges deem it necessary. PLEASE ask us before the event so this does not happen!

Requirements

- Players must distinguish different squads.
 - You may do this with elastic bands, squadmarks, or paint schemes.
- You may use count-as and converted models as long as:
 - The model is WYSIWYG with the correct weapons (we will allow some wiggle room, but you have to let us know first!)
 - The model has a similar profile (height and width)
 - <https://minicompare.info/> is a helpful tool for determining this.
 - The model is on the correct base according to GW Event Companion: https://assets.warhammer-community.com/eng_12-06_warhammer40000_event_companion-s3bfb5f9s1-ivswuij3fo.pdf
 - The model must be easy to identify as what it represents
 - If you do use a count as a model/heavy conversion, you must have the normal GW model on hand if any issues arise in regard to measurements, etc.
 - If you are unsure, please submit any questions to events@chimeragamingonline.com or DM Ryan on the discord at <https://discord.gg/3fNDAY2AJB>
- Event officials retain the right to remove models that do not meet these requirements. We require that your army is quick and easy to understand for opponents.



Building Your Army

This is a competitive WTC Style event that uses all current WTC and 40K rules, so make sure to bring your best stuff! Here are the rules for list construction:

- Uses all FAQs and GW publications, and the FAQ as mentioned above.
- New rules cutoff is the Thursday before the event (July 23rd)
- List Submission is due Thursday July 23rd, 2025 at 11:59PM EST, any list not in by this time or needing revision after the deadline will forfeit their battle ready points at the event at the discretion of the head judge.
- Use the most recent points for the event (Chapter Approved/Codex/etc).
- All armies must be WYSIWYG for primary wargear. We will allow some exceptions for this event, just please message us for approval prior to the event at events@chimeragamingonline.com or DM Ryan on the discord at <https://discord.gg/3fNDAY2AJB>
- If ALL models of a certain type (wardens, strike squads etc) are all equipped identically in the list, if their physical equipment does not grant them an advantage (height/width) then they will be considered legal. This is to be used sparingly and within reason.
- Secondary wargear (think pistols) don't need to be modeled.
- Models that do not meet the criteria and are called out will cause the models to either be removed from the table or the battle ready points forfeited (depending on severity)
- 2000pt lists.

Army Submission:

Please upload your lists to the Best Coast Pairings App by July 23rd at 11:59PM using the official GW App format. Make sure you list your factions and **set your Disposition**

If it is discovered during the event that the list you have brought is illegal (whether intentional or not), your game scores will be reduced to 0 and you will not be eligible for any prizing, depending on the severity you may be ejected from the event, or allowed to play the rest of your games (with the knowledge that you don't get any points for the tournament in your game) We understand mistakes happen, but please have others double check your list before submission to avoid any discrepancies, we want everyone to have fun in a fair environment to play in.

All lists will be up for review once all lists and dispositions are submitted. If errors are found, please email events@chimeragamingonline.com or message Ryan on Discord so the players can be given an opportunity to fix the error before the event begins.



Judge rulings and penalties:

Adjudication rules for rule disputes

Remember that the spirit of the game is paramount, and that the goal for all our events is for our players to have fun. However, rules disputes do happen, and we resolve them by following the rulings outlined below. If you are ever in need of a judge ruling, raise your hand and loudly shout “JUDGE” so one can spot you and address your table. A player should never feel bad about having to call a judge to resolve a question, that’s what they are there for. A player has the right to request a different judge BEFORE a ruling is made if the approaching judge could potentially have a bias to one player (same team, podcast partner etc.), but after the ruling is made, it is final. Our judges pride themselves on unbiased rulings based strictly on the rules of the game as we understand them, but we want our players to feel as comfortable as possible. Remember that judges can only comment on the current game state.

A player has a right to appeal a ruling to the head judge. The head judge’s ruling is final.

For quick reference:

Ruling type	Description	Duration and effect
Snap ruling	A snap ruling is a judge making an assessment and decision based on initial information gathering at the table. A judge’s snap ruling is binding for that game and subject to human error. A judge’s snap ruling may contradict a previous ruling or an established tournament ruling, and if so, must be played as the judge determined.	The ruling is for that specific game and may change after further review.
Comprehensive ruling	A comprehensive ruling is a thorough review and investigation of the question in consultation with other judges, if present, and thorough review of all official material. A judge will leave the table and determine the result. Unless the judge chooses, time does not stop for the players while the question is investigated. Any rulings made after a thorough review are binding for that event in totality and should be noted by the judge and shared with all other present judges for consistency.	The ruling will be in effect for the duration of the event for all games.



Consequences of cheating or unsportsmanlike behavior

If a player is found to be deliberately cheating or acting in a way that violates sportsmanship standards, event organizers may remove the player from the tournament without providing refunds. The penalty and carding system addresses slow play, dice, movement or rules violations, poor sportsmanship, negative or aggressive attitudes, and prohibited communication between team members. Examples are provided here:

<https://worldteamchampionship.com/team-discipline>. The event aims to maintain an inclusive, enjoyable, and fair environment, with strict adherence to these principles.

The first offense typically results in a warning, unless it is considered severe or intentional, which may warrant a yellow or red card immediately. If a player commits a second infraction after being warned, a yellow card is issued. A third infraction, or any malicious or intentional breach of the Code of Conduct, leads to a red card and disqualification from the event, as well as possible exclusion from future events.

OFFICIAL WARNING

No penalty to their individual score

YELLOW CARD

-50pts to their individual score for that game

RED CARD

-100pts to their individual score for that game and immediate disqualification from the event and future events to be issued

We want a safe and fun environment for all our players and staff and appreciate that things can become intense in a competitive environment. We are here to help de-escalate and resolve any rule disputes as quickly and accurately as possible. We hate it when we must issue any cards or penalties, and although very rare we will not hesitate to do so to protect our players, staff and the integrity of the event. Mistakes happen and we all want to both win and have fun, just remember to play WITH your opponent not against them.



Pairing Metrics

We are using the following Pairing Metrics for our event

Wins > Random

Determining the Winners

Awards

TBD Pending Event Structure - The Current Plan is to break players into brackets at the end of Round 4. This will give us a top 8 and 3-4 other brackets for players to compete for prizes in. Top 3 overall players as well as each bracket winner will receive prizing. This is subject to change based on what BCP can do for us in terms of pairings as the default app does not support this feature.

Best Painted:

Below is the rubric to be scored by paint judges upon request to be judged by the player (or if the army really stands out as we are walking around the event). This score does not determine the winner alone but is used as the tiebreaker when judges can't agree on the winner.

Painting:	Points
Is the majority of the army shaded and/or highlighted?	2 each
Are squad markings or unit identifiers present over the majority of the army? (These are markings on the models).	4
Is the entire army based with more than just paint or a textured paint?	2
Are advanced details like eyes, gems, rivets, bone shards/teeth and lenses painted across the entire army?	4
Are there advanced techniques present? (NMM, Blending, object source lighting, etc)?	3 each
Hobby:	Points
Are multiple elements and features visible/painted on the bases for a majority of the army?	3
Are there examples of kitbashing or conversion work present in the army?	3
Are there examples of kitbashing or conversion work present for the majority of the army?	+5



Were all the mold lines removed and gaps filled over the majority of the army?	2
Display board present?	2
Display board is thematic and painted well.	+2
Display board goes beyond a high standard (lights up, crazy effects, etc).	+3
Theme across the army (all same colour, ie a specific chapter/sept/hive etc)	3
Theme is elaborate and well executed (ie: banners, standards, markings, etc)	+3

Sportsmanship Awards

During the event judges will be watching games and taking note of awesome displays of sportsmanship. If they or the staff see such displays, we are giving out gift cards to those that exemplify it. We will also ask every player to vote for their favorite opponent at the end of the event through the BCP Website. Note that as of right now, this feature does not work on the mobile app and must be completed on the website. We recommend using the BCP website in general over the app as it is a little more functional.

If your opponent was an excellent sport, message us on Facebook/Discord or come tell us during the event. Give a brief description of how they were awesome and they will be entered into a raffle for prizes at the end of the event!

Secret Missions
Secret Awards to be handed out with criteria revealed at the end of the event

