



Matched Play 40K Series

28th September 2025

Event Pack

Overview

Venue: Exploding Dice Gaming, Unit 17-18 Dunlop Industrial Units, BT19 7QY

Price: £15 per person (capacity 26)

Tickets

Tickets can be purchased from our online store at the link below or in person in the club:

<https://exploding-dice.sumupstore.com>

Schedule

	Sunday 28th
Opening	9:00am
Game 1	9:30am to 12:30pm
Lunch	12:30pm go 1:30pm
Game 2	1:30pm to 4:30pm
Game 3	4:45pm to 7:45pm



Tournament Rules and Information

General

The matched play rules for 10th edition Warhammer 40K will be in use for this event alongside the Chapter Approved 2025-26 Mission Pack and the most recent Balance Dataslate, FAQs and Rule Commentary. ***Any codex released after 20th September will not be in use.***

In the event that a rule interaction is in dispute and not covered by an official FAQ we will consult the latest WTC FAQ.

Players are expected to conduct themselves in a sporting manner. In the event of any disputes the Tournament Organiser has the final word. Any cheating or aggressive/threatening behaviour towards another player or judges will not be tolerated and will lead to disqualification and exclusion from the event. Players are advised to read our [club guide to good gaming etiquette](#).

Army Composition

Each player must field a Battleforged army that meets all the requirements for a Strike Force matched play game. Each player's army must not exceed 2000pts

Forgeworld units may be used (if you have the correct model) but for this event any "Legends" unit may not be used.

Terrain

Terrain for the tables will be setup using WTC medium table layouts. Before beginning the pre game sequence players should setup any terrain that is out of position and consult the print outs provided.

Game Timing

Each game will last for 180 minutes and will have a fixed length of 5 battle rounds. It is important that games are being played to completion and the responsibility for ensuring this lies on both players. If you feel your opponent is playing at a pace that will lead to an incomplete game you **must** inform a TO as soon as possible so it can be rectified.

Players who consistently fail to complete all 5 battle rounds in time will receive a yellow card and will be asked to use a chess clock. Subsequent violations may be met with a red card and disqualification. This will be considered on a case by case basis by the TO and their word is final.



Scoring and Results

This event will be scored using the players Win/Loss/Draw record. The winner of the tournament will be the player who accumulates the most wins across all of their games. In the event of two or more players on equal wins then cumulative WTC score will be used as the tie breaker. Strength of Schedule will be used as a second tie breaker. To win a game you must score at least 6pts more than your opponent. If neither player achieves this it is considered a draw.

Missions and Pairings

Missions used for this event will be created from the Chapter Approved 2025-26 Mission Pack using recommended combinations from the Tournament Companion document. They will be announced the week before the event.

First round pairings will be determined by a random draw. After that pairings will be determined with a Swiss pairing system. .

Collusion and Game Fixing

Any players found to be manipulating the scoring of the game with an aim to engineer pairings or results will automatically be handed a full game loss for the round and receive zero tournament points.

Equipment and Accessories

On top of the necessary models for their army each player is expected to bring all the dice, accessories and measuring equipment necessary to play the game (this includes a pen!). They are also expected to bring a copy of their army list and any relevant rules to share with opponents in each round. It is strongly recommended that you bring a hard copies of any datasheets you will be using and the Pariah Nexus Mission card deck.

Painting and Modelling

Armies for this event do not need to be fully painted for players to participate and the extra 10pts awarded for battle ready armies **WILL NOT** be included in scoring.

Any conversions/proxies should be cleared in advance with the TO and war gear/weapons should be WYSIWYG as much as possible. You must have some clear way of marking out different units of identical models.



Prizes

Prizes will be awarded for the following:

- First Place
- Runner Up
- Third Place
- Best Sport (player vote)

List Submission and Queries

Players should register their attendance for the event on Best Coast Pairings (BCP) at the link below and submit their lists on the webpage or app no later than **9pm on Thursday 25th September**. Lists will then be available to view on BCP the following afternoon.

<https://tinyurl.com/ED40KSept2025>

Lists should be submitted in a plain text format, copied and pasted into BCP from the official 40K list building app or similar. Do not include any rules or profiles in your list output.

Email any queries to explodingdicetabletop@gmail.com

