

1.0 IMPORTANT INFO, DATES & CUTOFF TIMES

The **Battle for Salvation Team Championship for Warhammer 40k** will be a 3-day event, held on **April 10-12, 2026**.

- The standard registration deadline for the event is **March 27, 2026**. For registration directions go to <http://www.battleforsalvation.com>
- There will be an option to purchase a ticket with a deposit of \$125. **Full payment for the entire team is due by March 6th**. We will begin to offer spots to teams on our waitlist at that point. Email battleforsalvation@gmail.com to get on the list if the event is sold out.
- No new factions, codexes, or rules will be allowed after **Thursday, March 26th**.
- Army Lists are to be uploaded into Best Coast Pairings by the end of the day **Friday, April 3rd**. Lists will be opened to the public shortly after.
- Pairings for round one will be announced **Wednesday, April 8th**.

PRIZES

- Every player will receive a set of BFS swag.
- Trophies will be given to every player on the top 5 teams, and prizes will be given to every player on the **top 5 teams**.
- The team that wins the event can return with a free ticket the following year. *Must include at least one representative from this year and retain the same team name.*
- Trophies and prizes will be given for **The Best Painted/Appearance** team.
- Team **Spirit Award**: Teams will receive consideration for this award according to, but not limited to, things such as: Matching/themed shirts or costumes, Team Banner, Team Chant, Team Sportsmanship, Timeliness, Team-Wide Theme Painting
- Our infamous "**Fellowship**" Award will be awarded to a very special team...

EVENT TIMES:

Friday 2 Games | Saturday 2 Games | Sunday 1 Game | All rounds are 4 hours which includes pairing time.

❖ **FRIDAY, April 10**

- Doors Open at 9:00 AM – Captains Meeting at 9:30 AM
- Round 1: 10:00 AM – 2:00 PM
- Break: 2:00 PM – 3:00 PM
- Round 2: 3:00 PM – 7:00 PM

❖ **SATURDAY, April 11**

- Doors Open at 9:00 AM – Captains Meeting at 9:30 AM
- Round 3: 10:00 AM – 2:00 PM
- Break: 2:00 PM – 3:00 PM
- Round 4: 3:00 PM – 7:00 PM

❖ **SUNDAY, April 12**

- Doors Open at 9:00 AM – Captains Meeting at 9:30 AM
- Round 5: 10:00 AM – 2:00 PM
- Awards 2:30 PM

LOCATION

The event will be held at the Palisades Mall Center. The address is **1000 Palisades Center Dr, West Nyack, NY 10994**. The event will be located in the **community rooms on the 4th floor** next to the skating rink.

If you haven't been to our events before, please allow your team extra time to unload and traverse through the shopping mall. It typically takes 10 to 15 minutes to get from any parking area to our venue space.

2.0 GENERAL REQUIREMENTS

You need to bring everything you need to play a complete game -copy of your army rules, templates, dice, tape measure, etc.

Teams will all be supplied with a set of pairing cards based on their selected factions.

3.0 PAINTING, MODELING & COMPOSITION

See our [painting rubric](#).

MODEL CONVERSION POLICIES

We all want to have fun modeling, theming, converting and painting our armies. The BFSTC always strives to promote strategy and competition while encouraging the hobby aspect of the

game at the same time. To help ensure that both of the above aspects of the hobby are acknowledged we have established a few rules regarding the appropriateness of models used during the event.

Any models that become problematic that were not approved before the event will be subject to immediate removal from the event and may result in a game loss/game losses. If the model(s) in question would have affected more than the current game, the player will be issued a Yellow Card Foul.

1. ALL models must be painted to a 3-color minimum standard unless otherwise specified in the event rules. This means that an honest attempt to paint all models **MUST** be exhibited and that 3 colors have not been simply applied to circumvent this policy. Primer counts as a color. Clear bases such as those found on skimmer models do not have to be painted and/or based in order to count as finished. To protect everyone's experience, you will be required to remove any models that do not meet these standards, from the table, immediately. Judges and TO's have the final say in what constitutes the spirit of this policy. As a general rule, if someone feels the need to justify why a model is completed, it probably isn't. In dire situations, (lost models on the way to or at the event, severely damaged models, etc.) we can make exceptions to this rule.

2. Units must always be represented by appropriate models. This is the single, most important rule. The 'What You See Is What You Get' (WYSIWYG) rule is in effect for all events. That means all units **MUST** be easily identifiable as the particular choice they represent and that any and all weapons/options taken for a unit **MUST** be clearly represented on the model(s). **Players are required to email us to approve ANY and ALL conversions/etc. BEFORE THE EVENT** (See below for submission guidelines). To protect everyone's experience, you will be required to remove any models that have not been approved, from the table, immediately.

3. Game units that do not have a dedicated model may use any appropriate models to represent their force(s) as long as they are within the spirit of the game system and force which they represent but must be approved **BEFORE THE EVENT**(See below for submission guidelines).

4. The size and shape of all model bases **MUST** be appropriate for the given game system. Models, such as vehicles that do not require bases **MUST** maintain the intended size, shape, aesthetic consistency and height of the model represented. Models that were once historically supplied with smaller bases (e.g., older Terminators) are still legal models; although it is **REQUIRED** that you update them to the current base size for the applicable game system. Models that are supplied with two different types of bases (e.g., Chaos Daemons) must be fielded on the base type that is appropriate for the applicable game system (e.g., Chaos Daemons on square bases are **NOT** allowed).

5. Scratch built models and conversions can be used for units, but must adhere to the following guidelines and **MUST** be approved **BEFORE THE EVENT**.

- Models may **NOT** contain significant elements of pre-assembled and/or pre-painted models or toys.

- 3rd Party Companies that only offer their models via 3-D files may be used but MUST be approved beforehand. The print quality of these models must be high quality.
- 3rd Party Companies that produce physical models and also provide 3-D files for their models may be used but must be approved beforehand. The print quality of these models must be high quality.
- Models MUST be consistent with the look and feel of the game system they belong in. Scratch built models should aesthetically evoke the production-quality models they are intended to represent. For clarity, printed paper models or models constructed from building blocks, etc. DO NOT meet this requirement.
- Count-as armies are allowed as long as they follow all the above rules and restrictions. The onus is on the owning player to alleviate any and all avenues of confusion that might result from using count-as models/armies. Count-as models MUST be WYSIWYG, appropriately equipped and sized accordingly in order to best represent the model/unit in question. Count-as armies should demonstrate exceptional effort when it comes to conversions, simply using an existing army with a different codex (as a proxy) is NOT allowed. Models MUST be approved BEFORE THE EVENT.

6. Fliers MUST be mounted on a Games Workshop Flying Base of the appropriate type or MUST be modeled to the same height as if it were on the correct Games Workshop Flying base.

7. Models/armies should be appropriate for a family-friendly event. When in doubt, models should adhere to a typical PG-13 rating. The BFSTC reserves the right to remove any models deemed offensive. In extreme circumstances, the BFSTC reserves the right to disallow the use of any model, scratch-built model or conversion in any tournament due to playability or aesthetic reasons. Besides not being able to use a disallowed model for the remainder of The BFSTC, other tournament scoring penalties may be applied. This would not be a normal circumstance, and if you follow the guidelines outlined above in good taste, you will be fine.

SUBMITTING MODELS FOR APPROVAL

All submissions for approval must be received no later than one week before the event and we suggest that you submit your requests before lists are due. This will ensure you have permission to use the models you intend to.

Create an email with a few quality digital photos of the completed model(s). Include one picture with a standard infantry figure or infantry stand in order to display the scale of the scratch-built model or conversion.

Send this email to: battleforsalvation@gmail.com

4.0 SPORTSMANSHIP

See our [Northeast Tournament Circuit Code of Conduct](#).

5.0 COACHING

We will follow the rules for coaching laid out in the

<https://wtc-belgium.com/wp-content/uploads/2026/03/2026-WTC40K-Event-Pack-UPDA-TE-v1.2.pdf>

6.0 TOURNAMENT FORMAT

DETAILS

- 10th edition, current Games Workshop Tournament Companion
- 2000 points Strikeforce armies, fully battle ready painted and WYSIWYG
- Only one of each faction per team, which means only one instance of SM/DW/DA/BA/SW/... can be taken per team as they all count as Space Marines.

MISSIONS

Each round of the tournament, all games in play will be using the same mission. The missions for the 5 rounds of the tournament are as follows:

Missions from the GW Tournament Companion

| Round | Mission | Primary Mission | Deployment |
|-------|---------|-----------------|--------------------|
| 1 | N | Hidden Supplies | Crucible of Battle |
| 2 | D | Scorched Earth | Tipping Point |
| 3 | L | Take and Hold | Search and Destroy |
| 4 | O | Terraform | Crucible of Battle |
| 5 | C | Linchpin | Tipping Point |

GW Table Layouts: 1,1,2,2,3,4,6,8. Eliminating #5 and #7

7.0 TEAM COMPOSITION

TEAM BUILDING GUIDELINES

A team will consist of a minimum of **8 players**, complemented by up to one coach for a total of 9 players.

Below is a list of the codex books that are available as factions for the BFSTC. A codex book may have several factions in it. Where this is the case, as soon as one of those factions is taken for the team, no other factions from that specific book may be used by another player on the team.

Adepta Sororitas

Adeptus Custodes

Adeptus Mechanicus

Aeldari

Astra Militarum

Chaos Daemons

Chaos Knights

Chaos Space Marines

Death Guard

Drukhari

Emperors Children

Genestealer Cults

Grey Knights

Imperial Agents

Imperial Knights

Leagues of Votann

Necrons

Orks

Space Marines

T'au Empire

Thousand Sons

Tyranids

World Eaters

8.0 PAIRING AND SCORING

Ai assisted Pairing

We have become aware that some teams have taken the habit of using algorithms and/or AI

methods to assist with the pairing process. Note that the use of any algorithm and/or

application that use AI powered methods that proposes pairing strategies or makes decisions

is strictly forbidden at the BFS Team Tournament. These algorithms / AI powered methods should be limited to

summarizing matrix information and providing users with a broader perspective for the impact

of their decisions. Any teams that try to gain an unfair advantage by the use of AI programs

may be given a penalty, up to exclusion of the team for the event. We ask all teams to take

their responsibilities in this area. This is a game between players and teams, not computers.

TEAM PAIRING

Team matches will be random during the first round and then W vs W, L vs L, D vs D. The Individual player pairing system can be reviewed below.

INDIVIDUAL PLAYER PAIRING

The procedure for the pairing process is as follows:

Sequence of events – Step 1

Team A and Team B secretly choose their defender and reveal them simultaneously. After that, Team A and team B secretly choose their two attackers for the given defender and reveal them simultaneously.

Team A takes the two attackers given by team B, and secretly chooses which one is refused. Team B does the same with the two attackers selected by team A. The refused Attackers are revealed simultaneously and return to the pool of available armies.

Captains roll off to determine which team will get to choose its table first. That team gains the “table choice” token.

At this point, two defenders know their attackers; this identifies two games. Log this on the score sheet. The Team with the “table choice” token lets his defender choose the table first followed by the defender whose team didn’t have the table choice token. Two tables are now no longer available.

Sequence of events – Step 2

Repeat Step 1 with the difference that the Team without the “table choice” token now becomes the owner of this token throughout this pairing step.

Sequence of events – Step 3

Change the “table choice” token again during this pairing step. This step will identify the remaining 4 games: 2 games “attacker vs. defender”, 1 game between refused attackers and 1 game with the remaining players.

Team A and team B secretly choose their defender and reveal them simultaneously. After that, Team A and team B secretly choose their two attackers for the given defender and reveal them simultaneously. At this point there is only one last player available remaining in each team.

These are automatically designated as being the last matchup. Each team immediately notes this on their round pairing log-sheet.

Team A takes the two attackers given by team B, and secretly chooses which one is refused. Team B does the same with the two attackers selected by team A. The refused Attackers are revealed simultaneously. They will automatically be designated to play the 7th game of the round and face each other. Defenders know their attackers; this identifies two matches. Log this on the score sheet. Team with the “table choice” token let his defender choose the table and then teams alternate choosing tables, starting with the defending players first.

SCORING

A Round between teams consists of 8 individual games. An individual player scores an amount of points for their team based on the VP differential outcome from the game with their opponent. To determine Game Points, each player counts their victory points, subtracts their opponent's victory points and consults the table below. If the score is negative, the player who has a negative difference counts their points from the ‘opponent’ table.

| VP Difference | Player Game Points | Opponent Game Points |
|---------------|--------------------|----------------------|
| 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 |

To determine the round score, players from each team count their combined Game Points. The combined total of all game point scores from all the players on a given team will give the result for the Team as a whole.

| Team Game Point Total | Team Win Condition | Team Tournament Points |
|-----------------------|--------------------|------------------------|
|-----------------------|--------------------|------------------------|

| | | |
|-------|------------|---|
| <75 | Round Loss | 0 |
| 75-85 | Tie | 1 |
| >85 | Round Win | 2 |

TIES: In the event of a tie in the final standings, the following statistics will be used to break the tie:

First Tie Breaker = Number of individual player Game wins on a team

Second Tie Breaker = Total individual player points from a team.

9.0 TERRAIN

Terrain Groupings

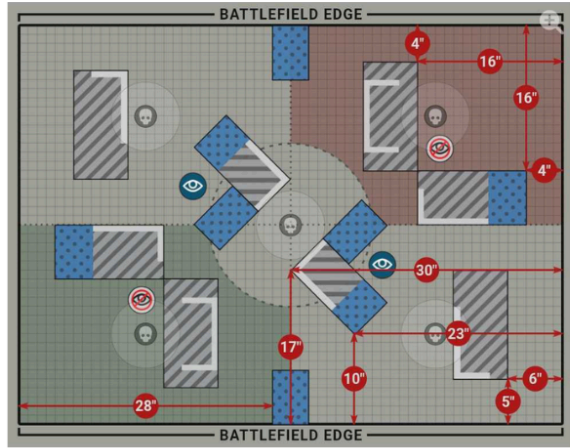
Every pairing will play at a grouping of tables. The tables will all be unique with preplaced terrain that will mimic Games Workshop layouts. Since the style of our terrain is slightly different than those terrain pieces in the layouts, we have provided a visual guide to our specific terrain.


Terrain

- On every table there are terrain features that resemble small blocks. All blocks on a terrain set are counted as container crates. Models that are on a 50mm sized base or less can stand on top of this terrain. Must be wholly on terrain. Crates are 2 inches in height.
- All windows on first floors of ruins count as closed for line of sight purposes.
- Highlighted Gaps are “counts as” 5” or 6” gaps. The portion of terrain that makes these gaps smaller will be counted as 2” ruins that Vehicles and other bases can “pass through”. You must end movement beyond that portion of the wall. If it is necessary to advance to fully pass the wall. You must do so.
- Plunging Fire will not be in use for this Tournament.

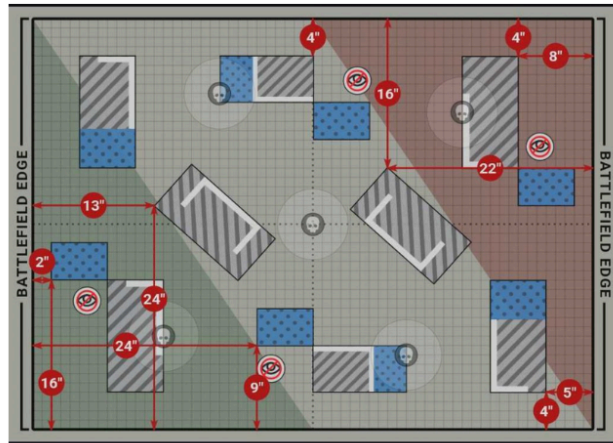
Ignore deployment zones on the terrain measurement pictures. We will be using the mission deployment zones from the GW Tournament pack.


Layout 1



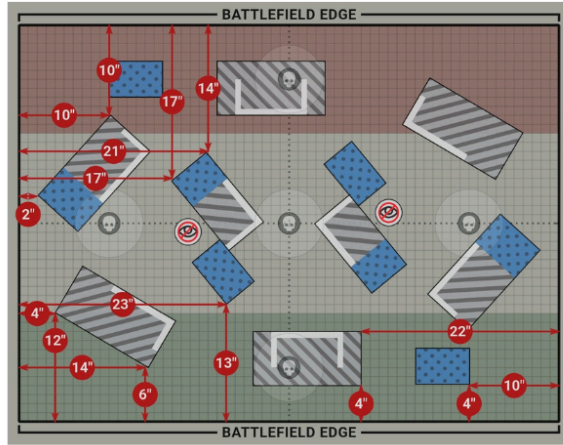
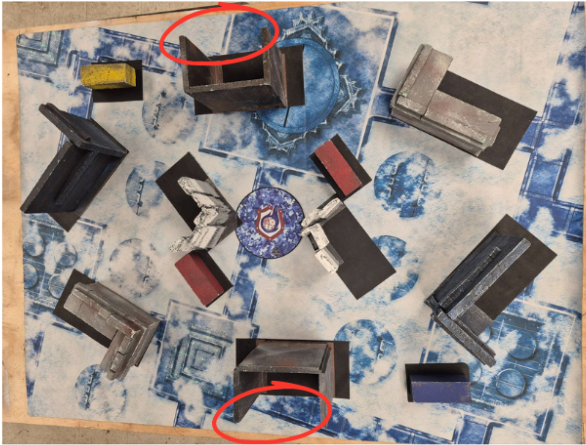
- **Gap.** 
 - The center gap between the large L shaped ruin and the U shaped ruin is a 5 inch gap.

Layout 2



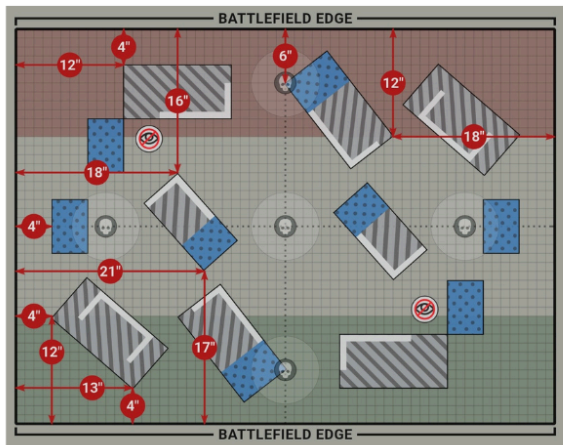
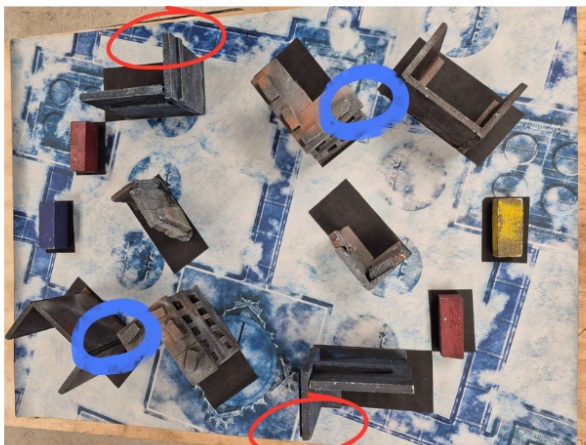
- **Gap.** 
 - L shaped ruins should have a 6 inch gap between the end of the terrain feature and the edge of the game board.

Layout 3



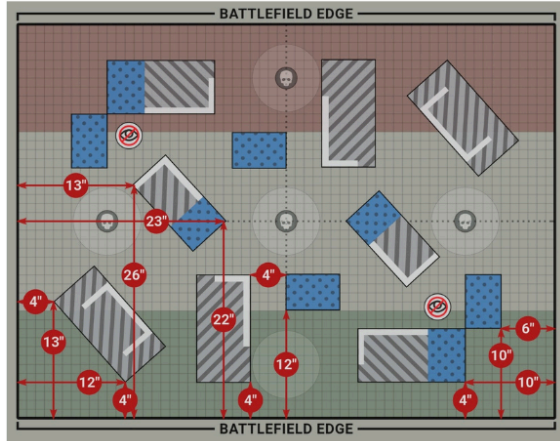
- **Gap.** ○
 - Edges of the U shaped ruins has a 6 inch gap from the end of the terrain feature and the edge of the game board.


Layout 4



- **Gap.** ○
 - Edges of the L shaped ruins has a 6 inch gap from the end of the terrain feature and the edge of the game board.
- **Spacing.** ○
 - There is a 5 inch gap between the terrain features of the U shaped ruins and the windowed ruins.

Layout 6



- **Gap.** 
 - Edges of the L shaped ruins has a 6 inch gap from the end of the terrain feature and the edge of the game board.

Layout 8

