

Introduction

Hello and welcome to the Mindgames and Magic Competitive 40K Tournaments 2025 Player Packet!

• Events Overview

- All our events follow the latest edition of the *Warhammer 40,000* Core Rules, along with all current FAQs, balance dataslates, and official updates from Games Workshop. Players must ensure their army adheres to the most recent codex, supplements, and detachment rules as applicable.
- All rules disputes should be resolved using the most current official FAQ and errata available at the start of the event.
- Players are responsible for bringing all necessary materials, including their army list, dice, measuring tools, templates, and the latest version of their faction rules.

• RTTs at the Shop

- A **Rogue Trader Tournament (RTT)** is the perfect way to get a taste of competitive Warhammer 40K without committing to an entire weekend of dice-fueled mayhem. These **one-day, three-round events** are fast, focused, and fiercely fun, giving players a chance to test their **2,000-point armies** in a structured but more relaxed setting. You'll still be playing with the latest **Games Workshop Chapter Approved Mission Pack**, but with only three rounds, every game counts. Swiss pairings ensure you're facing opponents with similar records, so whether you're crushing the competition or just here for a good time, you'll always have a fair fight. RTTs are a great way to **sharpen your skills, tweak your lists, and get in some serious tabletop action**—without needing to block off an entire weekend.

• GTs and Majors

- A **Warhammer 40K Grand Tournament (GT)** isn't just a bigger **RTT**—it's a full-scale endurance test for both your army and your brain. Instead of a quick, three-round, one-day brawl, a GT is a **two-day, five-round** battle royale where only the best players (or those blessed by the dice gods) rise to the top. You'll be commanding a **2,000-point army**, built using the latest **Games Workshop Grand Tournament Mission Pack**, and facing off against a gauntlet of **primary objectives, secondaries, and whatever mission twists GW has thrown in this time**. Swiss pairings ensure

you're always up against opponents with similar records, so every game is a test of skill, adaptability, and sheer willpower. While RTTs offer a fast and furious taste of competitive play, GTs demand **strategy, endurance, and a little bit of luck**—so bring your A-game, a solid plan, and maybe a backup plan when that goes sideways.

● **Code of Conduct**

- **Be Respectful** – Treat opponents, judges, and fellow players with respect. No trash talk beyond friendly banter.
- **Follow the Rules** – Use the latest Warhammer 40K rules, FAQs, and mission pack. No bending or “interpreting” rules in your favor.
- **No Cheating** – Dice fudging, list tampering, or any other shady behavior will get you removed. It will be a red-card offense to abuse, or knowingly take advantage of “illegal board state scenarios” - If you are knowingly benefitting from your opponent misplaying rules in your favor.
- **Timely Play** – Keep the game moving. Slow play, intentional or not, can be penalized.
- **Sportsmanship Matters** – Win or lose, handle it with class. No temper tantrums.
- **Respect the Models & Terrain** – If it's not yours, don't touch it without permission.
- **No Outside Distractions** – Phones on silent, no blaring music, and keep side conversations brief.
- **Judge's Word is Final** – If a TO or judge makes a call, accept it and move on.
- **Clean Gaming Area** – Don't leave trash, food, or drinks where they can damage models or tables.
- **Have Fun** – It's a competition, but we're all here because we love the game.

● **Discord Link:** <https://discord.gg/HfSWVBaDtf>

- GTs: New channel created for each event
- RTTs: Use the generic Warhammer 40k channel

● **Contact Information for TO**

- Tournament Organizer: Dru Newman
- Dru's Discord Handle: @dru
- Head Judge: Jeremy Capko
- Jeremy's Discord Handle: @crapko

- Email: dru@mindgamesandmagic.com
- Store Phone: 816-282-0409

Event Details

● Venue Information

- Mindgames and Magic
 - 206 SE 2nd St Lees Summit, MO 64063
 - Located in Downtown Lees Summit near tons of local food and short drive to almost any fast food restaurant
 - Drinks and Snacks available on site
- Kansas City Convention Center (Bartle Hall)
 - 301 W 13th St, Kansas City, MO 64105
 - Located in Downtown Kansas City near hotels, eateries, shopping, and night life.
 - Takes place during Planet Comicon Kansas City - a 70,000+ person Convention catering to all things Comics, Gaming, and Pop Culture
 - Food Trucks and Beverages of a large variety on site during the tournament
- Green Street Building
 - 209 SE Green St. Lee's Summit, MO 64063
 - Located in Downtown Lees Summit - Directly across the street from Mindgames and Magic
 - Food and Drink within a 2 Minute Walk - Downtown LS has MANY different local restaurants.
 - Selection of Soft Drinks and the **Good Bitter Best Mobile Bar** on site

● Schedule

- Dice start rolling at the specified time with a **5-minute** grace period. After 5 minutes you will receive a yellow card and 10pt penalty to your score for that round.
- **RTTs**
 - 9:00a to 12:00p – Round 1
 - 12:00p to 1:00p – Lunch
 - 1:00p – 4:00pm – Round 2
 - 4:15p – 7:15p – Round 3

- **GTs - Please Refer to the Best Coast Pairings Event Page for the Schedule.**
- **Dropping after the Tournament has Started**
 - **Please inform the TO after the round if you intend on dropping. This can either be in person or via private message in discord. This helps to keep from having to re-pair and makes for an orderly experience for your fellow players.**

- **Tournament Format**

- Chapter Approved 2025-2026 Tournament Companion
- Game Workshop Terrain Layouts
- 2,000 point
- Most current Balance Dataslate and Munitorum Field Manual as of 11:59pm the Day Army Lists are due.
- All of these documents can be found here:
<https://www.warhammer-community.com/en-gb/downloads/warhammer-40000/>

- **Registration and Check-In Procedures**

- Please arrive and check in at least fifteen minutes before the event begins to allow time for the morning briefing and ensure a timely start for the first round of the day.
- Please use Self Check in for RTTs
- You must check in with the TO at the front desk area for all GTs

Player Requirements

- **Army Composition Rules**

- Army lists must be submitted using the official Warhammer 40K list builder app or the latest version of Battlescribe. Handwritten lists, photos, or other formats will not be accepted. If you do not have access to either of these apps, please contact us, and we will assist you with the submission process.

- **Painting and Modeling Standards**

- **RTTs.**
 - These events are designed to encourage players to experiment with units and strategies they may not typically use. Painting is not

required—every participant will automatically receive the full 10 points. Additionally, reasonable proxies are allowed without prior approval.

- **GTs**

- For all Grand Tournaments (five rounds or more), armies must meet the **Battle Ready** standard to receive the full 10-point painting score each round. This means all models must be painted to a reasonable tabletop standard, including at least three colors and a finished base. If you are unsure whether your army meets this requirement, please reach out before the event for guidance.
- Proxies and conversions are allowed but must be **approved in advance** to ensure they clearly represent the intended model and do not create any confusion in gameplay. If you plan to use proxies, please submit pictures for approval well ahead of the event. Either DM the TO or send an email (contact info above)
- Players may still compete with an unpainted army; however, they will forfeit the 10 Battle Ready points each round.

- **Submission Deadlines**

- **RTTs:** Lists only need to be submitted the morning of the event.
- **GTs:** Lists must be submitted before midnight of the Wednesday leading up to the event.

Gameplay Rules

- **Event-Specific Rule Modifications**

To ensure a smooth and competitive experience, the following modifications apply:

- Any changes or clarifications to standard rules will be outlined in the event packet provided before the tournament.
- Specific mission rule alterations, terrain clarifications, or other adjustments will be discussed during the event briefing.
- If a unit, stratagem, or ability is subject to a recent balance data update, the most current ruling will be enforced.

- **Scoring and Ranking System**

- We suggest using the Table Top Battles App for all your matches

- We suggest that BOTH players keep track of BOTH players score just in case there are any discrepancies at the end of the game.
- Pairing Metrics are as follows: Wins > Random
- Placing Metrics are as follows: Wins > OGW% > Battle Points > Win SoS

Terrain Guidelines

● Terrain Setup and Layouts

- We use official Games Workshop layouts for all our events.
 - RTT - We choose the table layouts and missions the morning of each RTT.
 - GTs - Each GT has a unique Mission pack that is posted in the respective Best Coast Pairings listing as well as in our Discord.

● Terrain Features and Effects

- Terrain is pre-set for all rounds and **may not be moved** by players except as directed by the TO.
- Players should reference the event's Terrain Maps for layout specifics.
- If terrain placement is accidentally altered, players should attempt to return it to the original setup.

● Player Responsibilities for Terrain

- Both players should confirm terrain placement at the start of the match.
- If a disagreement arises about terrain placement, call a judge for clarification.
- Players should not intentionally misrepresent terrain features to gain an advantage.

Match Procedures

● Pairing Methodology

- Round 1 pairings are determined randomly.
- Subsequent rounds use a **win-path** system, where players are paired based on similar records (full details above).
- Final rounds prioritize top-table pairings for competitive standings.

● Round Timings and Timekeeping

- Each round is **3 hours long**, including deployment and pre-game setup.
- A time warning will be given at the **60-minute and 30-minute marks**.
- Chess clocks are provided upon request, If your opponent requests a time clock, you must play on the clock.

- Players are responsible for managing their time effectively.

● **Result Reporting Protocols**

- At the end of the match, both players must confirm their scores before submitting.
- Self Scoring via Best Coast Pairings app will be used to submit scores.
- If Best Coast Pairings will not let you submit your score, report your score at the head judge table.
- Any disputes over scoring should be addressed immediately before submission.

● **Guidelines for Slow Play and Time Extensions**

- Players must play at a reasonable pace to ensure the game reaches a natural conclusion.
- Chess clocks are provided upon request, If your opponent requests a time clock, you must play on the clock.
- If a player is consistently slow-playing, their opponent should call a judge for a time review.
- Intentional slow play is considered unsportsmanlike conduct and may result in penalties.
- **No time extensions** will be granted except under exceptional circumstances at the TO's discretion.

Sportsmanship and Conduct

- Players are expected to treat each other with respect and uphold the spirit of fair play.
- Any form of cheating, harassment, or inappropriate behavior will not be tolerated.
- Players should handle rules disputes amicably and involve a judge when necessary.

● **Penalties for Unsportsmanlike Conduct**

Unsportsmanlike behavior includes but is not limited to:

- Intentional slow play
- Misrepresenting rules, dice rolls, or measurements
- Arguing with opponents or event staff
- Excessive complaining, taunting, or disruptive behavior

Penalties may include:

- A verbal warning
- Score penalties (deduction of Battle Points)
- Disqualification from the event

• **Dispute Resolution Process**

- If a dispute arises during a match, players should **pause the game** and call a judge immediately.
- Judges' rulings are final. Arguing with a judge may result in further penalties.

Awards and Prizes

• **Categories and Criteria**

- **RTT Prize Structure**

- *Full Roster Event =
 - 1st - \$130 Store Credit
 - 2nd - \$100 Store Credit
 - 3rd - \$80
 - Last - \$30
 - Random Door Prize - \$50

- **GT Award Structure**

- Best Overall - Highest Averaged Score between Tournament Placing, Paint Score, and Sportsmanship Score
 - Best General - Top Tournament Placing
 - 2nd Place - 2nd Place in the Tournament
 - 3rd Place - Yup... 3rd Place in the the Tournament
 - Best Painted - The Best Painted Army as ruled by the Judge Panel
 - Best Sportsmanship - a peer voted award for the person who best exemplifies the qualities of a good sport. Someone who increases the fun and enjoyment of the entire event.
 - For Events over 60 players, best in Faction: Space Marines, Imperium, Chaos and Xenos will be awarded
 - Wooden Spoon - The player who came in dead last, but stuck it out till the bitter end! Better luck next time.
- Prize support and awards differ from GT to GT, but overall you can expect Mindgames Store Credit, Official Games Workshop Plastic Kits, Plaques and Trophies in some mix.

Appendices

- **Core Rulebook and FAQ References**

- [Core Rules PDF](#)
- [Most Recent Balance Dataslate](#)
- [Chapter Approved 2025-2026 Tournament Companion](#)

- **Frequently Asked Questions (FAQs)**

