



ONSLAUGHT TAMPA OPEN

# ONSLAUGHT TAMPA OPEN 5-PLAYER TEAM

VERSION

1.0

HOSTED/ORGANIZED BY

FAQ'S/ERRATAS



# ONSLAUGHT TAMPA OPEN

THIS EVENT WILL HAVE 24, 5-PLAYER TEAMS SPOTS.

THIS EVENT WILL TAKE PLACE AT TAMPA NERD CON IN THE VENUE, BANQUET MASTERS, 13355 49TH ST N, CLEARWATER, FL 33762. COMPETING OVER 2-DAYS, FROM NOVEMBER 1 – 2, 2025. 3 ROUNDS ON SATURDAY AND 2 ROUNDS ON SUNDAY.

TEAMS CAN EXPECT EVERY SET OF FIVE TABLES TO HAVE STANDARDIZED “GW STYLE” TERRAIN.

CHAPTER APPROVED MATCHED PLAY 2025.

## LAYOUTS AND MISSIONS:

LAYOUT 1 – G AND H

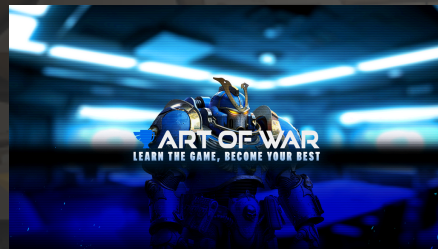
LAYOUT 2 – B AND D

LAYOUT 4 – I AND K

LAYOUT 6 – J AND L

LAYOUT 1 – N AND P

## SPONSORS



# FEE & REGISTRATION INFORMATION

## EVENT DATES:

NOVEMBER 1 – 2, 2025

## LOCATION:

BANQUET MASTERS: 13355 49TH ST N, CLEARWATER, FL 33762

## ENTRY FEE:

- COST: \$550 PER 5 PERSON TEAM [\$110 PER PERSON]
- PAYMENT DEADLINE: OCTOBER 28, 2025 ( NO LATER THAN 11:59 PM EST.)
- INCLUDES: ACCESS TO THE ENTIRE 2-DAY EVENT

## HOW TO PURCHASE TICKETS:

GO TO [HTTPS://TAMPANERDCON.COM/](https://tampanerdcon.com/) AND LOCATE WARHAMMER 40K IN THE DROP DOWN MENU ON THE LEFT. FOLLOW THE LINK FOR ONSLAUGHT TAMPA OPEN AND PURCHASE YOUR TEAM TICKETS. INDIVIDUAL TICKETS MAY NOT BE PURCHASED.

## PURCHASE TICKETS:

TICKETS MUST BE PURCHASED THROUGH TAMPA NERD CON:

[HTTPS://TAMPANERDCON.COM/](https://tampanerdcon.com/)

## REFUNDS AND CANCELLATION POLICY:

- NON-REFUNDABLE: ALL TICKET PURCHASES ARE FINAL.
- TRANSFERABLE: TICKETS CAN BE TRANSFERRED TO ANOTHER PERSON IF NEEDED.
- BADGES WILL BE ISSUED AT THE FRONT DESK OF THE EVENT YOU MUST PICK THEM UP FOR ENTRY.

## REGISTRATION DETAILS:

- REGISTRATION DEADLINE: OCTOBER 28, 2025 (NO LATER THAN END OF DAY)

PREPARE FOR AN EXCITING EVENT AND ENSURE ALL REGISTRATIONS AND SUBMISSIONS ARE COMPLETED BY THE DEADLINES!

# TOURNAMENT SCHEDULE

## CLOCK RULES:

IF YOU RUN OUT OF TIME ON YOUR CLOCK OR ON THE MASTER CLOCK, YOU CAN BE PENALIZED 10 POINTS FOR NOT COMPLETING YOUR GAME IN A TIMELY MANNER. SPLIT THE TIME IN HALF TO START TO USE THE CLOCK RULES. IE; 90 MINUTES OR 1:30 HOURS.

## SATURDAY, NOVEMBER 1ST:

- 8:30AM CAPTAINS MEETING
- ROUND 1: 10:00 AM – 1:30 PM
- LUNCH: 1:30 PM – 2:30 PM
- ROUND 2: 2:00 PM – 5:30 PM
- ROUND 3: 5:45 PM – 9:15 PM

## SUNDAY, NOVEMBER 2ND:

- ROUND 4: 9:30 AM – 1:00 PM
- LUNCH: 1:00 PM – 2:00 PM
- ROUND 5: 2:00 PM – 5:30 PM
- AWARDS CEREMONY: 6:00 PM – 7:00 PM

## AWARDS:

### AWARDS FOR THE TOP TEAMS BASED ON ATTENDANCE:

- 1ST PLACE TEAM CASH AND TROPHIES
- 2ND PLACE TEAM CASH AND TROPHIES
- 3RD PLACE TEAM CASH AND TROPHIES

### AWARDS FOR ALL BRACKETS:

- BEST PAINT INDIVIDUAL CASH AND TROPHY
- BEST PAINT WITH DISPLAY BOARD (BEST APPEARANCE) INDIVIDUAL CASH AND TROPHY
- BEST SPORT CASH AND TROPHY
- BEST IN FACTION FOR ALL FACTIONS TROPHIES



# TOURNAMENT RULES AND GUIDELINES

## TOURNAMENT ORGANIZER (T.O.) AND HEAD JUDGE:

LUIS BETANCOURT

## TEAM CAP:

24 TEAMS

## LIST SUBMISSION:

- DEADLINE: OCTOBER 28, 2025 (NO LATER THAN 11:59 PM EST.)
- SUBMISSION METHOD: [HTTPS://WWW.BESTCOASTPAIRINGS.COM/EVENT/WWSI9EPJK02R](https://www.bestcoastpairings.com/event/wws19epjk02r)
- RESTRICTIONS: NO NEW FACTIONS OR CODICES RELEASED AFTER OCTOBER 28, 2025 (NO LATER THAN END OF DAY) WILL BE ALLOWED.
- CONSEQUENCES OF LATE SUBMISSION: FAILURE TO SUBMIT A VALID LIST ON TIME RESULTS IN A 10-POINT DEDUCTION IN ROUND 1 AND A YELLOW CARD.

## ARMY BUILDING GUIDELINES:

WHILE IT'S NOT MANDATORY, WE HIGHLY RECOMMEND THAT ALL TEAM MEMBERS CREATE A DISCORD ACCOUNT. WE'LL BE USING DISCORD TO MANAGE BOTH THE CAPTAINS' GROUP AND A GENERAL PLAYER CHAT FOR EVERYONE ATTENDING THE EVENT. THIS WILL BE ONE OF THE MAIN WAYS WE SHARE REAL-TIME UPDATES AND IMPORTANT INFO BEFORE AND DURING THE EVENT.

☞ JOIN OUR OFFICIAL DISCORD HERE: [HTTPS://DISCORD.GG/T48KN6GNXS](https://discord.gg/T48KN6GNXS)

## WHAT TO BRING TO THE EVENT:

TO ENSURE SMOOTH AND FAIR GAMEPLAY, EACH PLAYER SHOULD ARRIVE PREPARED WITH THE FOLLOWING:

- YOUR FULL ARMY
- DICE (PHYSICAL ONLY – DICE APPS ARE NOT PERMITTED)
- A TAPE MEASURE
- ALL RELEVANT RULES – A PHYSICAL OR DIGITAL COPY OF THE CURRENT OFFICIAL RULES AND ANY RELEVANT ERRATA & FAQ FOR YOUR ARMY (WAHAPEDIA DOES NOT COUNT). (– PLEASE ENSURE DEVICES ARE CHARGED AND ACCESSIBLE)
- YOUR OWN DECK OF SECONDARY MISSIONS & CHALLENGE CARDS. SECONDARY MISSIONS MAY BE TRACKED USING THE TABLETOP BATTLES APP, BUT IF DOING SO YOU MUST CLEARLY SHOW YOUR OPPONENT AS ALL RANDOM SELECTIONS ARE MADE AND STILL HAVE THE PHYSICAL MISSION DECK FOR RULES CLARITY.
- WOUND MARKERS (GW WOUND TRACKERS OR 10-SIDED DICE ARE IDEAL)
- A LASER POINTER OR LINE OF SIGHT TOOL (STRONGLY ENCOURAGED)
- A ROLLING CART OR DISPLAY TRAY FOR BOOKS AND UNUSED MODELS

PLEASE MARK WOUNDS CLEARLY AS “WOUNDS REMAINING” ON EACH MODEL.

# TOURNAMENT RULES AND GUIDELINES

## CONT.

### ARMY BUILDING GUIDELINES:

- EACH ARMY MUST BE 2000 POINTS OR LESS.
- CONSTRUCT ARMIES USING RULES FROM "MUSTER ARMIES" ON PAGES 55 AND 56 OF THE CORE RULES.
- ROSTERS ARE LOCKED FOR THE ENTIRE TOURNAMENT AND CANNOT BE ALTERED.
- THE GAMES WORKSHOP OR NEW RECRUIT APPLICATION ARE THE ONLY ACCEPTABLE ARMY BUILDERS.
- OFFICIAL SOURCES: YOU MUST HAVE TANGIBLE OR DIGITAL COPIES OF YOUR INDEX, CODEX, AND LIST (WAHAPEDIA, BATTLE-Scribe, OR UNOFFICIAL SOURCES ARE NOT VALID).
- LIST ARMY BUILDERS MUST HAVE THE MOST CURRENT APP AND DATA VERSION AS OF THE DATE OF THE LIST SUBMISSION.

### LEGAL DOCUMENTS AND RESOURCES:

- ALL CURRENT INDEX/CODEX ARE LEGAL UNTIL SEPTEMBER 16, 2025 (NO LATER THAN 11:59 PM EST.).
- ERRATA, DATASLATES, AND FAQ'S ARE IN EFFECT UNTIL SEPTEMBER 16, 2025 (NO LATER THAN END OF DAY).

### REFER TO THE FOLLOWING DOCUMENTS:

- [RULES]([HTTPS://WWW.WARHAMMER-COMMUNITY.COM/EN-GB/DOWNLOADS/WARHAMMER-40000/](https://www.warhammer-community.com/en-gb/downloads/warhammer-40000/))

### T.O. AUTHORITY:

- THE TOURNAMENT ORGANIZER RESERVES THE RIGHT TO MAKE RULE CHANGES IF NECESSARY FOR TOURNAMENT RULES. ALL DECISIONS BY THE TO ARE FINAL.

### PAINTING, MODELING & COMPOSITION:

- MODELS MUST HAVE A MINIMUM OF 3 COLORS AND BE BASED TO RECEIVE PAINT POINTS.
- YOUR ARMY MUST BE WYSIWYG.
- THIRD-PARTY MODELS AND SIGNIFICANT CONVERSIONS MAY BE ALLOWED AT THE DISCRETION OF THE TOURNAMENT ORGANIZER. THESE MODELS MUST BE EASILY RECOGNIZABLE AS THE OFFICIAL MODEL THEY'RE SUBSTITUTING FOR, INCLUDING SILHOUETTE, SIZE, BASE SIZE, AND EQUIPMENT LOADOUT. PROXY MODELS THAT DO NOT RESEMBLE THE MODEL THEY'RE SUBSTITUTING FOR ARE NOT ALLOWED. APPROVAL REQUESTS, INCLUDING PHOTOGRAPHS OF THE MODELS, MUST BE SENT TO LUIS@QUESTCONORLANDO.COM BY SEPTEMBER 16, 2025 ( NO LATER THAN END OF DAY).

### FREE RESOURCES:

- [39K PRO]([HTTPS://39K.PRO/](https://39k.pro/))
- [NEW RECRUIT]([HTTPS://WWW.NEWRECRUIT.EU/](https://www.newrecruit.eu/))
- YOU MAY USE TABLETOP BATTLES APPLICATION FOR GAME TRACKING (MAC OR ANDROID).

# TEAM ARMY SELECTION

-EACH TEAM MAY ONLY BRING ONE ARMY PER CODEX. IF A CODEX INCLUDES MULTIPLE SUB-FACTIONS (E.G., THE AELDARI BOOK INCLUDES YNNARI, CRAFTWORLDS, ETC.), ONLY ONE FACTION FROM THAT CODEX CAN BE USED ACROSS THE ENTIRE TEAM. ONCE A FACTION FROM A BOOK IS CHOSEN, THE REST ARE LOCKED OUT FOR THE TEAM. SPACE MARINE VARIANTS (E.G., DARK ANGELS, BLOOD ANGELS, SPACE WOLVES, DEATHWATCH) ALL COUNT AS ADEPTUS ASTARTES. TEAMS ARE LIMITED TO A SINGLE SPACE MARINE ARMY IN TOTAL. EXEMPTION: WE/DG/EC & TSONS ARE ALLOWED TO USE THEIR DAEMONS DETACHMENT INSIDE OF THEIR RESPECT CODEX.

## NOT ALLOWED AT THIS EVENT:

- TITANS (INCLUDING UNITS LIKE THE REVENANT TITAN, TAU'NAR, ETC.)
- ADEPTUS TITANICUS (NOT A PLAYABLE FACTION)
- UNITS OF LEGEND
- FORTIFICATIONS
- NAMED CHARACTERS ARE RESTRICTED TO ONE INSTANCE PER TEAM – NO DUPLICATES!

ANY CODEX RELEASED AFTER OCTOBER 28, 2025 WILL NOT BE LEGAL FOR THIS EVENT UNLESS IT IS PUBLICLY RELEASED IN FULL (LIMITED/STARTER SETS DO NOT COUNT).

## LEGAL FACTIONS FOR TEAM BUILDING:

- |                             |                       |                     |
|-----------------------------|-----------------------|---------------------|
| - ADEPTA SORORITAS          | - CHAOS DAEMONS       | - GREY KNIGHTS      |
| - ADEPTUS CUSTODES          | - CHAOS KNIGHTS       | - IMPERIAL AGENTS   |
| - ADEPTUS MECHANICUS        | - CHAOS SPACE MARINES | - IMPERIAL KNIGHTS  |
| - ASTRA MILITARUM           | - DEATH GUARD         | - LEAGUES OF VOTANN |
| - AELDARI                   | - DRUKHARI            | - NECRONS           |
| - EMPEROR'S CHILDREN        | - GENESTEALER CULTS   | - ORKS              |
| - SPACE MARINES (ALL TYPES) | - T'AU EMPIRE         | - THOUSAND SONS     |
| - TYRANIDS                  | - WORLD EATERS        |                     |

## ARMY CONSTRUCTION GUIDELINES:

- ARMIES MUST BE BUILT USING THE CORE RULES OF WARHAMMER 40,000
- MAXIMUM ARMY SIZE: 2,000 POINTS
- FORGE WORLD UNITS ARE ALLOWED, BUT NO TITANS
- NO UNITS OF LEGEND OR FORTIFICATIONS



# CAPTAINS COUNCIL

ONCE A TEAM IS FULLY REGISTERED AND PAID, THE TEAM CAPTAIN WILL BE ADDED TO AN EXCLUSIVE CAPTAIN'S COUNCIL DISCORD GROUP AND A PRIVATE EMAIL LIST. THESE PLATFORMS ARE WHERE CRUCIAL INFORMATION WILL BE SHARED – INCLUDING EVENT UPDATES, POLICY CHANGES, MISSION DISCUSSIONS, ROUND PAIRINGS, PENALTIES, SCHEDULES, AND MORE.

–THIS IS THE PRIMARY METHOD OF COMMUNICATION BETWEEN CAPTAINS AND EVENT STAFF.

–JOIN THE DISCORD HERE: [HTTPS://DISCORD.GG/T4BKN6GNXS](https://discord.gg/T4BKN6GNXS)

## THE CAPTAIN'S ROLE

–CAPTAINS SERVE AS THE OFFICIAL REPRESENTATIVE OF THEIR TEAM AND ACT AS THE POINT OF CONTACT BETWEEN PLAYERS AND THE EVENT'S TOURNAMENT ORGANIZERS. THEIR RESPONSIBILITIES BEGIN BEFORE THE EVENT AND CONTINUE THROUGHOUT. IT IS ESSENTIAL THAT CAPTAINS TAKE THEIR DUTIES SERIOUSLY TO ENSURE THEIR TEAM IS WELL-PREPARED AND MEETS ALL REQUIREMENTS.

–FAILURE TO PERFORM THESE DUTIES MAY RESULT IN THE CAPTAIN BEING REPLACED AT THE DISCRETION OF THE EVENT ORGANIZER.

## CAPTAIN RESPONSIBILITIES INCLUDE:

BEFORE THE TOURNAMENT:

–ACTIVELY PARTICIPATE IN EVENT COMMUNICATION (DISCORD, EMAIL, ETC.)

–SUBMIT ALL REQUIRED MATERIALS, INCLUDING TEAM ROSTERS AND FINALIZED ARMY LISTS – AND ENSURE CORRECTIONS ARE MADE PROMPTLY IF NEEDED.

–HANDLE REGISTRATION PAYMENTS AND COORDINATE ANY ADDITIONAL SERVICES AS REQUIRED.

–VOTE ON MAJOR EVENT DECISIONS WHEN PROMPTED (E.G., MISSIONS, SCHEDULES, PROCEDURAL RULES).

THE CAPTAIN IS THE BACKBONE OF THE TEAM'S ORGANIZATION. A PREPARED CAPTAIN MEANS A PREPARED TEAM AND A SMOOTH EVENT EXPERIENCE FOR EVERYONE.



# CAPTAINS COUNCIL CONT.

## DURING THE TOURNAMENT – CAPTAIN'S RESPONSIBILITIES

- ATTEND ALL OFFICIAL CAPTAIN'S MEETINGS.
- ENSURE TEAM RESULTS ARE SUBMITTED PROMPTLY AT THE END OF EACH ROUND.
- MAINTAIN ACCOUNTABILITY FOR THE CONDUCT OF ALL TEAM MEMBERS.
- OVERSEE MATCH PAIRINGS FOR THEIR TEAM (EVEN IF PAIRING DUTIES ARE DELEGATED).
- MAY COMMUNICATE POINTS REQUIRED TO WIN/TIE AND ASK ABOUT GAME PROGRESS – BUT MAY NOT OFFER ANY TACTICAL ADVICE DURING GAMEPLAY.

## THIS NO-TACTICAL-ADVICE RULE APPLIES TO ALL TEAM MEMBERS – PLAYING OR NON-PLAYING.

## NON-PLAYING TEAM MEMBERS – WHAT THEY CAN AND CANNOT DO

### EACH TEAM MAY HAVE UP TO TWO NON-PLAYING TEAM MEMBERS. THEY MAY:

- SERVE AS THE TEAM CAPTAIN.
- ASSIST WITH OR HANDLE PAIRINGS.
- HELP RECORD AND SUBMIT MATCH RESULTS.
- INQUIRE ABOUT HOW A GAME IS PROGRESSING.
- SHARE TEAM-LEVEL INFO LIKE HOW MANY POINTS ARE NEEDED FROM A MATCH.

### HOWEVER, NON-PLAYING MEMBERS MAY NOT:

- OFFER TACTICAL GUIDANCE OR ADVICE OF ANY KIND.
- INTERFERE IN GAMEPLAY OR REMIND PLAYERS ABOUT MISSED ACTIONS (E.G., FORGETTING TO CONSOLIDATE).
- IF A RULES ISSUE OR MISSED GAME STATE OCCURS, THEY MUST PAUSE THE GAME AND CALL A JUDGE – THEY MAY NOT CORRECT IT THEMSELVES.

## ADDITIONAL TEAM MEMBER RULES

- ANY TEAM MEMBER MAY ACT AS A REPLACEMENT PLAYER, USING ONE OF THE SUBMITTED TEAM ARMIES TO COVER FOR A TEAMMATE FOR AN ENTIRE ROUND.
- PLAYER REPLACEMENTS MID-ROUND ARE NOT PERMITTED, UNLESS IN EXTREME CIRCUMSTANCES AND ONLY WITH APPROVAL FROM THE TOURNAMENT ORGANIZER.
- CAPTAINS MUST FORMALLY REQUEST REPLACEMENTS THROUGH THE TO PRIOR TO THE ROUND BEGINNING.
- NO COMMUNICATION OF MATCHUPS OR TACTICS IS ALLOWED AFTER PLAYERS ARE AT THEIR TABLES – THIS INCLUDES THE USE OF CELLPHONES OR DIGITAL DEVICES.

## BREAKING THIS RULE WILL RESULT IN ALL INVOLVED TEAM MEMBERS RECEIVING AN IMMEDIATE YELLOW CARD.

# TEAM COACH

EACH TEAM MAY BRING ONE NON-PLAYING COACH TO THE EVENT FREE OF CHARGE. THE COACH ACTS AS A SUPPORT FIGURE, HELPING THE TEAM STAY ORGANIZED, EFFICIENT, AND TIMELY THROUGHOUT THE EVENT. THEIR PRESENCE CAN HELP GAMES STAY ON TRACK AND ENSURE TEAM LOGISTICS ARE HANDLED SMOOTHLY, ESPECIALLY IN EMERGENCIES OR TIME-SENSITIVE SITUATIONS.

**COACHES ARE NOT PLAYERS OR JUDGES – THEY SERVE IN A SUPPORT AND FACILITATION ROLE ONLY.**

## ✓ WHAT A COACH CAN DO:

- HELP MANAGE AND ASSIST IN TEAM PAIRINGS BEFORE EACH ROUND.
- COLLABORATE WITH THE CAPTAIN TO COLLECT AND SUBMIT ROUND RESULTS.
- CHECK IN ON GAMES AND ASK HOW THEY'RE PROGRESSING.
- SHARE WITH PLAYERS HOW THE TEAM IS DOING OVERALL AND HOW MANY POINTS OR RESULTS (WIN/DRAW/LOSS) ARE NEEDED IN THEIR MATCH.
- SET ASIDE DICE FOR TEAMMATES TO ROLL (E.G., ORGANIZING THEM FOR EFFICIENCY).
- REMOVE CASUALTY MODELS FROM THE TABLE (BUT NOT DECIDE WHICH MODELS ARE REMOVED).
- HELP GET UNITS READY FOR DEPLOYMENT (BUT NOT DIRECT MODEL PLACEMENT OR OFFER DEPLOYMENT ADVICE).
- TRACK TIME USAGE FOR PLAYERS AND REPORT SUSPECTED SLOW PLAY TO A JUDGE.
- OBSERVE PAIRINGS INVOLVING OTHER TEAMS.
- CALL A JUDGE ON BEHALF OF ANY PLAYER – THEIR OWN OR ANOTHER, IF ASKED.
- IN AN EMERGENCY (E.G., ILLNESS), STEP IN AND PLAY A ROUND WITH ONE OF THE TEAM'S SUBMITTED ARMIES AS A TEMPORARY SUBSTITUTE – ONLY WITH APPROVAL FROM THE HEAD JUDGE, OPPOSING CAPTAIN, AND TOURNAMENT ORGANIZER.
- IN BRIEF ABSENCES (LIKE A BATHROOM BREAK), TEMPORARILY MONITOR THE OPPONENT'S TURN – NO ACTIONS MAY BE TAKEN ON BEHALF OF THE ABSENT PLAYER.

## ✗ WHAT A COACH CANNOT DO:

- INTERFERE IN ACTIVE GAMES OR GIVE ANY FORM OF TACTICAL GUIDANCE.
- OFFER ADVICE ON HOW TO WIN, TIE, OR LOSE A GAME – OR HOW TO EXECUTE IN-GAME ACTIONS.
- INTERVENE IN FORGOTTEN GAME MECHANICS (E.G., REMINDING A PLAYER TO CONSOLIDATE). INSTEAD, THEY MUST PAUSE THE GAME AND CALL A JUDGE.
- MAKE OR ENFORCE RULES DECISIONS – COACHES ARE NOT JUDGES. THEY MAY ONLY READ A RULE ALOUD IF BOTH PLAYERS AGREE. ANY DISAGREEMENT MUST BE RESOLVED BY A JUDGE.
- COMMUNICATE TACTICAL INFO OR MATCH-UP STRATEGIES ONCE THE ROUND HAS STARTED – INCLUDING VIA PHONE, MESSAGES, OR DEVICES. ANY VIOLATION WILL RESULT IN A YELLOW CARD FOR ALL INVOLVED PARTIES.
- VIOLATE THE COACH GUIDELINES. A FIRST OFFENSE RESULTS IN A FOUL. A SECOND OFFENSE REMOVES THE COACH FROM INTERACTING WITH THEIR TEAM FOR THE REST OF THE EVENT. IN SEVERE CASES, THE COACH MAY BE REMOVED FROM THE VENUE ENTIRELY.

# TEAM PAIRINGS

–ROUND 1 MATCHUPS WILL BE RANDOMLY ASSIGNED, WITH AN EXCEPTION: TEAMS FROM THE SAME GAME CLUB WILL NOT BE MATCHED AGAINST EACH OTHER IN THE OPENING ROUND. IF SUCH A PAIRING OCCURS, THE TOURNAMENT ORGANIZER WILL MANUALLY ADJUST THE MATCHUPS. PLEASE BE AWARE THAT CHANGES TO PAIRINGS MAY HAPPEN AS A RESULT OF THIS RULE.

–STARTING FROM ROUND 2 THROUGH ROUND 6, PAIRINGS WILL BE DETERMINED BY TEAM PERFORMANCE – THE TEAM WITH THE HIGHEST TOTAL SCORE WILL BE MATCHED AGAINST THE NEXT HIGHEST, AND SO ON.

–AFTER THE FIRST ROUND, WE CANNOT GUARANTEE THAT TEAMS FROM THE SAME CLUB WILL AVOID PLAYING EACH OTHER. ADJUSTMENTS TO PREVENT SAME-CLUB MATCHUPS WILL NO LONGER BE MADE AFTER ROUND 1.

## INDIVIDUAL PLAYER PAIRINGS

EACH ROUND, THE TWO TEAMS WILL CREATE FIVE ONE-ON-ONE MATCHUPS. THE PAIRING PROCESS IS COMPLETED USING THE FOLLOWING STEPS:

### INITIAL REVIEW PHASE

–BOTH TEAMS TAKE A SHORT PERIOD TO REVIEW EACH OTHER'S ARMY LISTS AND TABLE LAYOUTS. THIS IS THE TIME FOR TEAMS TO STRATEGIZE IDEAL MATCHUPS AND, IF NEEDED, CAPTAINS MAY WORK TOGETHER TO RESET TERRAIN BEFORE PAIRINGS BEGIN.

### PAIRING SEQUENCE (STEPS 1–12)

–STEP 1: EACH TEAM SECRETLY SELECTS ONE PLAYER TO ACT AS A DEFENDER AND PLACES THEIR NAME FACE DOWN.

–STEP 2: ONCE BOTH TEAMS HAVE PLACED THEIR DEFENDER, REVEAL THEM AT THE SAME TIME.

–STEP 3: EACH TEAM NOW SELECTS TWO ATTACKERS AND PLACES THEIR NAMES FACE DOWN.

–STEP 4: REVEAL ALL ATTACKERS SIMULTANEOUSLY.

–STEP 5: EACH TEAM CHOOSES ONE OF THE TWO OPPOSING ATTACKERS TO FACE THEIR DEFENDER. REVEAL SELECTIONS AT THE SAME TIME.

–STEP 6: BOTH TEAMS ROLL A D6. THE WINNER CHOOSES WHO SELECTS THE FIRST LAYOUT. IN ALL MATCHUPS, DEFENDER CHOOSES THE TERRAIN LAYOUT, WHILE ATTACKER SELECTS THE MISSION.

- PAIRING 1:

- TEAM THAT WON THE ROLL-OFF CHOOSES LAYOUT.
- OPPOSING TEAM CHOOSES THE MISSION.

- PAIRING 2:

- REVERSE THE LAYOUT AND MISSION SELECTION FROM PAIRING 1.

### THESE FIRST TWO PAIRINGS ARE NOW LOCKED IN.

–STEP 7: REPEAT THE DEFENDER SELECTION PROCESS. EACH TEAM SELECTS ANOTHER DEFENDER AND PLACES THEM FACE DOWN.

–STEP 8: REVEAL THE NEW DEFENDERS SIMULTANEOUSLY.

–STEP 9: EACH TEAM NOW SELECTS THE FINAL TWO ATTACKERS AND PLACES THEM FACE DOWN.

–STEP 10: REVEAL THE ATTACKERS AT THE SAME TIME.

–STEP 11: EACH TEAM PICKS ONE OF THE OPPONENT'S ATTACKERS TO FACE THEIR DEFENDER. REVEAL THESE CHOICES SIMULTANEOUSLY.

- THE LEFTOVER PLAYERS WHO WERE NOT SELECTED WILL FACE EACH OTHER IN THE FINAL GAME.



# TEAM PAIRINGS CONT.

## FINAL PAIRINGS

### -PAIRING 3:

- ONE TEAM SELECTS THE LAYOUT.
- THE OTHER SELECTS THE MISSION.

### -PAIRING 4:

- ALTERNATE THE LAYOUT AND MISSION SELECTION AS DONE BEFORE.

### -PAIRING 5:

- THE TWO REMAINING PLAYERS ROLL OFF. THE WINNER CHOOSES THE MISSION.
- TERRAIN LAYOUT IS PRE-ASSIGNED TO THE TABLE.

ONCE ALL SELECTIONS ARE MADE, THE FULL SET OF FIVE MATCHUPS IS COMPLETE.

## AI & ALGORITHM USAGE POLICY

-IT HAS COME TO OUR ATTENTION THAT SOME TEAMS HAVE BEGUN EXPERIMENTING WITH THE USE OF ALGORITHMS OR AI TOOLS TO ASSIST WITH MATCH PAIRINGS. PLEASE BE ADVISED: THE USE OF ANY ALGORITHMIC TOOLS OR AI-POWERED APPLICATIONS THAT GENERATE OR RECOMMEND PAIRING STRATEGIES IS STRICTLY PROHIBITED DURING THIS EVENT. THESE TOOLS MAY ONLY BE USED FOR BASIC DATA SUMMARIZATION OR VISUALIZING MATCHUP MATRICES – THEY MUST NOT BE USED TO INFLUENCE PAIRING DECISIONS OR PROVIDE STRATEGIC RECOMMENDATIONS.

-ANY TEAM FOUND USING SUCH TOOLS TO GAIN A COMPETITIVE EDGE MAY FACE DISCIPLINARY ACTION, UP TO AND INCLUDING DISQUALIFICATION FROM THE EVENT.

-WE TRUST ALL TEAMS TO UPHOLD THE SPIRIT OF FAIR PLAY AND INTEGRITY. THIS TOURNAMENT IS A CONTEST BETWEEN PLAYERS – NOT MACHINES.

## ROUND SCORING OVERVIEW

EACH ROUND CONSISTS OF 5 INDIVIDUAL MATCHUPS BETWEEN TEAM MEMBERS. PLAYERS SCORE POINTS IN THEIR GAMES USING THE STANDARD GT TOURNAMENT PACK SYSTEM, WITH EACH GAME WORTH UP TO 100 POINTS.

-EACH PLAYER CAN EARN A MAXIMUM OF 90 POINTS FROM ACTUAL GAMEPLAY.

-AN ADDITIONAL 10 POINTS ARE AWARDED IF THE PLAYER'S ARMY IS FULLY PAINTED.

-IF A PLAYER DOES NOT BRING A FULLY PAINTED ARMY, THEIR TEAM WILL RECEIVE A -10 POINT PENALTY PER UNPAINTED ARMY AS PART OF THE EVENT'S TIEBREAKER SYSTEM.



# TEAM PAIRINGS CONT.

## CALCULATING GAME POINTS

TO DETERMINE HOW MANY POINTS EACH PLAYER EARNS FOR THEIR TEAM, FOLLOW THIS PROCESS:

- SUBTRACT THE OPPONENT'S FINAL VP SCORE FROM YOUR OWN TO CALCULATE THE VICTORY POINT DIFFERENCE (VPD).
- USE THE GAME POINTS TABLE BELOW TO CONVERT THE VPD INTO TEAM POINTS.
- IF YOUR VPD IS NEGATIVE, USE THE "OPPONENT GAME POINTS" COLUMN - THAT'S HOW MANY POINTS YOUR OPPONENT EARNS FOR THEIR TEAM INSTEAD.

## ROUND SCORING

EACH ROUND CONSISTS OF 5 ONE-ON-ONE MATCHUPS BETWEEN PLAYERS ON OPPOSING TEAMS. GAMES ARE SCORED INDIVIDUALLY USING THE STANDARD GT TOURNAMENT PACK SYSTEM, WITH A TOTAL OF 100 POINTS AVAILABLE PER GAME.

- PLAYERS CAN EARN UP TO 90 POINTS THROUGH GAMEPLAY.
- AN ADDITIONAL 10 POINTS ARE AWARDED IF THE ARMY IS FULLY PAINTED.
- IF A PLAYER'S ARMY IS NOT FULLY PAINTED, THEIR TEAM WILL RECEIVE A -10 POINT PENALTY FOR THAT GAME (USED IN FINAL TIEBREAKER CALCULATIONS).

## GAME POINTS SYSTEM

PLAYERS EARN POINTS FOR THEIR TEAM BASED ON THE VICTORY POINT (VP) DIFFERENTIAL BETWEEN THEM AND THEIR OPPONENT.

- 1.SUBTRACT YOUR OPPONENT'S VP FROM YOUR OWN TO CALCULATE THE DIFFERENCE.
- 2.USE THE CHART BELOW TO DETERMINE HOW MANY GAME POINTS EACH PLAYER EARNS.
- 3.IF THE RESULT IS NEGATIVE, USE THE "OPPONENT" COLUMN TO ASSIGN GAME POINTS.

### VP DIFFERENCE | PLAYER POINTS | OPPONENT 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

# FORFEITING A ROUND

-IF A TEAM DECIDES THEY CAN NO LONGER CONTINUE WITH A ROUND—WHETHER DUE TO A DISAGREEMENT, A RULES DISPUTE, OR ANY OTHER ISSUE—THEY MUST IMMEDIATELY INFORM THE JUDGES AND TOURNAMENT ORGANIZER.

IF THE ISSUE STEMS FROM AN INTERACTION BETWEEN TWO TEAMS, THE JUDGE TEAM WILL STEP IN TO DE-ESCALATE AND WORK TOWARD A FAIR RESOLUTION. ONLY THE JUDGES AND TEAM CAPTAINS WILL BE INVOLVED IN THESE DISCUSSIONS. COACHES, PLAYERS, OR BYSTANDERS WILL NOT PARTICIPATE UNLESS SPECIFICALLY REQUESTED BY THE JUDGE TEAM.

IF NEEDED, THE TOURNAMENT ORGANIZER MAY BE BROUGHT IN—EITHER BY THE JUDGES OR BY ONE OF THE CAPTAINS—ESPECIALLY IN SITUATIONS WHERE THE JUDGES ARE UNSURE ABOUT THE RULING OR FEEL THE SITUATION EXCEEDS THEIR SCOPE. THE TOURNAMENT ORGANIZER WILL MAKE A FINAL DECISION AFTER HEARING FROM THE JUDGES AND BOTH CAPTAINS.

-IN RARE CASES WHERE A RESOLUTION STILL CANNOT BE REACHED, A CAPTAIN'S COUNCIL VOTE MAY BE CALLED TO DECIDE THE MATTER.

-SHOULD A TEAM CHOOSE TO FORFEIT AFTER ALL OPTIONS HAVE BEEN EXPLORED, THAT TEAM WILL RECEIVE 0 POINTS FOR THE ROUND, AND THEIR OPPONENTS WILL RECEIVE 2 POINTS, WHICH COUNTS AS THE MINIMUM REQUIRED TO REGISTER A WIN FOR THAT ROUND.

-TEAMS ARE REMINDED THAT FORFEITING SHOULD BE A LAST RESORT. EVERYONE INVESTS TIME, EFFORT, AND MONEY TO PARTICIPATE—AND EVERY EFFORT SHOULD BE MADE TO ENSURE ALL ROUNDS ARE PLAYED IN GOOD FAITH.

## TIEBREAKERS

IF TWO OR MORE TEAMS END THE EVENT WITH THE SAME RECORD, THE FOLLOWING CRITERIA WILL BE USED TO BREAK THE TIE:

-1ST TIEBREAKER: MOST INDIVIDUAL PLAYER WINS ACROSS ALL ROUNDS.

-2ND TIEBREAKER: TOTAL TEAM GAME POINTS ACCUMULATED (MAXIMUM OF 500).

-3RD TIEBREAKER: TOTAL MARGIN OF VICTORY ACROSS ALL ROUNDS.

## CONCEDING A GAME

PLAYERS ARE EXPECTED TO DO EVERYTHING WITHIN REASON TO COMPLETE THEIR GAME. IF A DISPUTE ARISES, A JUDGE SHOULD BE CALLED TO HELP RESOLVE THE ISSUE BEFORE A CONCESSION IS CONSIDERED.

IF A PLAYER CHOOSES TO CONCEDE, THEIR OPPONENT WILL BE AWARDED FULL POINTS FOR THE GAME, AND THE CONCEDING PLAYER WILL RECEIVE ZERO POINTS.

# PENALTIES

## PRE-EVENT PENALTIES

### LIST SUBMISSION

TEAMS ARE EXPECTED TO SUBMIT THEIR ARMY LISTS ON TIME, IN THE CORRECT FORMAT, AND WITHOUT ERRORS. THIS IS A STANDARD RESPONSIBILITY FOR EXPERIENCED PLAYERS. ANY TEAM THAT FAILS TO MEET THE SUBMISSION DEADLINE WILL RECEIVE A DEDUCTION OF 2 TEAM POINTS FROM THEIR FINAL TOURNAMENT SCORE.

NO EXCEPTIONS. NO EXTENSIONS. ALL PENALTIES WILL BE REVIEWED AND EXPLAINED DURING THE PRE-EVENT CAPTAIN'S DEBRIEF.

### PAINTING REQUIREMENTS

EACH GAME INCLUDES UP TO 10 POINTS AWARDED FOR FIELDING A FULLY PAINTED ARMY. IF A PLAYER DOES NOT MEET THIS REQUIREMENT, THEIR TEAM WILL BE PENALIZED 10 POINTS PER GAME (UP TO -50 POINTS PER PLAYER) APPLIED DURING FINAL TIEBREAKER CALCULATIONS.

### CAPTAIN-ASSISTED LIST CHECKING

ARMY LISTS WILL BE MADE PUBLIC VIA BCP THE MORNING AFTER THE SUBMISSION DEADLINE. CAPTAINS WILL BE ASKED TO ASSIST IN REVIEWING LISTS FOR ACCURACY AND TO HELP IDENTIFY ANY MISSED ISSUES BEFORE THE EVENT BEGINS.

### FORMATTING ISSUES

FORMATTING ERRORS (E.G., MISSING WARGEAR, INCORRECT TRANSPORT ASSIGNMENTS, OR WARLORD NOT MARKED) WILL NOT RESULT IN PENALTIES—AS LONG AS THEY ARE CORRECTED BEFORE THE CAPTAINS' MEETING ON DAY 1.

### ILLEGAL LISTS

SUBMITTING AN ILLEGAL LIST (I.E., ONE THAT VIOLATES GAME RULES, CODEX RESTRICTIONS, OR EVENT GUIDELINES) WILL TRIGGER AN IMMEDIATE PENALTY.

—CORRECTIONS MUST BE KEPT TO THE MINIMUM POSSIBLE CHANGE AND MUST BE APPROVED BY JUDGES.

—IF THE LIST REQUIRES MAJOR ALTERATIONS, ADDITIONAL PENALTIES MAY APPLY, ESPECIALLY IF ANY ADVANTAGE WAS GAINED THROUGH THE ERROR.

—ALL LIST CORRECTIONS WILL BE VERIFIED AND FINALIZED BY JUDGES TO ENSURE LEGALITY AND FAIRNESS.

### JUDICIAL AUTHORITY

THE JUDGING TEAM RESERVES THE RIGHT TO APPLY ADDITIONAL PENALTIES NOT EXPLICITLY LISTED HERE. IN THE EVENT OF ANY INFRACTIONS, THE AFFECTED TEAM'S CAPTAIN WILL BE SUBJECT TO AN AUDIT AND REVIEW PROCESS.



# EVENT PENALTIES

## PLAYER CONDUCT AND DISCIPLINARY SYSTEM

THE EVENT USES A STRUCTURED CARD SYSTEM TO HANDLE RULE VIOLATIONS AND INAPPROPRIATE BEHAVIOR. JUDGES WILL ASSESS THE NATURE AND FREQUENCY OF EACH OFFENSE TO DETERMINE THE APPROPRIATE CONSEQUENCE. MULTIPLE INFRACTIONS, EVEN OF THE SAME TYPE, WILL STACK AND ESCALATE IN SEVERITY.

### PENALTY TIERS:

- OFFICIAL WARNING – NO POINT PENALTY; SERVES AS A FORMAL NOTICE.
- YELLOW CARD – DEDUCTS 50 POINTS FROM THE PLAYER'S GAME SCORE.
- RED CARD – DEDUCTS 100 POINTS, RESULTS IN IMMEDIATE REMOVAL FROM THE EVENT.

### IF A PLAYER IS REMOVED VIA RED CARD:

- THE TEAM MAY SUBSTITUTE A NEW PLAYER, PENDING JUDGE APPROVAL.
- IF NO SUBSTITUTE IS AVAILABLE, ALL REMAINING GAMES FOR THAT PLAYER ARE RECORDED AS LOSSES WITH A 100-POINT VP DIFFERENTIAL.
- THE REMOVED PLAYER IS AUTOMATICALLY BANNED FROM ATTENDING THE FOLLOWING YEAR'S EVENT AND PLACED UNDER A MINIMUM ONE-YEAR SUSPENSION.

JUDGES RESERVE THE RIGHT TO ESCALATE A CASE TO PERMANENT EXPULSION OR A LIFETIME BAN BASED ON THE SEVERITY OF THE INFRACTION. THESE DECISIONS WILL BE REVIEWED IN THE POST-EVENT DEBRIEF WITH ALL TEAM CAPTAINS.

JUDGES WILL ALWAYS PRIORITIZE ENSURING GAMES ARE PLAYED AND COMPLETED WITHIN THE SCHEDULED TIME. EVEN IN CASES WHERE MODELING ISSUES OR LIST IRREGULARITIES ARISE, THE GAME WILL CONTINUE UNDER JUDGE SUPERVISION, AND ANY PENALTIES WILL BE APPLIED AFTER THE ROUND CONCLUDES TO AVOID DISRUPTING PLAY.

## UNACCEPTABLE PRACTICES

### AGREEING ON RESULTS WITHOUT PLAYING

ANY TEAM FOUND FALSIFYING RESULTS—WHETHER THE GAME WAS NOT PLAYED OR THE SCORE WAS MUTUALLY AGREED UPON WILL FACE SERIOUS CONSEQUENCES. IF DISCOVERED, EITHER DURING OR AFTER THE EVENT, ALL TEAM MEMBERS WILL RECEIVE A ONE-YEAR BAN, REGARDLESS OF WHETHER ALL MEMBERS WERE INVOLVED.

### TIME MANAGEMENT & SLOW PLAY

PUNCTUAL PLAY IS ESSENTIAL FOR THE EVENT TO STAY ON SCHEDULE. EACH GAME ROUND PROVIDES AMPLE TIME TO FINISH A FULL MATCH, AND PLAYERS ARE EXPECTED TO MANAGE THEIR TIME EFFECTIVELY.

TEAMS THAT REPEATEDLY FAIL TO COMPLETE GAMES WITHIN THE ROUND TIME WILL BE PENALIZED AS FOLLOWS:

- FIRST OFFENSE: A VERBAL WARNING TO THE TEAM. NO POINTS LOST, BUT THE TEAM CAPTAIN WILL BE NOTIFIED.
- SECOND OFFENSE: AN OFFICIAL WRITTEN WARNING. STILL NO POINT DEDUCTION, BUT A FINAL REMINDER THAT FURTHER INFRACTIONS WILL INCUR PENALTIES.
- THIRD OFFENSE: THE TEAM RECEIVES A 25-POINT DEDUCTION FROM THEIR ROUND TOTAL – TREATED AS A YELLOW CARD PENALTY.
- FOURTH OFFENSE AND BEYOND: THE TEAM WILL LOSE 50 POINTS FROM THEIR ROUND TOTAL – EQUIVALENT TO A RED CARD PENALTY. THE CAPTAIN WILL BE INFORMED THAT FUTURE SLOW PLAY IS UNACCEPTABLE.
- THESE PENALTIES APPLY PER TEAM AND ARE CUMULATIVE ACROSS ROUNDS, REGARDLESS OF WHICH INDIVIDUAL PLAYER IS RESPONSIBLE. JUDGES MAY DECIDE TO STACK THESE PENALTIES WITH OTHERS ONLY IN EXCEPTIONAL CASES.