



2026

Player Pack



WARHAMMER 40,000

GRAND TOURNAMENT

These tournaments have been carefully crafted to present a format that appeals to the broadest variety of players possible. This event pack provides information to prepare for Warhammer 40,000 matched play events at the Salt City GT. Each player will need to demonstrate astute knowledge of the game, sound tactical decisions and appropriate unit selection to win their games. In addition, this matched play events are a celebration of the hobby, so an attitude overflowing with good cheer, sincerity and positivity is essential for those of you looking to have a great time rolling dice in the grim darkness of the 41st Millenium.

TOOLS OF WAR

Attendees are expected to bring their 2000 point army, dice, a tape measure, all relevant rules publications, and at least 2 physical copies of their army roster (one for the Event staff and one for each opponent). If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.

This seven round event will use from the 11th Edition Chapter Approved Mission Deck. It is ok to use the printed version or use the Warhammer 40,000 The App to generate card draw.

ARMY CONSTRUCTION

All armies in these tournaments must be Strike Force sized (not exceed 2000 points) and follow the guidelines set out on in the Warhammer 40,000 The App.

All rules are valid in the following Games Workshop publications with the cut off date being July 20, 2026 the event:

- Codexes
- Warhammer 40,000: The App
- Chapter Approved Mission Deck
- Chapter Approved Tournament Companion found [here](#)
- White Dwarf
- FAQs, errata, and rules found [here](#)
- All points are valid from [here](#)
- All Tournament Rules including Pairings and Placings can be found [here](#)
- **PLAYER LIST DUE BY JULY 28,2026 at NOON!!!!!!**

Army lists should be presented in an easy to read format (such as army lists exported from BattleForge in Warhammer 40,000: The App), including all relevant wargear and unit upgrades, you must select your disposition on your army list.



Modeling and Painting

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. Painting your miniatures, taking them from bare plastic to fully realised warriors, is also one of the most satisfying parts of the Warhammer hobby.

With this in mind, all miniatures in your collection should be Games Workshop or Forge World miniatures (excluding basing or scratchbuilt components), and be fully assembled and painted to a Battle Ready standard. We are not opposed to 3d printed parts, components. All models must be Battle Ready models have all areas coloured and a simple finish on their bases. Above are some examples of models painted to a Battle Ready standard.

Don't forget, each model must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG). For example, if your army includes a Space Marine equipped with a Meltagun, the model must be equipped with a Meltagun. Equipment such as Frag Grenades that are included on every model within a unit, but not included on every model of that type, need not be modelled.

If you are converting or using a "Counts-As" please email for model approval by July 20, 2026 to

horton_brian@icloud.com

Schedule

Friday Aug 1

8:00—9:30 am Sign in and Paint Judging

9:45 am Announcements

10:00 am—1:15 pm Round 1

1:15 pm –2:00 pm Lunch

2:00pm—5:15 pm Round 2

5:30 pm—8:45 pm Round 3

Sunday Aug 3

9:45 am—1 pm Round 6

1:00 pm—1:45pm Lunch

2:00 pm—5:15 pm Round 7

5:30 pm—Prizes

Saturday Aug 2

9:45 am—1 pm Round 4 (30 minute terrain)

1:00 pm—1:45pm Lunch

2:00 pm—5:15 pm Round 5

4:45—6:45 Paint Judging

LAYOUTS

Day 1—Layout A

Day 2—Layout B

Day 3—Layout C

**PLEASE NOTE THAT TABLE TERRAIN MAY VARY SLIGHTLY FROM THE
GW STYLE, BUT FOOTPRINTS OF THE TERRAIN WILL BE THE SAME.**

PRIZES AND AWARDS

Best General (Golden Ticket)

2nd Best General (Golden Ticket)

3rd Best General (Golden Ticket)

Best Overall (Hobby Score Plus W/L and Battle Points)

2nd Best Overall (Hobby Score Plus W/L and Battle Points)

Best in Hobby (Overall Hobby Score)

Hobby Hero (Best Painting Score)

Ultimate Hobbyist Pin (Score in top 10 of Hobby Score)

Best Imperium (Hobby Score Plus Battle Points)

Best Xenos (Hobby Score Plus Battle Points)

Best Chaos Hobby Score Plus Battle Points)

Best in Faction (Hobby Score Plus Battle Points)

Chaos Space Marines	Dark Angels	Drukhari
Emperor's Children	Grey Knights	Genestealer Cults
Thousand Sons	Adepta Sororitas	Leagues of Votann
World Eaters	Adeptus Mechanicus	Necrons
Death Guard	Adeptus Custodes	Orks
Chaos Daemons	Astra Militarum	T'au Empire
Space Marines	Imperial Knights	Tyranids
Blood Angels	Imperial Agents	
Space Wolves	Deathwatch	
Black Templar	Aeldari	