



2026
TEAM EVENT
PACK

V1.2

LAST UPDATE
25 MARCH 2026



ABOUT THE WTC

MISSION STATEMENT

The World Team Championship, WTC, or Worlds as it is sometimes called by its player base, is an annual wargaming event for the tabletop miniature games Warhammer 40,000, Killteam and Xwing. It is the factual wargaming world cup, bringing together teams from nations from across the world to compete against each other in an enjoyable team format. Traditionally, most of the best players from around the world are grouped together in the same hall for a week/weekend at a favorable location in Europe to meet and compete with their peers. You won't find such density of high-level gaming potential in any other event!

The mission of the World Team Championship is to make nation vs nation team-play a globally relevant competition. Our aim is to effectively and efficiently administer, develop, showcase and promote competitive gaming for Warhammer 40,000, Killteam and Xwing miniature game, while creating a positive and respectful environment that allows the event to grow on a yearly basis and meet the evolving needs of the players but also the global gaming communities as a whole.

At its core, the WTC is a tournament that aims to bring together players from all over the world to compete in a friendly but competitive manner. The WTC believes that everyone is entitled to be treated fairly regardless of gender, sexual orientation, age, disability, religion, color, race, ethnic or national origins, political ideology, or socio-economic background. Furthermore, the WTC subscribes to the principles of equality of treatment and aims to ensure that anyone who attends is able to do so in a discrimination-free environment where everyone is treated with due respect. The WTC is committed to ensuring that everyone is able to attend the WTC free from direct discrimination or abuse (physical, verbal or otherwise). As such, the WTC will not accept nor tolerate any actions that would result in an attendee receiving any less favorable treatment by any other attendees on the grounds of: gender, sexual orientation, age, disability, religion, color, race, ethnic or national origins, political ideology, or socio-economic background. The WTC expects everyone to subscribe to, and do their best to uphold, these core principles by way of their attendance. We reserve the right to refuse entry to or expel from the venue, without refund, anyone who is deemed not to have acted to honor above standards.

FIND OUT MORE

If you are interested to find out more about the event, get access to our player packs, our organizational structure, or just find out about some of our teams, head on over to the **OFFICIAL WTC WEBPAGE**, and feel free to click the buttons available to join our Discord Channel, where most announcements and discussions regarding the event take place, and be sure to follow us on facebook or Instagram for regular updates regarding the event.



OFFICIAL WTC WEBSITE





ABOUT THE WTC

ADDRESS

The WTC will be held at the following location:

NEKKERHALLEN MECHELEN

Plattebeekstraat 1

2800 Mechelen

Belgium



OFFICIAL VENUE WEBSITE



ENTRY FEE AND REGISTRATION

Entry fee has been set at 1800€ per team which includes 4 staffing members. Additional non-playing staff on a team will pay 20€ per non-playing captain/coach/assistant. Tickets do not include any food or drinks. Registered players/teams automatically have access to the event hall during all days of the event. Register your team by buying tickets from the WTC webstore:



BUY TICKETS HERE!



VISITORS AND OTHER GUESTS AT THE WTC

With the goal to increase visibility of our hobby and to create a good image of it to a viewing audience that is interested in the world team championship, all our events will welcome local and international visitors. Visitors to the event will need to acquire a visitors pass from our webstore, or prior to entering the venue. A visitor pass costs 10€ and will grant access to the vendors, the gaming hall and all other amenities on site for the duration of the event. Note that visitors also need to subscribe to our policies and guidelines, and that there are strict rules in place on how visitors can interact with the players on site while games are ongoing. View the policies and guidelines section on our website for more information regarding.



WHAT YOU NEED TO KNOW

TEAM MAKE-UP AT THE WTC

Each nation may have one team representing that nation at the WTC. Each "Nation" is a territory with a confederation recognised by "Fédération Internationale de Football Association" ("FIFA"). The WTC organization has discretion on the implementation of this rule to form a United Nations Team in case the number of teams that registers is uneven, or to assure increased inclusivity for the tournament.

A team will consist of a minimum of 8 players, of which at least 6 need to adhere to the rules and guidelines that assess whether they can be counted towards a given 'nationality' for the purpose of our event, and can be complemented by any number of coaches and up to one non-playing captain if the captain is not playing. In order to be eligible as a 'national' to compete on a national team, the following criteria must be satisfied:

- 1) The player must not have played for another WTC team in a previous year as one of its national players*
- 2) The player must meet at least one of the following conditions in relation the nation with whose team they would like to participate:
 - a. The player was born in the nation
 - b. The player has at least one natural or adoptive parent or grandparent who was born in the nation
 - c. The player has resided in the nation for at least three consecutive calendar years preceding the tournament

*This rule may be overridden on a case-by-case basis with direct approval from the WTC organization. Application for this approval should be submitted as early as possible (a minimum of one month advance of list submission). Late applications will be viewed less favorably with regards to approval.

Teams may be required to provide proof that their players meet the requirements set out above, and the WTC organization may review any team's make-up if they feel the integrity of its competition, and the nation vs nation character of its tournament, is being diluted for the sole purpose of gaining an advantage. As such, teams are fully expected to have 8 players on their team that meet nationality requirements, and teams should always strive to have a full complement of national players above anything else.



WHAT YOU NEED TO KNOW

MERCENARY PLAYERS

As an absolute minimum a team needs at least 6 members of their team to be of the nationality of the team they are representing. In the case where a team cannot field its full complement of national players, they may be allowed to draw upon non-nationals, colloquially known as mercenary players, to supplement their player roster. Please bear in mind that any team that wants to include any sort of mercenaries can only do so at the discretion of, and after consulting with, the WTC organization. To safe-guard the integrity of the WTC when it comes to its aspect of "nation vs nation" the following rules and restrictions will apply to the use of mercenary players:

1. Mercenary players to complete a teams roster may be permitted at the tournament organizers' discretion. This must be discussed with the tournament organizers on a case-by-case basis. Any prospective mercenary players that a team wishes to make use of must be registered in advance to the WTC Mercenary Application form that is available on our website.
2. The Mercenary may not have previously played for another WTC team as one of its national players.
3. The Mercenary may not have previously played for another WTC team as a mercenary in the previous 2 tournaments.
4. The 2 bullet points above may only be overridden in the case of direct approval from the WTC organization.
5. In all cases applications for a team to include 1 or more mercenary players must be made at the earliest possible time and at least 1 month in advance of list submission. Late applications will be viewed less favourably with regards to approval.
6. In all cases it is the responsibility of the captains to ensure that they have received prior approval from the WTC organization when there is a need to include 1 or more mercenary players. And any failure to do so which could result in 1 or more mercenary players being rejected by the WTC organization, and any consequences of this, is also the responsibility of said captain.
7. In lieu of a team being able to find a suitable mercenary of their own the WTC organization will attempt to provide a suitable candidate for them. To further this the WTC organization will take applications from prospective players who wish to attend the WTC as a mercenary for any team that requires one via means of an online form. Only players that have filled in the mercenary form will be retained as a possible mercenary for the WTC.

Once again, the WTC organization will be in charge of guarding the integrity of the tournament when it comes to its aspect of "nation vs nation". They shall have discretion in terms of establishing eligibility, last-minute dropouts affecting a team's eligibility, and the general use and distribution of mercenary players amongst a given national team.



WHAT YOU NEED TO KNOW

A team may have any number of non-playing team members / coaches. Coaches and non-playing team members, with certain restrictions as outlined below, are allowed to:

Be the Team Captain

Do or help with the Pairings.

Be a player replacement.

Offer support to both teams, with a restriction of the amount of coaches per team that are present in the playing area.

Oversee the overall team strategy during a given round.

REPLACING A PLAYER ON THE TEAM

Replacing a player may only ever be done so after obtaining explicit consent from the head referee. This rule is in place to enable teams to keep a full complement of players in case of illness or injury or other emergencies. A replacement player may play one of the 8 armies submitted by the team in replacement of another team member for the duration of a whole round (or more as needed and approved). Replacement of a player during a round (i.e. when games have already started) will not be approved except under extraordinary circumstances approved by both the head referee and the 40K TO's. The team Captain must always petition the head referee for any player change during the event prior to the replacement player playing any games for the team.

EXPECTED COACH BEHAVIOUR

At all times, coaches and non-playing team members should keep a respectful distance around the table and the other players, and the incentive should always be to not take any actions, direct or indirect, that may interrupt the natural flow of a game. Coaches in an observer role shall not weaponize their presence in a game by disrupting or distracting the opposing player needlessly. Non-playing team members that do not adhere to this core principle may be penalized, up to their immediate expulsion from the event. If a coach is penalized for interrupting a game to the detriment of their opponent, the player on that coaches team may also face the same penalty. This to ensure that actions of non-playing members will have direct, negative effects on the team as well so as to give incentive to the entire complement of team members to uphold the integrity of the event.

SUPPORT STAFF

- Coaches should help setting up the tables before each round to lighten the load on both nations' players and make pairings run more smoothly.
- Coaches should ensure the gaming area is kept clean during and after a given round regardless of the source of the mess and should be actively seeking the help of the other teams coaches to keep a tidy and clean playing environment.
- Coaches should be checking their players physical and mental well being.
- Coaches should mention to the other team's coaches / captain if they notice that one of the other team's players is not feeling well / seems to be having difficulties.



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- Coaches assist with bringing water / snacks / other necessities for the players of each country.
- it is reasonable for a player to ask the opposing country's coaches for things such as water.

GAME INTEGRITY

Coaches share responsibility with the players for the integrity of the game when they are at the table. As part of their shared responsibility for the integrity of the game, non-playing members and coaches must adhere to the following rules.

Coaches and non-playing members of teams are reminded that their role is to be as non-intrusive as possible to the players at the table.

RULES FOR NON-PLAYING TEAM MEMBERS

1. All communication between a coach and their players should always be done at the gaming table. It must be done in English, in the presence of and audible to the opponent. The tournament's official language is English and speaking in a language other than English will be seen as interference with the game and may be subject to a yellow card penalty.
2. Once players are at their tables at the start of any given round, it is not allowed within a team to share info on match-ups or tactics by cellphones or other devices either. Any breach of this rule that gets noticed will see all offenders on the team admonished with an immediate yellow card.
3. Coaches may not touch the clock for any reason. If a timekeeping issue arises, a referee can be sought out to address it. If a rules dispute arises, the referee will judge the time needed to resolve the dispute, and authorize any clock manipulations that ensure because of it.
4. Coaches may look up where a given set of information about the game can be found (rules commentary, weapon/model stats, rules, ...).
 - i. Coaches may not freely offer rules information but can read the relevant rule / FAQ entry at the request of both players.
5. Coaches may not interject in any way if they perceive an in-game issue such as a player forgetting to consolidate, using a rule incorrectly, if the clock wasn't passed back correctly, etc.
 - i. If a coach perceives such a situation that needs to be addressed, especially in the case where players must do something but forgot to, they must make a record of this (with clock timestamp) before getting a judge to assess and resolve the situation.
 - ii. Similarly, if they see a rules misplay (incorrect profile used, stratagem or ability being used out of phase, etc.), they must make a record of this (with clock timestamp) and seek a referee to assess and resolve the situation.
6. A non-playing team member is not allowed to affect a game by asking for information that was not requested by either player.
 - i. If a rule is challenged by a player, or there are doubts about misremembering a rule, misplaying certain statistics, or mismanaging movement as a few examples, a referee must always be involved/called to the table.
7. Coaches may seek out a referee for a ruling at the request of either player.
8. Coaches may ask for the score / battle round / turn status, but only when one of the players is tallying up



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- the score at the end of a given turn and is ready to document it on the scoresheet. Remember that all communication must be in the English language. Coaches must ensure that they do not interrupt the players during a given turn. We do not want players to lose focus during their turn because of a non-playing intervention.
9. Non-playing team members are not allowed to write anything on the players' score sheets nor should they be involved with tallying up the scores until the moment the players have agreed upon a given game's result, at which time they may doublecheck the tally.
 10. Coaches must never comment on a player's strategy if/when it is detailed to them. A coach cannot share tactics from a given table with any other player while there are active games going on in their team's current round.
 11. Players are allowed to check in with their coach on their time, during their turn, to ask about the status of the other games/the round.
 - i. During this consultation, coaches can tell the player whether they need them to exceed their expected score (such as push) or to play it safe, but they cannot instruct their player on how this is to be achieved.
 12. Coaches may tell their player, when one of the players is tallying up the score at the end of a given turn and is ready to document it on the scoresheet (or a similar non-intrusive time), how their team is doing and what kind of points they require from this game.
 - i. Note that this information must be spoken aloud, and thus freely shared with the opponent.
 13. For the purposes of evaluating the need to push or play conservative, a player can tell their coach in generalities what the game result could be should they make the decision to do so.
 - i. A player can tell a coach if they have a plan to get a better score, what the risk is, and the coach can say whether they should go for it or not.
 - ii. The player cannot detail the plan, if they do so then the coach must excuse themselves from the conversation and refrain from giving any comment.
 - iii. As an example, Sean has predicted a 5-point game into Joe's Aeldari. He sees an opportunity to score a 10 if a plan he has succeeds but may score a 0 if it fails. He can say this to his coach Nick, but he cannot say how he will achieve it.
 - iv. The coach can then let the player know whether to continue with the plan or not. The coach can consult with the rest of their coaching staff to decide on this.
 14. Coaches may show written information (in English) to their player, only after having shown the same information to their opponent first. The above restrictions on tactics and advice apply - this is just for obtaining information from their player.
 - i. As an example, a coach may show 20 numbers randomly positioned on a piece of paper, as an aid for the player to discretely show to their coach how they feel the game will conclude.
 15. Coaches may manage game scoring via BCP, after a game has concluded and both players involved in the game have determined the outcome of that game and have given explicit verbal approval to enter the score.
 16. Non-playing team members may not observe games in their entirety unless the opposing team also stations a coach to the same table for the duration of the game.
 - i. If this is not the case, no coach should be at a given table for an extended period.
 - ii. There should only ever be a maximum of one coach per table per country as an observer to a given game.



WHAT YOU NEED TO KNOW

RESTRICTED AMOUNT OF COACHES IN THE PLAYING AREA

In the shared playing area, which is the conglomerate of 8 tables used by two teams during a given round, there is a strict limit of 4 coaches and 1 non-playing captain per team that can be present when the round has started (post pairing, when players are all at their tables). Teams may have more than 4 coaching staff, and may freely rotate them out during a round, as long as they strictly adhere to the 4 coaches + 1 non-playing captain restriction. Opposing teams can quickly scout a given round, but can not stay in the playing area for longer than a few minutes. This rule will be enforced by our referee team, and any breaches/transgressions will result in team penalties. Streaming crew should focus on their streams and in no way should be used as an extension of a given team's complement of non-playing staff.

UN TEAM

When the need to form a United Nations Team arises (which is the case when an uneven number of teams subscribes or when a team has to drop from the tournament after registration deadline, or to make sure the event can be as inclusive as possible for new/returning nations), one of the WTC organization will be appointed to lead the charge of forming the WTC UN Team. During the year, players interested in being part of the mercenary team will be able to sign up using our [WTC MERCENARY SIGN-UP FORM](#).

Only players with entries in the mercenary sign up document will be contacted to make up our mercenary team. The WTC organization will try to make as diverse a mix of nationalities (to emphasize the international character of our event) as possible, and the selected team members will either choose one person to be captain amongst them or one candidate will be appointed by the WTC organization. This team then functions as a full-fledged nation and have all the same rights and obligations as the other nations playing at the event.

This UN Team will always be formed with 3 basic principles in mind:

1. The players on it need to have as diverse of an international character as possible.
2. The players on it need to be well-respected within their communities.
3. The players in question need to show team-spirit during the process of their team's formation.



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TOURNAMENT OUTLINE

The World Team Championship is a 4 day, 7 round event that takes place from Thursday to Sunday. The first 3 games (Thursday & Friday) will comprise of a pod phase, where each nation will face 3 other nations in their respective pod. After this pod phase, the teams will be matched and seeded using the SWISS system, and each team will play 4 more rounds to determine the final standings for all teams.

REGISTERING FOR THE EVENT

Registration for the WTC will be done via Best Coast Pairings. We will use their software to administer our tournament. Teams need to be signed up, in full (this means including coaches and additional staff), 1 week before the list submission deadline (see tournament scheduling below). In case the number of registering teams would be uneven, the WTC organization will take it upon themselves to form a Mercenary/UN team to make sure every nation always gets a respectable opponent during the event.

TOURNAMENT RULES

- 10th edition, 2025-2026 Chapter Approved Mission Deck & Tournament Companion
- 2000 points Strikeforce armies, fully 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 have the Adeptus Astartes Faction Keyword. There are instances where faction keywords are replaced, in which case the final obtained keyword is taken into account for determining which factions are taken up by a given army list
- Preset missions and terrain, played on a 60" by 44" table
- Pod phase followed by SWISS pairings, 7 round tournament for all teams
- Forgeworld units are allowed
- Units of Legend may not be used
- Chessclocks are mandatory (every team to bring 5)
- If a codex release has not been updated with points in the MFM prior to list submission, but only has index points listed in the mfm, or no points listed in case of a new army/release, that codex is ineligible for being played or selected for team composition at the WTC. Teams can play the index version with listed points instead where applicable. **Note** that this means that at the request of our playerbase, codex points in the MFM are to be used at our event even though there is a stipulation in the MFM that the codex points are only valid in non-tournament settings. In the case of limited box-sets being released ahead of time, that would come with a delayed availability in the official Warhammer 40K App, then players must bring an official, english version of the codex or be penalised for not having the rules for their army available for their opponent(s)
- For which basesize to use for your models, please refer to the Chapter Approved Tournament Companion. Any exceptions to this (when applicable) will be listed in our Faction-specific FAQ document



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TEAM FACTIONS AT THE WTC

Note that for the purpose of factions at the WTC, teams will use up a faction's slot as soon as the faction is taken as part of an army codex or index, or stems from any supplements that are released for that codex/index, with the caveat that there are some rules that change the faction keywords for certain models (like Cult Of The Dark Gods for Heretic Astartes) and that in these instances only the final faction keyword is taken into consideration for team makeup. Since Harlequins and Ynnari cannot be used as a faction keyword due to Disparate Paths, including units with either of those keywords in any list automatically uses up the Aeldari slot on a team as well.

Teams may take both Legions of Excess datasheets and Legiones Daemonica datasheets or similar for the other god-specific daemons as they represent different factions. This means teams may field two Shalaxi hellbanes for instance as long as they are taken as part of different factions. The same for Captain Artemis for instance, who can be taken as an Astartes Faction and an Imperial Agents Faction.

Adeptus Titanicus is not a playable faction at the WTC.

Adepta Sororitas
Aeldari
Chaos Daemons
Death Guard
Grey Knights
Necrons
T'au Empire
World Eaters

Adeptus Custodes
Agents of the Imperium
Chaos Knights
Drukhari
Imperial Knights
Orks
Thousand Sons
Emperor's Children

Adeptus Mechanicus
Astra Militarum
Chaos Space Marines
Genestealer Cults
Leagues of Votann
Space Marines
Tyranids

WTC TERRAIN OUTLINE

Each team is responsible for adjusting the terrain according to our map pack at the start of a given round in case terrain was misplaced during a previous round. This can be quickly checked by members of either team that aren't needed during the initial stages of the pairing process or while their captains prepare for the round, during lunchtime etc etc.

See our terrain map document on the WTC webpage



MAP PACK HERE!





WTC MISSION OUTLINE

GROUP STAGE

	Mission	Primary Mission	Deployment Type
Round 1	B	Supply Drop	Tipping Point
Round 2	F	Hidden Supplies	Hammer and Anvil
Round 3	E	Take and Hold	Hammer and Anvil

SWISS STAGE

	Mission	Primary Mission	Deployment Type
Round 4	O	Terraform	Crucible Of Battle
Round 5	P	Scorched Earth	Crucible Of Battle
Round 6	J	Linchpin	Search and Destroy
Round 7	L	Take and Hold	Search and Destroy

TOURNAMENT SCHEDULE

THU. AUGUST 13TH

Pre-event Briefing (Captains) 15:30 - 16:00
WTC Pod Phase - Game 1 16:00 - 20:30

FRI. AUGUST 14TH

Captain's Meeting 9:15 - 9:30
WTC Pod Phase - Game 2 9:30 - 14:00
WTC Pod Phase - Game 3 15:30 - 20:00

SAT. AUGUST 15TH

Captain's Meeting 9:15 - 9:30
Seeding Phase - Game 1 9:30 - 14:00
Seeding Phase - Game 2 15:30 - 20:00

SUN. AUGUST 16TH

Captain's Meeting 7:15 - 7:30
Seeding Phase - Game 3 7:30 - 12:00
Seeding Phase - Game 4 13:00 - 17:30
Award Ceremony 18:45 - 19:30



PLAYER CONDUCT AND REQUIREMENTS AT THE WTC



Players attending the WTC are expected to act in a sportsmanlike manner at all times, and this not only towards their direct opponents. This goes for all other attendees and staffing as well. All players must be able to communicate in fluent English. This is non-negotiable.

Players are expected to 'play by intent.' What this means, within the context of the WTC, is that players should actively talk through everything they are doing and what they intend to accomplish by doing it (i.e, I am moving these Genestealers to charge you from behind this wall to avoid your overwatch). This requires both players to ensure that it is a two-way conversation where information is not being purposefully withheld insofar that it could affect your opponent's intention (i.e. before you move those Genestealers, don't forget that my 6 Flamers can overwatch you before you begin to move and I have line of sight now). For clarification this does not mean that you need to reveal your game-plan, but it does mean that the game should be played openly to avoid any 'gotcha-moments' by way of new or obscure rules, or by purposely withholding information from your opponent that may lead to 'gotcha moments'.



LIST CHECKING DUTIES



After the list submission deadline, and WTC pod structure reveal/draw, each team checks the lists from their respective pod.



OFFICIAL LANGUAGE



The official language of the tournament, and the ONLY language that should be spoken at the gaming tables, is English. Players must have their relevant rules available in English at the WTC. This includes gaming aids and gaming attributes like stratagem cards and such. It is perfectly acceptable to carry around a digital source for rules material. A printed/tablet version of the codex/FAQs is acceptable for instance. Players that do NOT have the English versions of their rules at hand when asked to provide source material will be given a yellow card infraction notice. Players, and non-players, that are caught not speaking English at a game table while addressing one of the players at that table, will be given an immediate yellow card infraction notice.



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REFEREES

The Tournament will be officiated by referees that are vetted by the WTC organization. As a general rule, a referee may not rule on a table on which their own nation is competing unless both players at the table agree that it is OK to do so. A referee's word is final and a decision may not be escalated. This is because there are stringent procedures in place for how a referee makes a decision, and any that may have a severe impact on the outcome of a game are only ever made in concert with other referees. Abuse, of any kind, will not be tolerated where our referees are concerned.

Official complaints after the round will be handled by request of either captain immediately after the round. Both relevant captains and two referees will participate. Referees will hear one statement from each captain and their counterparts response. After this referees will make undisputed judgement about the case. Possible infractions and associated cards are valid in the next round of WTC.

A red/yellow card system will be implemented to handle any disputes/issues. Full information regarding penalties can be found at:



WH40K REGULATIONS



BECOME A REFEREE AT THE WTC

If you are interested in joining the event as a referee, or know somebody who does, please sign up with our **REFEREE SIGNUP FORM**. Someone from the WTC organization will be in touch.



REFEREE SIGNUP HERE!





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WTC POD PHASE

After registration is finalized and it is known which teams will attend, all teams and nations will be divided into pods. This is done for several reasons. Knowing your first three adversaries ahead of time will generate more opportunity for quality prep-time with your team, having a seeding system in pods will add to the World Cup feel of our event, and we can implement a system that ensures the top teams will meet later on in the tournament as is customary in all big nation vs nation competitions, and that for the two last rounds (rounds 7 and 8) at least, the top team will play the closest matched team so we can have a true event champion, at the same time allowing for more interaction between teams that are historically showing strength in different tiers on the first two days by means of introducing a pod structure where teams of different strength are matched.

WTC Pod allocation procedure works on the following principles:

- The teams are ranked from first to last, depending on their placement in the past 3 WTC events (weighed average), with teams that haven't attended a WTC so far will be randomly assigned a position at the bottom of the ranking table as there is no way to gauge their strength.
- This ranking will determine the order in which the teams will be distributed into pods of 4 teams. For instance imagine an edition of the WTC with 40 teams playing 40K and 5 new teams attending. This would mean we have 10 pods with teams in position 1-10 making up first seeded teams, teams in position 11-20 making up second seeded teams and teams in position 21-30 making up third seeded teams and teams in position 31-35 and unseeded teams making up the 4th seeded team pool.
- When distributing the teams into pods, a team from each seeded tier will be randomly assigned to a pod.

In the case we do not have multitudes of 4 teams, we will randomly create one or more pods that are bigger in size to make it work, making sure that every team gets 3 games in on the first two days and that the relative distribution of strength of their opponents is approximately the same.

After the 3 games on the first two days, teams will be ranked on their overall score (a team on 3 wins with 6 points should meet another team on 6 points etc.) and tiebreaker score (total team Game Points scored) they achieved within the pod and be matched vs the closest ranked nation (closest points and Game Points tiebreaker) with the caveat that teams that already met in the pod phases cannot meet again during the course of the event. It's all SWISS system after the pod stages and the final 4 games will decide final placing for all the teams. The pod phases are just to ensure that we don't get the 'lucky draw' effect early on, as the different pods should be evenly matched, and that teams can enjoy a different preparation prior to the event which hopefully will increase the level of competition at the event.



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WTC POD PHASE EXAMPLE

Note: the pod distribution below is just an example and in no way presents the pod distribution for this years' event. It shows a pod distribution with uneven teams from an ETC era. We will always strive to have an even distribution of measurable strength between the different teams within a given pod.

WTC POD 1		WTC POD 2		WTC POD 3		WTC POD 4	
NATION	RANK	NATION	RANK	NATION	RANK	NATION	RANK
Russia	Tier 1	England	Tier 1	Poland	Tier 1	Denmark	Tier 1
Sweden	Tier 2	Spain	Tier 2	Belarus	Tier 2	Scotland	Tier 2
Ireland	Tier 3	Switzerland	Tier 3	Turkey	Tier 3	Canada	Tier 3
Romania	Tier 4	Norway	Tier 4	Austria	Tier 4	Belgium	Tier 4

WTC POD 5		WTC POD 6		WTC POD 7		WTC POD 8	
NATION	RANK	NATION	RANK	NATION	RANK	NATION	RANK
Germany	Tier 1	USA	Tier 1	Finland	Tier 1	France	Tier 1
Italy	Tier 2	Australia	Tier 2	Ukraine	Tier 2	Wales	Tier 2
Greece	Tier 3	Croatia	Tier 3	Netherlands	Tier 3	Serbia	Tier 3
Northern Ireland	Tier 4	Hungary	Tier 4	Argentina	Tier 4	Czech Rep.	Tier 4
						Slovenia	Tier 4
						Luxembourg	Tier 4



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ROUND PAIRINGS

At the start of every round, teams get some time to work out the individual matchups that will occur within the round. Teams have 30 minutes to discuss with their team what the best strategy is for the round and to work out the pairings for the round. Rounds that start later than the allotted 30 minute mark should be reported **immediately** to the judges so they can evaluate if a certain round will be impacted on total game time, and to see if it's always the same teams who seem to be having this problem and need to be spurred on to go through the process quicker.

Before the start of the round, both teams ensure that all terrain is placed according to the map packs provided. If not, both teams make sure that the terrain is set up adequately prior to the start of the round.

A visual guide to aid you with this pairing process is available from our official website.

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 who's 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 "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.



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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.



AI ASSISTED PAIRINGS



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 WTC. 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.

ROUND SCORING

A Round between teams consists of 8 individual games. Each game, players will score a number of points as described in the GT Tournament Pack, namely games are scored individually on a scale of 100 pts (Each individual game at the WTC will have 90 points available from in-game scores and 10 points presuming the player in question had a correct armylist that was sent in on time. These 10 points will be accorded each game, but players that have not managed to send in a correct armylist will automatically see a 70 point penalty that will be deducted from their team for the tiebreaker at the end of the event - namely -10 pts for each game that they would have used a wrong armylist-. This is done to ensure the penalty doesn't apply to each game individually, but so that there is still a player incentive to provide a correct and properly formatted armylist for their team).



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An individual player scores an amount of points for his team based on the VP differential outcome from the game with his 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 his 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
>50	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 PTS
<75	ROUND LOSS	0
75 - 85	TIE	1
>85	ROUND WIN	2

If two or more teams have the same number of Round points (2/1/0), game points gained from all battles will be used as tie-breaker.



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STARTING A GAME AT THE WTC

Follow this procedure to start your games at the WTC:

- **Muster forces:** Go over your army list with your opponent
- **Mission briefing:** Go over the mission details with your opponent
- **Players set up objective markers** on the battlefield as described by the mission.
- **Players agree which battlefield edge is the Attacker's and which is the Defender's.** The players then roll off and the winner decides who will be the Attacker and who will be the Defender - this will determine which player uses which deployment zone in the coming battle.
- **Select Secondary Missions.** There are two Secondary Mission decks (one for the Attacker, one for the Defender), meaning players can draw the same Secondary Missions. These describe goals that players can achieve to score VP. Each Secondary Mission card will detail when and how it is achieved, as well as how many VP that player scores for achieving it. Each player must now choose whether to use Fixed or Tactical Missions during the battle. To do so, each player writes down if they will play Tactical or Fixed on their score sheet. Players reveal their choice simultaneously. If a player selects two Fixed Mission cards, those Secondary Mission cards are active in every battle round during the battle, and can be achieved and scored in every battle round. The remainder of their Secondary Mission deck will not be used in the coming battle and can be placed to one side. Players' selected Fixed Mission cards cannot be discarded for any reason. If a player did not select two Fixed Mission cards, then they will use Tactical Missions in the coming battle and take their respective Secondary Mission and Gambit decks, hand them to their opponent, who will count the cards in the deck, shuffle them and return them to their opponent to use for the battle who may then choose to cut their deck once. At the start of each of that player's Command phases, that player must determine which Secondary Mission cards are active for them by drawing cards from their Secondary Mission deck, if they have fewer than two active Secondary Mission cards. That player has access to the New Orders Stratagem (see below), and can spend CP to use it after drawing their Secondary Mission cards if they wish. If a player's Secondary Mission deck runs out, they cannot generate any additional Secondary Missions during the battle. Each time that player achieves a Secondary Mission, after scoring the VP described on that card, that Secondary Mission is then discarded.
- **Declare Battle Formations** In the order below, both players secretly note:
 - Which of their Leader units will start the battle attached (they must specify which Leader unit is attached to which Bodyguard unit).
 - Which of their units will start the battle embarked within Transport models (they must specify which units are embarked within which models)
 - Which of their units will start the battle in Reserves (including Strategic Reserves). No more than half the number of units in a player's army can start the battle in Reserves, and the combined points total of those units cannot be more than half the total of their army. Units embarked within a Transport that are set up in Reserves also count as being set up in Reserves for these limits. When both players have done so, then they reveal their selections to their opponent.
- **Deploy Armies.** Players alternate setting up their remaining units one at a time, starting with



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the Defender. A player's models must be set up wholly within their deployment zone. If one player finishes deploying all their units, their opponent then deploys the remainder of their units.

- Determine First Turn. Players roll off and the winner takes the first turn.
- Resolve Pre-battle Rules. Players alternate resolving any pre-battle rules units from their armies have, starting with the player who will take the first turn.
- Begin the Battle

The first battle round begins. Players continue to resolve battle rounds until the battle ends. At the end of each player's turn, if that player is using Tactical Missions, they can discard one or more of their active Secondary Mission cards. If they do, and if it is not the fifth battle round, that player gains 1CP.

At the end of the third battle round, players generate Gambits.

- End the Battle. The battle ends after five battle rounds have been completed. If one player has no models remaining in their army at the start of their turn, the other player can continue to play out their turns until the battle ends. Note that a player conceding a game does not immediately end it. The non-conceding player plays out the remainder of his turns scoring what points he may. All games should be played to their full conclusion. If that cannot be done for some reason, contact a referee to intervene immediately.

Determine Victor

Each player can score a maximum of 50VP from Primary Missions and/or 40 VP via Primary/Secret Mission (any excess VP awarded are lost) and a maximum of 40VP from Secondary Missions (any excess VP awarded are lost), for a possible total maximum of 90VP. If a player is using Fixed Missions, that player can score a maximum of 20VP from each of the Fixed Mission cards they selected before the battle (any excess VP awarded are lost). If every model in a player's army is painted to a Battle Ready standard, that player is awarded a bonus 10VP. This gives each player a maximum total score of 100VP.



EVENT STREAMING & EXPOSURE



The WTC and the Warmaster GT that precedes it, will be live streamed by streaming entities vetted and approved by the WTC Organization. Please refer to our streaming policy to know how streaming at the event will be regulated at the event in regards to player welfare and health. The following rules apply to any and all filming / streaming / interviewing at the WTC and Warmaster GT :

- Streamers will not interview or approach any active games whatsoever.
- Streamers are not permitted to stream/film whatsoever during the pairings process.
- Streamers will not commentate within the vicinity of any active matches.



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- If the commentary is to be done in any language other than english it must be done outside of the gaming area (speak to the referees or tournament organizers if you are unsure where this is).
- As a general rule, any and all streaming must be conducted in a manner that will not disturb or influence any games in any way whatsoever.

*Any streamer that does not conform to the above rules will be asked to immediately cease streaming for the remainder of the event and/or immediately leave the venue, forfeiting any right to refunds. This decision will be made at the discretion of the referee corps and tournament organizers, and will not be open to discussion once made.

TEAMS FORFEITING A ROUND

If a team gets to the point like they feel they want to concede a round at the WTC, due to an issue, or a complement of issues, the referees and the WTC TO's should be advised immediately.

If it is a gaming issue between two teams the referee team can try to defuse a situation and come to some sort of fair resolution for both parties. Referees and captains of teams are the only involved parties here. There will be no onlookers or coaches or other team members involved unless the referees deem it necessary.

If there is a need for it, the referees or one of the teams can ask for the WTC organizers to intervene on an issue. This may occur when the referee team feels they are not comfortable taking a decision, or if one of the captains feels like the situation is still not treated fairly enough to continue playing the round, or if the referees feel like the situation supersedes their authority or mandate. In this instance the WTC organizers will take an informed decision after listening to the three parties: referees and both captains. In the rare situation where the WTC organizers are unable to resolve the issue then either they, or captains involved, can call for a captains council for an immediate vote on the matter.

If a team still feels that the outcome of the above is not sufficient to continue playing, that team forfeits the round and scores 0 points whilst their opponents score 2 points, counting as having the minimum points needed as a team in order to score the win that round. The team that forfeits a round also forfeits their right to a vote on WTC matter for the following year. There should be no gaming situation that warrants people coming from so far, paying so much money, and then not playing a round, and there should be some consequence to teams that force that kind of situation, for whatever reason.