



**2026**

**WARMMASTER**

**GT PACK**

**V1.2**

**LAST UPDATE**  
**25 MARCH 2026**



## ABOUT THE WARMASTER GT

### 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 WARMASTER GT

### ADDRESS

The Warmaster GT 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 90 while early bird registration applies, otherwise entry to the event will cost 95€ per player. Tickets do not include any food or drinks. Registered players automatically have access to the event hall during all days of the event. Register now by buying tickets from the WTC webstore:



**BUY TICKETS HERE!**



### VISITORS AND OTHER GUESTS AT THE WARMASTER GT

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 at the entrance. A visitor pass for the event costs 10€ for the duration of the event and gives access to the hall, the vendors, the lounge area, and all other player facilities. Registered players at our event can enter for free showing their player ID tag at the entrance, and this for the duration of all WH40K events.



**MINORS ATTENDING  
THE EVENT**



There is a minimum age of 16 years of age at the time of the event, and additionally any player between the ages of 16 and 18 must be accompanied by a supervising adult at all times.



## ABOUT THE WARMASTER GT

### PRIZE POOL AT THE EVENT

There will be token trophies for:

- The Warmaster event winner, the runner up and second runner up.
- 4 players will receive a golden ticket to the World Championship of Warhammer. More on that below.
- Best painted army and miniature (this must be painted by the player). Commission painted armies will have to be declared when you are nominated for this award and are intelligible for an award.
- Best in Faction players from the following overarching factions: Best Chaos, Best Xenos, Best Imperium

### SPORTSMANSHIP AND PLAYER BEHAVIOR

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 Warmaster GT, 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.

### WYSIWYG & 3D PRINTED MODELS

The WTC armies have to be fully painted and based and be **WYSIWYG. 3D printed models** are allowed. The same applies for third party models and stand-ins of official Games Workshop models. In regards to WYSIWYG, this year pistols would not need to be represented on the models (it's enough that a holster is on the model but if a pistol is modeled visibly, it needs to adhere to WYSIWYG). There will be no model approval process for the Warmaster GT, as we expect every player to uphold the base norm of what should be an acceptable conversion or stand-in for a given model. Our referees will be the judge and juror in this regard, and players will bear the consequences if they bring models to the event that are in disregard of common sense.

For instance, players that field miniatures that differ significantly in height, silhouette, size, etc. from the original sculpts that Games Workshop has created, will be under scrutiny from our referee team. Any models that would usually be taller than 3" and so unable to fit under a floor of a ruin should still be modeled/printed/converted and even played that way or you risk the consequences of the model being removed from the table for modelling for advantage. In a similar way, transports should have a very similar footprint to the original model as well.



## ABOUT THE WARMASTER GT

### EVENT REGISTRATION

Registration for the Warmaster GT will be done via our partners at Best Coast Pairings as we use their software to administer our tournament. Players need to be signed up on BCP and make their payments through the WTC Webstore before the registration deadline (see tournament scheduling below). All players that purchase a ticket through our webstore will be pre-registered using the Best Coast Pairings Player App with the BCP email address provided in the ticket purchase form. If you are unfamiliar with BCP, please check out their website in advance of the event and download the BCP Player app in advance of the event for use on your smartphone.

Here's how registration will work:

- Before August 1st, all ticket purchasers will be sent a link to the event on BCP. Please note that the event will be visible on BCP before but the registration button will not be live.
- Please complete registration via the link once provided, and set your faction, upload your list and set your nationality via the team/club name via the app. Doing this will avoid you being paired into countrymen round 1 of the event. Please email or message [admin@worldteamchampionship.com](mailto:admin@worldteamchampionship.com) if for some reason you would be unable to make it. If you have acquired a ticket via another person, please make sure you have the order number from the person you bought from and that the Ticket Transfer Form on our website has been filled in. If not you will not be allowed entry to the event.
- Registration will close at 23:59, on Wednesday July 1st.
- Please 'check in' via the app no later than August 9th at midnight or if your plans change mark yourself as dropped and send us an email to let us know.

For any issues or questions, please email [admin@worldteamchampionship.com](mailto:admin@worldteamchampionship.com)



## ABOUT THE WARMASTER GT



### 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 event. 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.



### LIST CHECKING DUTIES



Players will be contacted after list submissions to contribute to an excell sheet so that each player checks at least 1 other list (possibly 2-3 from the same faction). Where errors are identified, the owning player is responsible to update list with the fewest possible changes to make it legal. The referees will have the final say as to whether the changes are acceptable and will oversee any need for penalties as a result of submitting an illegal list at list submission.



## ABOUT THE WARMASTER GT

### TOURNAMENT OUTLINE

The Warmaster GT is open to anyone for playing. You do not need to be associated to a given nation's national team to be able to compete against some of the strongest players from around the world.

The aim is to crown one of our attendees as the sole winner of the event, the de-facto Warmaster. To that extent, we will be running a Win-Draw-Loss format for ranking our players, using our 20-0 system as a tiebreaker marker for ranking the players, with path to victory and random pairings between players of the same win track. The amount of rounds played will depend on people subscribing to the event. Since we want to have a single definitive event winner, we might extend the rounds and play an additional round after the evening schedule on wednesday eve.

The timetables posted below are indicative, and might change depending on the final number of registered players for the event. We will proceed to a top 4 cut after day 2, with a potential Quarter Final round on wednesday evening depending on the number of (truly) undefeated players. Once games start in the top cut bracket, there needs to be a winner. To that effect, if games are tied after the 5th battleround both on game points and victory points, play will continue for additional battlerounds with each player **ONLY** scoring on primary objectives at the end of their given turns, until one player has achieved a VP difference at the end of each extra round needed, which will be the metric to define who wins the game.

Our event will be a qualifier for the World Championships of Warhammer. We have 2 Golden Tickets to give away. Our two finalists will automatically receive an invitation to the WCW, but without any financial support from WTC. Tickets may be transferred to other players if finalists already acquired a Golden ticket qualification status via another event. This will be done at the discretion of the WTC organization.





## ABOUT THE WARMASTER GT

### TOURNAMENT RULES

- 10th edition, 2025-2026 Chapter Approved Mission Deck & Tournament Companion
- 2000 points Strikeforce armies, fully painted and WYSIWYG
- Round 1 players from the same nation cannot be paired against each other (in order to assure this, you need to mention your nation when purchasing a ticket and/or indicate your nation as your "team" in BCP)
- Swiss system for pairing after R1 (W/D/L, WTC tournament points as tiebreaker)
- Preset GT Pack missions
- WTC terrain, played on a 60" by 44" table. **Note** that only tables with layout 4-5 from the WTC Map Pack document will be used for the Warmaster Event
- 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 at the Warmaster GT. Players 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).
- 6 round tournament potentially followed by a Quarter Final on wednesday evening. Top 4 cut will play semi-final and final on Thursday. 3h rounds
- Forgeworld units are allowed
- Units of Legend may not be used
- Chessclocks are mandatory
- Official language of the tournament is English
- 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.

The Tournament will be officiated by referees that are vetted by the WTC organization. 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 immediately after the round. Both relevant players and two referees will participate. Referees will hear one statement from each player and their counterparts response. After this referees will make an undisputed judgement about the case. Possible infractions and associated cards are valid in the next round of the event. A red/yellow card system will be implemented to handle any disputes/issues. Full information regarding penalties can be found on our official website in the WTC Policies & Rules section: <https://worldteamchampionship.com>



## ABOUT THE WARMASTER GT

### TERRAIN OUTLINE

We may opt to revise our current map packs to perhaps better suit individual games of matched play. Until those are released publicly, assume we will play all games using the map pack document found on the WTC webpage: <http://worldteamchampionship.com/>. Each player 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.

### MISSION OUTLINE

#### DAY 1

	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

#### DAY 2

	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
Quarter Final	I	Hidden Supplies	Search and Destroy

#### DAY 3

	Mission	Primary Mission	Deployment Type
Semi Finals	D	Scorched Earth	Tipping Point
Final	L	Take and Hold	Search and Destroy



## ABOUT THE WARMASTER GT

### ROUND SCORING

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

### BEST PAINTED AWARD AT THE WARMASTER GT

At our events we value the creativity of our playerbase and as such we will be scoring each army individually according to the painting rubric that can be found on our website. This painting rubric will result in a number of people being selected for a Painting Showcase, in which their army will be further assessed in order to determine a final winner for our Best Painted Award. Players that are selected for the Painting Showcase will be asked to display their army for our judges to be able to look at their army in depth. Players may remain on site while our judges work diligently, and will be provided with food on-site in order to spend a nice moment together and celebrate the creativity and skills that they have put on display.



## ABOUT THE WARMASTER GT

### EVENT SCHEDULE

#### TUESDAY AUGUST 11TH

Registration	7:30 - 8:30
Pre-event Briefing	8:30 - 9:00
Game 1	9:00 - 12:00
Game 2	13:00 - 16:00
Game 3	16:30 - 19:30
Painting showcase	19:30 - 20:30

#### WEDNESDAY AUGUST 12TH

Game 4	8:00 - 11:00
Game 5	12:00 - 15:00
Game 6	15:30 - 18:30
Best In Faction Awards	18:45 - 19:00
Top Cut Announcement	19:00 - 19:15
Quarter Final (if necessary)	19:00 - 22:00

**Note** that food will be provided on-site for quarter finalists.

#### THURSDAY AUGUST 13TH

Semi Final Briefing	8:15 - 8:30
Semi Final	8:30 - 11:30
Final	12:00 - 15:00
Award Ceremony	15:00 - 15:15



## ABOUT THE WARMASTER GT

### IMPORTANT EVENT DATES & DEADLINES

Please refer to our official website and the scheduling section to have an overview of important dates and timelines to keep track of regarding the event.

### EVENT STREAMING

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.
- 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.