WTC KT

KILLZONE: MECHELEN

TEAM EVENT 2026

V1.3

LAST UPDATE: AUG. 14TH

KILLZONE: MECHELEN

TEAM EVENT

ESSENTIAL EVENT INFORMATION

NEKERHALLEN
MECHELEN, BELGIUM

2 DAYS
7 ROUNDS

SATURDAY AUGUST 15TH

4 ROUNDS
08:30 - 20:00

SUNDAY AUGUST 16TH

3 ROUNDS
09:00 - 19:00

KILL TEAM SELECTION:
CLASSIFIED FORMAT

KILL ZONE:
VOLKUS / TOMBWORLD / WTC TERRAIN

FOR MORE INFORMATION, VISIT WWW.WTC-BELGIUM.COM

WHAT IS WTC?
LOCATION
CONTACT US
FAQ
KILL TEAM OP REGULATIONS
KILL TEAM CHESSCLOCK RULES
APPLY TO BE A VOLUNTEER
APPLY TO BE A STREAMER
APPLY TO BE A REFEREE
BECOME A SPONSOR OR PARTNER

MISSION STATEMENT

The World Team Championship (WTC) is an annual wargaming event that initially comprised only WH40K but as of 2023 the event has expanded to different gaming systems like X-wing and Kill Team (since 2024). At the WTC, competitors from all around the globe can show their mettle individually against their peers, or as a team competing to win the coveted title of being WTC Champions.

At its core, the tournament aims to bring together players from all over the world to compete in a friendly but competitive manner. We believe 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, we subscribe to the principles of equality of treatment and aim to ensure that anyone who attends is able to do so in a discrimination-free environment where everyone is treated with due respect. We are committed to ensuring that everyone is able to attend, free from direct discrimination or abuse (physical, verbal or otherwise).

As such, we 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. We expect 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.

OFFICIAL LANGUAGE

The official language of the tournament, and the ONLY language that should be spoken at the gaming tables, is English. All players must be able to communicate in fluent English. Due to the international nature of our event this is non-negotiable.

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TOURNAMENT OUTLINE

WTC TEAM EVENT

The WTC Team event is the opportunity for players to represented their country and play against some of the best teams in the world. Other than having your team immortalized by having the name inscribed on our trophy, the WTC is an extraordinary human adventure as you make new friends from around the globe that share your passion for the hobby.

REPRESENTING YOUR COUNTRY

To represent your country, you must have 5 players of a given nationality. A team is always led by a Captain, who can be a player or a non-player. In the case where a team has a non-playing captain, a team will be comprised of 5 players and one non-playing Captain. You can also be accompanied by any number of additional staff to aid the team during the event. For more info about the captains and staff roles, take a look at our organized play document. Currently, we have limited the number of teams per country to 3 to make sure there is enough international diversity in the event for attending teams.

FORMAT

Kill Team Tomb world season - 7 Rounds – 15 min pairing + 2h games

KILL TEAM SELECTION

Each kill team can only be featured once on each team. Kill Teams featured in Classified and all new teams featured in future release boxed sets are valid to be taken for a given team as long as they are released prior to list submission deadline.

MISSIONS

Kill Team: Approved Operations Card Pack 2026, Crit Ops, Kill Ops and Tac Ops.

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TOURNAMENT OUTLINE

TERRAIN & MAP LAYOUTS

The event will use Tomb World, Volkus and Gallow Dark terrain sets with the official GW Layouts. To create more dimensional strategy and tactical choices, half of the Gallow Dark terrain will be set up with a new layout specially developed for this event.
See the Map Pack available in the WTC website.
All terrain will be painted, with doors or access points with markers and played on a 30" by 22" custom mat for open play and on 24" by 27.8" for the close quarter terrain for the event.

TERRAIN COMPOSITION PER TEAM ROW

Each Team will play their round on one specific ROW, composed of:
2 Volkus / 1 Tomb World / 1 Gallowdark WTC Layout.

FACTION RULES, FAQ & ERRATA

For open rules questions or interactions not resolved by GW, we advocate players and teams to ask a clarification via the WTC Discord. The WTC Referee Team will answer any questions with due diligence. Note that any WTC event FAQ's always take precedence over all other publications. **All official rules updates and documents apply for our event, even if they are released after list submission deadline.**

RULES & TRANSLATIONS

Where discrepancies in the rules occur due to possible translation issues, note that the digital rules published in the GW Kill Team Application in English will take precedence over all other publications.

REFEREES

The Tournament will be officiated by 3 referees that are vetted by the WTC TO's. 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 at least two referees will participate. Referees will hear one statement from

each player and their counterpart's 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. All referees are chosen for their integrity, and their ability for taking a neutral stance regarding the country you originate from. Please refer to our organized play document for more information regarding possible sanctions at the event.

PLAYER RESPONSIBILITIES AND PLAY COMPONENTS

Attendees are expected to bring their fully-painted Kill Team, official accessories, measuring gauges or a tape measure, and all relevant rules publications, printed or digital relevant for their faction. A set of Tac Ops cards or documents to monitor the completion of your mission, and finally all tokens and game aids needed to offer a transparent game-state at all times to your opponent.

WYSIWYG & 3D PRINTED MODELS

All models you bring to play at the event have to be fully painted and based and be WYSIWYG (or have your models that might stray from the norm approved by a tournament official prior to the event). The norm for which base size to use is found on the description of each model/box on the official Games Workshop webpage. Models that are not official, do not fit the WYSIWYG profile, are 3D-printed or considerably deviate from the norm MUST be approved by a tournament official at least a month PRIOR to the tournament and meet an approval from the TO before they can be used at the tournament. Any player with models like this in use at the event without prior consent will score 0 points for each game and receive an immediate yellow card infraction notice.

ROAD TO GLORY

The WTC is a 7 Round event. At the start of the event teams will be divided into pods to ensure teams from the same nation cannot be paired against each other. After the pod we move to a SWISS pairing. Teams will be ranked by Tournament Points > Tournament Point SoS >Victory Points scored during each game up until Round 6. Round 7 all Teams are locked per two in their own bracket for placement while we play to crown one team the decisive champion of the event. For instance: The first and the second in the ranking will play for the first and second place of the tournament The Third and the fourth in the ranking will play for the Third and fourth place of the tournament The Fifth and Sixth in the ranking will play for the Fifth and Sixth place of the tournament, and so on for all other teams.

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TEAM SCORING & TIEBREAKERS

Teams will be ranked by their number of Victories. A team win awards 2 points, a tie is 1 point and a loss awards 0 team points. Team tiebreakers are first decided on total player wins by team, total VP's scored by the team, followed by the number of Tac Ops achieved.

TEAM ROUND SCORING

An individual player scores a number 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. 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

PLAYER VP DIFFERENCE	PLAYER GAME POINTS	OPPONENT GAME POINTS
0	10	10
1	11	9
2	12	8
3	13	7
4	14	6
5	15	5
6	16	4
7	17	3
8	18	2
9	19	1
10	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
<46	ROUND LOSS	0
46 - 54	TIE	1
>54	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.

TROPHIES & AWARDS

Awards will be awarded to:

- Best Painted Killteam (awarded to one player on a team)
- Best Newcomer Team (needs to be led by a new captain)
- Best Sporting Team

Our top 3 Teams will be granted some exclusive swag:

- Exclusive metal WTC dice
- Exclusive WTC Medal
- Exclusive WTC Championship Ring

HOW TO GET A PAINTING AWARD

At the WTC, we want to recognize those within our community that go the extra mile and reward them for the passion and time they invest in showcasing their Killteam. The winner of our Best Painted Trophy will be awarded a unique, handmade diorama trophy as well as an exclusive medal and championship ring.

PAINTING RUBRIC & JUDGMENT CRITERIA

All players will be scored using our Painting Rubric.

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POD STRUCTURE 2026

The pod structure will be set and announced depending on the final number of teams that register for the event.

TEAM PAIRING

At our event, there is a pairing process in place to select the team's individual matchups during a given round. Teams have 15 minutes to discuss with their team what the best strategy is for the round and to work out the pairings for the round together with the opposing team.

Rounds that start later than the allotted 15 minutes should be reported immediately to the judges by someone from either team (or both teams) to allow the judges to evaluate if a certain round will be impacted on total game time.

If some captains struggle during the process, a TO or Referee may be called over to assist them in the process in order to make it more efficient and to better manage the time involved.

Before the start of the round, both teams must ensure that all terrain is placed according to the map pack for that given round. If terrain does not seem to be placed correctly, both teams make sure that the terrain is set up adequately prior to the start of the round.

The principles for the Kill Team pairing procedure are as follows:

- Determine the **Attacker** & **Defender**
- Mission Banning process
- Determine the 2 Kill Teams that will pair off in a given step
- Select a Table
- Select a Mission

Pairing continues until the 5 matches are set up

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PAIRING PROCESS

STEP 1 – DETERMINE THE DEFENDER & ATTACKER

Captains roll off to determine which team will be the Defender and which team the Attacker. for this step The winner decides if he wants to be either the **Attacker** or the **Defender**.

At the start of the pairing sequence, the Defender team will be marked A and the Attacker team will be marked B. The Teams will keep the A / B designation until the end of the entire pairing sequence. This allows teams to track in which step they are defender or attacker. Before starting the pairing sequence both teams may ban 1 mission from the mission pool in the following order:

(A) Defender bans 1 mission for the entire pairing process
(B) Attacker bans 1 mission for the entire pairing process

Both teams remove these mission cards from their pairing deck for this round.

STEP 2 – PAIRING 1

(A) Defender chooses 1 Kill Team from their pool and reveal it to the **Attacker**
(B) Attacker chooses 2 Kill Teams from their pool and reveal it to the **Defender**
(A) Defender picks one of the 2 Kill Teams proposed by the attacking team to be played in this matchup
(B) Attacker's returns the Kill Team that was not picked to its pool of available Kill Team's
(B) Attacker chooses one of the Tables available from their row
(A) Defender chooses one Mission that is available from the mission pool

STEP 3 – PAIRING 2

(A) Attacker of the previous sequence become the **Defender**
(B) Defender chooses 1 Kill Team from their pool and reveal it to the **Attacker**
(A) Attacker chooses 2 Kill Teams from their pool and reveal it to the **Defender**
(B) Defender picks one of the 2 Kill Teams proposed by the attacking team to be played in this matchup
(A)Attacker's returns the Kill Team that was not picked to its pool of available Kill Team's
Attacker chooses one of the Tables available from their row
(B) Defender chooses one Mission that is available from the mission pool

STEP 4 – PAIRING 3

(A) Attacker of the previous sequence become the **Defender**

(A) Defender chooses 1 Kill Team from their pool and reveal it to the **Attacker**
(B) Attacker chooses 2 Kill Teams from their pool and reveal it to the **Defender**
Defender picks one of the 2 Kill Teams proposed by the attacking team to be played in this matchup
(B) Attacker's returns the Kill Team that was not picked to its pool of available Kill Team's
(B) Attacker chooses one of the Tables available from their row
(A) Defender chooses one Mission that is available from the mission pool
(A) Defender now bans another mission for the remaining pairing process

Both teams remove these mission cards from their pairing deck for this round.

STEP 5 – PAIRING 4

The **(B) Attacker** of the previous sequence become the **Defender**

(B) Defender chooses 1 Kill Team from their pool and reveal it to the Attacker
(A) Attacker chooses 2 Kill Teams from their pool and reveal it to the Defender
(B) Defender picks one of the 2 Kill Teams proposed by the attacking team to be played in this matchup
(A) Attacker 's returns the Kill Team that was not picked to its pool of available Kill Team's
(A) Attacker chooses one of the Tables available from their row
(B) Defender chooses one Mission that is available from the mission pool

STEP 6 – PAIRING 5

The **(A) Attacker** of the previous sequence become the **Defender**

(A) Defender and the **(B) Attacker** each have one Kill Team in their pool, who automatically pair off
(A) Defender and the **(B) Attacker** automatically select the last remaining table from the row
(A) Defender chooses the last mission to be played from the remaining mission pool

The round starts, and players play their individual matchups.

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TOURNAMENT SCHEDULE

SATURDAY AUGUST 15TH

Registration	**08:30 - 09:00**
Captain's Meeting	**09:00 - 09:15**
KT Teams Round 1	09:15 - 11:30
Lunch Break	11:30 - 12:30
KT Teams Round 2	12:30 - 14:45
Break	14:45 - 15:00
KT Teams Round 3	15:00 - 17:15
Break	17:15 - 17:45
KT Teams Round 4	17:45 - 20:00
BBQ	**20:30 - 23:00**

SUNDAY AUGUST 16TH

Venue Opening	**09:00**
Captain's Meeting	**09:15 - 09:45**
KT Teams Round 5	09:45 - 12:00
Lunch Break	12:00 - 13:00
KT Teams Round 6	13:00 - 15:15
Break	15:15 - 15:30
KT Teams Round 7	15:30 - 17:45
Table & Terrain Packup	17:45 - 18:30
Award Ceremony	**18:30 - 19:00**

EVENT TIMELINES

Registration & Payment Deadline	Monday, June 30th	23:59 CET
New KT Boxes Release Cut-off Date	Friday, July 24th	23:59 CET
Faction Submission Deadline	Friday, July 31st	23:59 CET
Faction Checking Deadline	Friday, August 7th	23:59 CET
Public Release of Lists Pod Stage	Saturday, August 8th	23:59 CET
Pod Draw	Sunday, August 9th	21:00 CET

REPRESENTING YOUR COUNTRY

NEW COUNTRIES & TEAMS

Our goal is to be able to welcome as many countries and players as possible while maintaining a high standard of quality for the event as well as in level of play with the base aim of spending an unforgettable time with the community. Whether you and your team want to come to challenge your peers at the highest level of competition or to share a good moment between friends, all are equally welcome at our event.

REPRESENTING YOUR COUNTRY

To represent your country, you must have 5 players of a given nationality. A team is always led by a Captain, who can be a player or a non-player. In the case where a team has a non-playing captain, a team will be comprised of 5 players and one non-playing Captain.

You can also be accompanied by any number of additional staff to aid the team during the event. For more info about the captains and staff roles, take a look at our organized play document. Currently, we have limited the number of teams per country to 3 to make sure there is enough international diversity in the event for attending teams.

PROCESS OF TEAM SELECTION IN YOUR COUNTRY

Some countries have their own processes for selecting captains and team members, via championships or other types of selection.

The WTC aims to be neutral in the selection of captains and players; however, if a country has more than 3 teams represented, priority will be given to captains who have already participated since 2024.

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A CAPTAIN'S ROLE

A Captain is their team's representative at the WTC, and the liaison between the potential players on a team and the WTC TO's in the lead up to the event. The prime duties and focus of a captain is making sure deadlines are kept and met, procedures are followed, and that their team makes it to the WTC in the best prepared condition possible. The time and effort it takes to perform these duties must not be taken lightly. Any captain that in the eyes of the WTC TO's is unable or unwilling to perform their duties may be subject to removal and/or replacement procedures.

The duties of a captain include but are not limited to;

Before a tournament:

1. Be an active member of the WTC communication channels
2. Responsible for submitting any information, such as army lists and the list of team members; requested by the TO's and to make necessary changes to that information if corrections are needed.
3. Making payments for attendance and any other services used
4. Voting on key decisions

During a tournament:

1. Attend all Captain's meetings
2. Be responsible for all results submissions and record keeping for their teams at the end of every round
3. Be responsible and accountable for conduct of all team members
4. Be in charge of pairings for their team, even if the task is delegated to others
5. Allowed to give information to players about points needed to win/tie and ask general information about how games are going but NOT ALLOWED to give any tactical advice during games (this last remark goes for all members of the team)

After a tournament:

1. Post a tournament debrief on the designated communication channels
2. Fill out the tournament feedback form and report on which aspects they enjoyed, and which could/should be improved upon
3. Provide feedback on the rules pack, the missions and other various documents
4. Designate a new captain in the case of a captaincy change in the lead up to next year's event

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TEAM STAFF MEMBERS

When teams purchase a ticket, they are entitled to enlist one staff member outside of the 5 playing team members. All other non-playing team members must buy a Staff Ticket from the WTC Webshop.

A team may have any number of Team Staff Members.

They are allowed to:

- Be the Non-Playing Team Captain
- Do/assist the Pairings
- Collate and submit Team Results
- Ask questions about how the game is going (only in English, see below)
- Tell their players how their team is doing and what kind of points they require from this game

A Team Staff Member is not allowed to :

- Give any sort of tactical advice (they may not tell their player 'how' to get that win/draw/loss!) or interject in any way on in-game situations like pointing out that their player forgot to consolidate. If they perceive situations like that, especially in the case where players must do something but forget to, they can call for the game to be stopped and then get a Referee to rectify the situation.

- Speak to any of their team players in their native language. Speaking to their team members in the English Language is allowed as it is the tournaments official language (Not talking in English will be seen as interference with the game and is subject to a yellow card infringement type when reported).

- Any of the team members may perform a player replacement: this means to play a game with any of the other Kill Teams submitted by the team in replacement of another team member for the duration of a whole round. Replacement of a player during rounds (ie when games have already started) will not be allowed except under extraordinary circumstances validated by a joint decision by the head referees. A Captain must petition this change before the head referees. Any breach of these rules is to be brought to the immediate attention of a Referee.

Note that once players are at their tables at the start of any given round, it is not allowed within a team to share info on matchups or tactics by means of cellphones or other devices either. Any breach of this rule will immediately result in a yellow card infringement.

EVENT STREAMING & EXPOSURE

The WTC Killteam event will be streamed with the help of our streaming partners. If within your community there are people interested to becoming a streaming partner, have them fill out the application form on our website.

Note that by registering for any of our events, you automatically consent to being on stream if your game is chosen to be showcased. If you have a legitimate reason for not being in a streamed game at any of our events, please let us know prior to the event start date. In all other cases, players will be expected to play on stream when selected to do so.

Attendees participating on a stream are expected to follow all guidelines and instructions provided by WTC staff regarding.

Note that following rules apply to any and all filming / streaming / interviewing at the WTC :

Any active games shall not be approached for any reason whatsoever.

- 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.