



WORLD TEAM CHAMPIONSHIP

NATION VS NATION !

2022 WARMMASTER GRAND TOURNAMENT EVENT PACK

WANT MORE INFORMATION ABOUT THE WTC ?

[OFFICIAL WTC WEBPAGE](#)

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ABOUT THE WORLD TEAM CHAMPIONSHIP

MISSION STATEMENT

The World Team Championship, WTC, or Worlds as it is called by its player base, is an annual wargaming event for the tabletop miniature game Warhammer 40,000. It is the factual wargaming world cup, bringing together nations from across the world to compete against each other in an enjoyable team format. Traditionally, most of the best Warhammer 40,000 players from around the world are grouped together in a 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 Warhammer 40,000 team-play a globally relevant competition. Our aim is to effectively and efficiently administer, develop, showcase and promote competitive Warhammer 40,000, 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 WH40K community 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 ABOUT THE WTC

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 join our [DISCORD CHANNEL](#) and [FACEBOOK PAGE](#) if you would like to interact with some of our player base.

Our Sponsors and Partners:



[The Army Painter](#) : Trophy Sponsor



[TSportsNetwork](#) : Media and Streaming Partner



[Best Coast Pairings](#) : Tournament Software Partner

[Terrain Partners](#)

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BigBear3d

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MY SCENERY

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PROXYWARS

WHAT YOU NEED TO KNOW ABOUT ATTENDING THE TOURNAMENT

COVID-19 POLICY

ALL attendees to the WTC, as well as all staff and volunteers, will be following public health guidelines as laid out by the Belgium government, as well as the local authority and the venue hosting us. We ask ALL attendees to follow them as well, which may include the wearing of a face mask or shield, the washing or sanitizing of hands, any other protocols. Failure to follow said guidelines WILL result in offenders being IMMEDIATELY expelled from the event without the possibility for re-entry or refund.

ATTENDING AND KEEPING IN TOUCH

Everyone can attend the WTC: Warmaster GT. You don't need to be associated to a given nation's national team to be able to compete vs some of the strongest players from around the world.

Feel free to join our [DISCORD CHANNEL](#) to ask us any additional questions you may have and be sure to follow our [FACEBOOK PAGE](#) where we will often post updates about the event.

PLAYER CONDUCT AND BEHAVIOUR

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 as well. All players must be able to communicate in fluent English. This is non-negotiable.

For a guide into player offenses and our penalty system, please check the [OFFICIAL WTC RULES WEBPAGE](#).

VISITORS AND OTHER GUESTS

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 championships, all WTC tournaments will welcome local and international visitors, and this for the symbolic entry fee of 1€.

REGISTERING FOR THE WARMMASTER GT

Registration for the WTC: Warmaster 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:

- Starting 30 days before the event and until Jul 22nd, 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 and set your faction, upload your list and set your team name via the app. Please email us to let us know if you are unable to make it.
- If you have bought a ticket second-hand, please make sure you have the order number from the person you bought it from and fill the Ticket Transfer Form.
- Registration will close at 23:59, 18 days before the event (July 22nd evening). Players who do not pre-register before the event will be paired manually on day one and may be penalized if they gain unfair advantage as a result.
- Please 'check in' via the app no later than August 1st at midnight or if your plans change mark yourself as dropped and send us an email to let us know.

OFFICIAL TOURNAMENT 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 WT and Warmaster GT. 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.



For more news about WTC, check out the WTC Podcast



Also check out [Wobbly Model Syndrome](#) who is creating artwork for the event.

TOURNAMENT OUTLINE

The aim of the WTC: Warmaster 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. The timetables posted below are indicative, with rounds indicated in orange as potential extra rounds if we hit above our target number of players, and might change depending on the final number of registered players for the event. We will normally proceed to a top 4 cut after day 2 depending on the number of undefeated players. If more players are undefeated we will go to a top 8 cut. Right now we have accounted for 256 players, but if more players subscribe we will perhaps need to add a shadow round before a top 8 cut. Rounds marked in orange are conditional rounds, and normally will not be played if we do not hit above our target number of attendees.

TOURNAMENT SCHEDULE

Tuesday August 9th	Registration	11:00 11:45
	Pre-event Briefing	11:45 12:00
	Warmaster Game 1	12:00 15:00
	Warmaster Game 2	15:15 18:15
	Warmaster Game 3 (depending on attendance)	18:45 21:45
Wednesday August 10th	Warmaster Game 4	08:30 11:30
	Warmaster Game 5	12:30 15:30
	Warmaster Game 6	15:45 18:45
	Top 4/8 Cut Goes to the Finals	
Thursday August 11th	Top 4/8th Briefing	08:15 08:30
	Quarter Final	08:30 11:30
	Semi Final	12:30 15:30
	Finals	15:45 18:45
	Award Ceremony	18:45 19:00

LIST SUBMISSION TIMELINE

Friday April 8th	Early Bird Registration Deadline	23:59 CEST
Friday June 3rd	Registration and Payment Deadline	23:59 CEST
July 15th	Rules and Publication Cutoff Date	23:59 CEST
July 22nd	List Submission Deadline	23:59 CEST
Post List Submission		
July 22nd to 29th	List Checking	23:59 CEST
July 29th to July 31nd	Player List Revisions	23:59 CEST
August 1st	Public Release of Lists	19:00 CEST
August 9th to August 11th	Warmaster GT	11:00 CEST

TOURNAMENT RULES

- 9th edition, 2022 War Zone Nachmund Grand Tournament Mission Pack
- 2000 points Strikeforce armies, fully painted and WYSIWYG
- Preset missions and terrain, played on a 60" by 44" table
- 3h rounds
- Codexes that have not received an official FAQ cannot be played
- Forgeworld units are allowed
- Units of Legend may not be used
- R1 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)
- Chessclocks mandatory (every player to bring 1)
- Official language of the tournament is English



WTC MISSIONS OUTLINE

Day 1 (August 9th):

- Round 1: Mission 13 – Data Scry-Salvage
- Round 2: Mission 11 – Recover The Relics

If we get more than 128 but less than 256 players signed up, we will extend the schedule to include an additional round in the late evening.

Round 3: Mission 23 – Scouring

Day 2 (August 10th):

- Round 4: Mission 31 – Tide Of Conviction
- Round 5: Mission Tear Down Their Icons
- Round 6: Mission 22 – Conversion

Day 3 (August 11th):

- Round 7: (provisional): Mission 33 – Secure Missing Artefacts
- Round 8: Mission 32 – Death And Zeal
- Round 9: Mission 21 – Abandoned Sanctuaries

WTC TERRAIN OUTLINE

See our terrain map document. [WTC Terrain Map](#)

WYSIWYG

The armies have to be fully painted and based and be WYSIWYG (Players have to get basing that might stray from the norm approved by the event referees on the WTCdiscord channel. The norm for which basesize to use is found on the description of each model/box on the official Games Workshop webpageand the most recently released version of the model to be used). Models that are not official, do not fit the WYSIWYG profile, or considerably deviate from the norm MUST be presented at the WTC Discord channel in the dedicated section (with pictures or links to pictures preferably), at least a month PRIOR to the tournament and meet an approval from the REFEREE CORPS before they can be used at the tournament. Any models like this in use at the WTC without prior consent will be up for an immediate infraction notice (yellow card) for each game, and models will be pulled from the table where this is applicable, unless original stand-in models can be produced on the spot.

3-D PRINTED MODELS AT THE WTC

3D printed models are allowed but **must always be approved** via the Captains section of the WTC Discord in the modeling questions channel.

LIST SUBMISSION

Players will be contacted personally regarding list submission guidelines upon purchasing a ticket. We will be using the playerbase to do the listchecking for us via a google document checklist. In any case, players will need to adhere to the following rules when submitting their armylists. We want to thank the Scottish bigbrain collective led by Mr. Wilson for finetuning this process!

1. Warlord and Warlord Trait must be listed
2. Abilities selected during list construction such as Psychic Powers and Chaplain Litanies must be listed for each relevant unit
3. All pre-game stratagems used must be listed. In cases where only a single unit benefits such as an additional warlord trait it must also be listed next to the unit's entry
4. Any army traits or special rules must be listed under Army Trait (Such as Sacred Rite or Masters of Titan), even if they can be changed at the start of every game. In the case where the army does not have a trait, list None
5. Any wargear which has a points cost, and/or is not the default wargear for the unit must be listed (e.g. swapping Bolt Rifles for Auto Bolt Rifles). Unlisted wargear is assumed to be the default selection.
6. All Secondary Objective Information listed on the template must be entered correctly. Where multiple units could be chosen as To The Last, list all such units. For all secondaries, list total points, uncapped by the limitation of the secondary (e.g. if list contains 7 characters where one is Warlord, your assassination points should be listed as 22)
7. Each Detachment must list
 1. Faction
 2. Chapter/Order/Hive Fleet etc. (with any traits/convictions/adaptations chosen)
 3. Detachment Type
 4. Net Command Points after all pregame stratagems, abilities etc
 5. Total Points and PL

A skeleton layout for list submission and an example list can be found at Addendum, at the end of this document.

LIST CHECKING

Players will be contacted after list submissions to contribute to an excell sheet so that each player checks 2 other lists of the same faction as their own. 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.



ROUND SCORING

Each game, players will score a number of points as described in the 9th edition 2022 Nachmund GT Tournament Pack, namely games are scored individually on a scale of 100 pts (90 points available from in-game scores and 10 points if the player in question had a correct armylist that was sent in on time).

An individual player scores an amount of points 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.

[WTC Individual Scoring Sheet](#)

VP Difference	Game Points Player A	Game Points Player B
0-5	10	10
6-10	11	9
11-15	12	8
16-20	13	7
21-25	14	6
26-30	15	5
31-35	16	4
36-40	17	3
41-45	18	2
46-50	19	1
51+	20	0

EVENT STREAMING AND EXPOSURE

The WTC and the singles tournament that precedes it, will be live streamed by a dedicated team appointed by the WTC TO's. By registering for the event, our players and teams automatically agree to potentially playing on a Live Stream via the Twitch Channel of any of our media partners or similar outlets.

WTC WARMASTERS AND PRIZE POOL

The event will hand out prizes for the following: The Warmaster. A token trophy for everyone making our top cut. Best in Faction players from the following overarching factions: Best Chaos Best Xenos Best Imperium

ENTRY FEE AND REGISTRATION

Entry fee for 2022 is 100€ per player. There is an early bird discount available until April 8th.

Payment preferred via [SEPA](#) (where available, only ingrained in Europe)

GETTING TO THE VENUE

Everything related to getting to the venue, and parking opportunities/bus rides and schedules and whatnot, can be found in our [WEBPAGE](#) in detail. **Address:**

Nekkerhallen - Brussels North
Plattebeekstraat 1
2800 Mechelen
Belgium

PARKING ARRANGEMENTS

There are 1500 parking places available at the venue, at the cost of 6€ per day.

REFUNDS AND CANCELLATION POLICY

All tickets are digital. You will not receive physical tickets. For the WTC 2022 event (for which registration will open in March, 2022), all purchases are refundable until May 13th, 2022, after which no tickets will be refunded. Tickets may be transferred to another party up until July 22nd, 2022 via our Ticket Transfer Form. In the instance the event is cancelled due to forces outside of our control, such as Covid-19, customers may donate their ticket revenue (fully or partially) to the event to help offset the significant financial burden the event faces in the event of a cancellation (with our sincere gratitude), ask for a refund which will be issued even if the cancellation occurs after May 13th, 2022. In the instance the event is forced to cancel, refunds may take up to 90 days to process. All ticket refunds will be issued as cash refunds and are subject to a 15% service fee.

STARTING A GAME AT THE WARMMASTER GT

Follow this procedure to start your games at the WTC:

1. Muster forces: Go over your armylist with your opponent
2. Mission briefing
3. Perform the initial game roll off for determining who will be Attacker or Defender (picks deployment zone)
4. Chooses secondaries. These are noted on the scoresheet IMMEDIATELY. When a referee is called to the table and notices this is done incorrectly, a yellow card penalty will be incurred
5. Both players secretly note if they will spend CP's for stratagems, putting units in reserve, which units will be deployed in which transport, and so forth, and both players reveal their selection simultaneously
6. The player having picked deployment zone (Defender) now starts to deploy a unit after which players alternate putting down units
7. The players roll off and the winner takes the first turn
8. Pregame moves and deployment
9. Players announce their remaining available command points and clearly mark this somewhere for their opponent to keep track of during the game
10. Start the first battle round

NOTE: the ending the battle and conceding rule from Chapter Approved 2022 is NOT in effect at the Warmaster GT. All games should be played to their full conclusion. If that cannot be done for some reason, contact a referee to intervene immediately.



ADDENDUM: LIST SUBMISSION

SKELETON LAYOUT FOR LIST SUBMISSION:

- +++++
- Player #:
 - Team:
 - Factions used:
 - Army of Renown: [Delete if unnecessary]
 - Army Points:
 - Reinforcement Points:
 - Number of Units / Killpoints:
 - Pre Game Stratagems:
 - Starting Command Points:
 - Warlord & Trait:
 - Army Trait:
 - Secondary Objectives
 - No Prisoners:
 - To the Last Units:
 - Titan Hunter:
 - Bring it Down:
 - Assassination:
 - Abhor the Witch:
- +++++

= Faction – Chapter/Order/Hive Fleet – Detachment Type = ... CP, [.. PL, .. pts] ==

Chapter Tactic/Order Conviction/Hive Fleet Adaptations:

HQ:

TR:

EL:

FA:

HS:

DT:

LOW:

FL:

NFO:

END OF ROSTER



EXAMPLE LIST:

- Player 1: John Doe [CAPTAIN]
• Team: United Nations
• Factions used: Adeptus Astartes
- Army Points: 2000
• Reinforcement Points: 0
• Number of Units / Killpoints: 16
- Pre Game Stratagems: 2x Hero of the Chapter, Relics of the Chapter, Honoured Sergeant
• Starting Command Points: 10
- Warlord & Trait: RobouteGuilliman - Nobility Made Manifest
- Army Trait: Scions of Guilliman
- Secondary Objectives Information
• No Prisoners: 47
- To the Last Units: RobouteGuilliman, 2x Redemptor Dreadnought
• Titan Hunter: N/A
• Bring it Down: 7
• Assassination: 16
• Abhor the Witch: 3
- == Adeptus Astartes - Ultramarines - Supreme Command Detachment = +6CP, [19PL, 380pts] == Chapter Tactic: Codex Discipline
- LOW - RobouteGuilliman [19PL, 380pts] Warlord - Nobility Made Manifest (+3CP)
== AdeptusAstartes - Ultramarines - Battalion = -8CP, [81PL 1620pts] == ChapterTactic: Codex Discipline
- HQ: Chief Librarian Tigurius [7PL, 135pts] Psyker - Null Zone, Might of Heroes, Psychic Fortress
• HQ: Sergeant Chronus [2PL, 35pts] Whirlwind HQ: Primaris Chaplain on Bike [8PL, 140pts] Master of Sanctity, Hero of the Chapter - Wise Orator (-1CP), Relics of the Chapter - Seal of Oath (-1CP), Litanies of Battle - Catechism of Fire, Litany of Faith
- TR: 5 Intercessor Squad [5PL, 105pts] 5 Auto Bolt Rifle, Power Sword
• TR: 5 Incisor Squad [5PL, 105pts]
• TR: 5 Tactical Squad [5PL, 110pts] Meltagun, Combi-Melta, Chainsword
- EL: 2 Company Veterans [2PL, 54pts] 2 Lightning Claw, 2 Storm Shield
- EL: Redemptor Dreadnought [9PL, 185pts] Macro-Plasma Incinerator, Icarus Rocket Pod, Onslaught Gatling Cannon, 2 Storm Bolter
• EL: Redemptor Dreadnought [9PL, 185pts] Macro-Plasma Incinerator, Icarus Rocket Pod, Onslaught Gatling Cannon
• EL: Relic Contemptor Dreadnought [8PL, 175pts] 2 Twin Volkite Culverin, Cyclone Missile Launcher, Martial Legacy (-1CP)
• EL: 4 Servitors [2PL, 30pts]
- FA: 3 Suppressor Squad [5PL, 100pts] Honoured Sergeant - Master-Crafted Accelerator Autocannon
• HS: Whirlwind [7PL, 135pts] Whirlwind Vengeance Launcher
- DT: Drop Pod [4PL, 70pts]
- NFO: Company Champion [3PL, 55pts] Hero of the Chapter - Adept of the Codex (-1CP)

END OF ROSTER



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