



WORLD TEAM CHAMPIONSHIP

NATION VS NATION !

2022 TEAM 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

[Weyland-Yutani](#)



[Forgelord 3D](#)



[BigBear-3D](#)

BigBear3d

[My Scenery](#)



[Txarli](#)



[Proxy Wars](#)



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.

SENDING A TEAM TO THE WTC

If you are interested in bringing a new team to the WTC, or if you are not sure if your national team is already represented at the WTC, you should get access to the [DISCORD CHANNEL](#) and post an inquiry in the general section. One of the TO's or captains will then get in touch to answer your questions. Alternatively, get in touch via our [FACEBOOK PAGE](#). New teams that participate after a 2 year hiatus (after 2 years of non-activity the Captains position for any given nation is automatically vacated) or as first-timers will be given access to the dedicated sections so they can ask their pertinent questions and be guided through the process of bringing a new team to the event.

A 40K WTC Team consists of a minimum of 8 playing members. Of which at least 5 need to be able to show a record of nationality for representing a given country. For more info on what this entails, please refer to the section below. A team can have any number of non-playing members to act as a coach or assistant or any other additional role the team can think of, but they all need to adhere to the same restrictions and rules that are put in place for non-playing team members. They are an integral part of the team, and their names and roles MUST be stated when registering. Each team must have one, and only one, nominated Captain (either playing or non-playing).

A CAPTAIN'S ROLE

A Captain is their nation'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;

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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 should be improved upon
3. Provide feedback on the rulespack, the mission and other various documents
4. Designate a new captain in the case of a captaincy change in the leadup to next year's event

NEW CAPTAINS AND PROCEDURE FOR A CAPTAINCY CHANGE

A WTC Captain can only be changed by their own designation, except for the cases listed in this document. If a nation hasn't been represented for at least two consecutive WTC tournaments, then the first person to apply for captaincy on the official WTC [DISCORD CHANNEL](#) will become the official captain for that nation for that given year. In cases where said captaincy does not result in representation at the tournament, they will automatically forfeit their captaincy spot for the year(s) after, and in cases where non-representation is not communicated in a timely matter (at least 60 days before the tournament, and BEFORE registration and payment deadline), the WTC TO's shall reserve the right to impose a ban on said captain for at least two future tournaments. They will then be unable to be an active player, coach or non-playing captain in any of the WTC tournaments during that period.

In the event of conflicting claims to captaincy/establishment of a new Team, the WTC TO's shall assess each claim and shall endorse one party, to their discretion, and with the best interests of the WTC at heart. The TO's shall not interfere with a national team's internal workings nor its captaincy except for these cases,

- If there has never been a captain for that nation then the first person who puts themselves forward, and is proven to be a fitting/eligible member of that nation, will be designated as its captain
- If there has never been a captain for that nation then the first person who puts themselves forward, and is proven to be a fitting/eligible member of that nation, will be designated as its captain
- In cases where a captain remains inactive for a period no shorter than three months via any of the official WTC communication channels
- If the captain's actions causes them to be removed from the organization as a result of a disciplinary action
- If a captain is proven to be incapable of bringing a team from their country to a tournament when there is a suitable captain candidate that can bring a team for said nation. In such cases the TO's shall have the right to appoint a new captain for that nation from any candidates that have put themselves forward.
- In cases where there is demonstrable proof that a captaincy seat is being blocked by an individual or group of people, and that a predefined system for selecting a certain country's representation/captaincy status is not being followed, the WTC TO's will investigate and can decide to overrule that nation's captain and transfer captaincy status to the rightful party.

The WTC Organization shall not tolerate individuals trying to abuse their captaincy right to disregard whatever system demonstrably reigns within their nation.

The WTC Organization can take disciplinary action against any captain that does not uphold the Nation vs Nation values of our event, and does not do his or her utter best to come to the WTC with a full complement of national players, and does not uphold those values during the selection process for their given nation. Captains are expected to work inclusively, and give new players that want to qualify for their team a fair and equal chance to be part of the WTC experience. It shall under no circumstances be tolerated that captains use their standing within the WTC's global community to attract non-national players to influence the outcome of national selection processes during their qualifying rounds.

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 TO's have 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, complemented by any number of coaches and up to one non-playing captain if the captain is not playing. Eligibility is determined on the following criteria:

- The Player was born in the Nation.
- The Player has a natural or adoptive parent or grandparent who were born in the Nation
- The Player has resided in the Nation for the three calendar years immediately preceding the tournament
- The Player has not previously played for another WTC (or ETC) team as one of its national players
- The point above may only be overridden in the case of direct approval from the WTC TOs. Applications for this 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.

Teams may be required to provide proof that their players meet the requirements set out above, and the TO's 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 diluted for gaining an advantage because of the rules above. As such, teams are expected to have 8 players on their team that meet nationality requirements.

MERCENARY PLAYERS

As an absolute minimum a team needs at least 5 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 at the discretion of the WTC TOs. However, 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:

- Mercenary players may be permitted at the tournament organisers' discretion. This must be discussed with the tournament organisers 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 [Mercenary Application form](#).
- The Mercenary may not have previously played for another WTC (or ETC) team as one of its national players.
- The Mercenary may not have previously played for another WTC (or ETC) team as a mercenary in the previous 2 tournaments.
- The 2 bullet points above may only be overridden in the case of direct approval from the WTC TOs.
- 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.
- In all cases it is the responsibility of the captains to ensure that if they need to include 1 or more mercenary players that they have received prior approval from the WTC TOs. And any failure to do so which could result in 1 or more mercenary players being rejected by the WTC TOs, and any consequences of this, is also the responsibility of said captain.
- In lieu of a team being able to find a suitable mercenary of their own the WTC TOs will attempt to provide a suitable candidate for them. To further this the WTC TOs will take applications from prospective players who wish to attend the WTC as a mercenary for any team that requires one.

Once again, the WTC TO's shall 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 use of mercenary players.

NON-PLAYING TEAM MEMBERS AT THE WTC

A team may have any number of non-playing team members. They are allowed to:

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

A non-playing Team Member is not allowed to:

- Give 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 forgetting 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 judge to rectify the situation.
- Speak to their Team player 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 if reported).
- Any of the 9 team members may perform a player replacement: play a game with any of the 8 armies submitted by the team in replacement of another team member for the duration of a whole round. Replacement 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.

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 that gets noticed will see all offenders on the team admonished with an immediate yellow card.

UNITED NATIONS 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), one of the WTC TO's 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 this document will be contacted to make up our mercenary team. The WTC TO 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 TO's. 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 teams formation.

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 as well. All players must be able to communicate in fluent English. This is non-negotiable. Details on Player Conduct & Discipline can be found on the [WTC Rules Page](#).

VISITORS AND OTHER GUESTS AT THE WTC

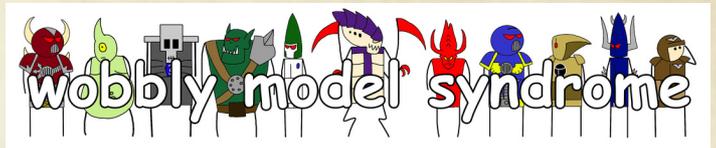
With the goal to increase visibility of our hobby and to create a good image of it to a viewing audience that is interested in the world team championships, all WTC tournaments will welcome local and international visitors, and this for the symbolic entry fee of 1€.

REGISTERING FOR THE WTC

Registration for the WTC will be done via our partners at [Down Under Pairings](#) (which recently merged with Best Coast Pairings so we will likely see a merged feature/subscription but more news on that later). We will use their software to administer our tournament. Teams need to be signed up, in full (this means including coaches and additional staff), before the registration deadline (see tournament scheduling below), shortly after which teams will be divided into pods for the first stage of the event. In case the number of registering teams would be uneven, the tournament TO's will take it upon themselves to form a Mercenary/UN team to make sure every nation always gets a respectable opponent during the event.



[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 World Team Championship is a 3 day, 7 round event that takes place from Friday to Sunday. Friday is the pod phase, where each nation will face 3 other nations in their respective pod for a 3-round day. After this pod phase, the teams will be matched and seeded using the SWISS system, and will play 2 more rounds on Saturday before proceeding to the final 2-round phase on Sunday.

TOURNAMENT RULES

- 9th edition, 2022 War Zone NachmundGrand Tournament Mission Pack
- 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 count as space Marines/AdeptusAstartes. Chaos Daemons can only be summoned by one player on the team, and cannot be summoned if there is a player with a Faction Chaos Daemons Detachment in their team. A travelling players Detachment will use up the Aeldari slot for the team, and so on...
- Preset missions and terrain, played on a 60" by 44" table
- Pod phase followed by SWISS pairings, 7 round tournament
- Forgeworld units are allowed
- Units of Legend may not be used
- Chessclocks mandatory (every team to bring 5)
- Official language of the tournament is English

TEAM FACTIONS AT THE WTC

Note that for the purpose of factions at the WTC, a single book, like Codex: Space Marines, or Codex: Aeldari, will always use up the slot as soon as one of the armies/factions that is listed within it, or stems from any supplements that are released for it, are taken in a team. This means for instance that when an ANHRATHE, ASURYANI, HARLEQUINS or YNNARI detachment is featured in a team, none of these detachments may be featured in another list on the team. A team that would use Traveling Players to add a Harlequins Detachment to a Drukhari force would use up both the Drukhari and Aeldari faction slots for the team. An Anathema Psykana Detachment in a given army would use up the AdeptusCustodes slot etc etc. There are several datasheets with units that have cross-faction keywords. Those units can only be taken in one given army on a team if they also have a specific faction keyword (like is the case for the Corsair Voidscarred).

Below is a list of the codex books that are available as factions for the WTC. A codex book may have several factions in it (like AdeptusCustodes and Anathema Psykana). Where this is the case, as soon as one of those factions is taken for the team, no other factions from that specific codex book may be used by another player on the team.

LIST OF FACTIONS

Space Marines	Grey Knights	Adeptus Custodes	Adeptus Mechanicus
Adepta Sororitas	Astra Militarum	Questor Imperialis	Inquisition
Officio Assassinorum	Orks	Necrons	T'au Empire
Tyranids	Genestealer Cult	Aeldari	Drukhari
Thousand Sons	Deathguard	Heretic Astartes	Chaos Daemons
Questor Traitoris			

WYSIWYG AT THE WTC

The WTC armies have to be fully painted and based and be WYSIWYG (have your captain approve basing that might stray from the norm on the Captains council discord channel. 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, or considerably deviate from the norm MUST be presented at the 40K Captains Council (with pictures or links to pictures preferably), at least a month PRIOR to the tournament and meet an approval from the REFEREE CORPS (or alternatively a majority of Captains) before they can be used at the tournament. Threads can be opened in the captains section on the WTC Discord, and captains can assume that their players' armies are OK'ed if an approval note from the referees is given within the topic, no other objections from captains were raised and the thread was started within the deadline. If ANY objections (from captain or referee alike) were raised then assume the models/armies in questions cannot be used unless a written statement says otherwise in the forum thread. 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 (for LOS purposes or otherwise).

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.

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 day by means of the pod structure.

WTC Pod Phase procedure works on the following principles:

- The teams are ranked from first to last, depending on their placement in the past 3 WTC events.
- This ranking will determine the order the teams will be distributed into pods of 4 teams.
- Before distributing the teams into pods, teams that haven't attended a WTC so far will be divided randomly into a pod as there is no way to gauge their strength.
- After the steps above have been carried out, the teams that haven't been placed in a pod will be divided one by one in the pods.

As an example: let's say we have 40 teams attending, it will mean we have 10 pods. The nation that is averagely ranked in position 1 will go into pod 1, the nation with rank 2 in pod 2 and so on until the nation with average rank 10 goes into pod 10, and then the procedure repeats with teams ranked 11-20 going into pod 1-10 respectively, until all teams have been given a place. In the case a pod would be already full due to randomly assigned teams, the team in question will just be ported to the closest available pod that was next in line until all teams have been divided so.

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. It doesn't really matter as long as everyone gets 3 games in on the first day and the relative distribution of strength of their opponents is approximately the same.

After the 3 games on the first day, 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 VP's scored) they achieved within the pod and be matched vs the closest ranked nation (closest points and VP 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.

A simulation based on last 4 years worth of data gives us the following distribution:

Pod 1		Pod 2		Pod 3		Pod 4	
Nation	Rank	Nation	Rank	Nation	Rank	Nation	Rank
Russia	1	England	2	Poland	3	Denmark	4
Sweden	8	Spain	10	Belarus	11	Scotland	12
Ireland	17	Switzerland	18	Turkey	19	Canada	20
Romania	25	Norway	26	Austria	27	Belgium	28
Pod 5		Pod 6		Pod 7		Pod 8	
Nation	Rank	Nation	Rank	Nation	Rank	Nation	Rank
Germany	5	USA	6	Finland	7	France	8
Italy	13	Australia	14	Ukraine	15	Wales	16
Greece	21	Croatia	22	Netherlands	23	Serbia	24
Northern Ireland	29	Hungary	30	Argentina	31	Czech Republic	32
						Slovenia	33
						Luxembourg	34

Note: this is just an example. The bigger pods will be randomized, and might just as well be the pod with the number 1 seeded team or any of the other pods. We will always strive to have as much diversification and division between the different team's measurable strengths within a given pod.

LIST SUBMISSION

Details regarding list submission will be communicated to the captains once we have figured out if we want to automate the process or if this should be more traditionally done in hidden channels only TO's & Captains can see on our Discord server. In any case, teams and players need to adhere to the following rules when submitting their armylists. We want to thank the Scottish bigbrain collective led by Mr. Wilson for fine-tuning this process! A skeleton layout for list submission can be found below, and an example army list can be found in the addendum.

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 SUBMISSION TIMELINE

Friday April 8th	Early Bird Registration Deadline	23:59 CEST
Friday June 3rd	Registration and Payment Deadline	23:59 CEST
Friday July 1st	Rules and Publication Cutoff Date	23:59 CEST
July 8th	List Submission Deadline	23:59 CEST
Post List Submission		
July 8th to July 15th	List Checking by 3 teams	23:59 CEST
July 15th to July 22nd	Team List Revisions	23:59 CEST
July 24th	Group Stage Pod Divisions	19:00 CEST
July 25th	Public Release of Team Lists	19:00 CEST
August 12th to August 14th	WTC	08:00 CEST

ENTRY FEE AND REGISTRATION

Entry fee for 2022 is 150€ per player per team and 25€ per non-playing captain/coach/assistant on a given team.

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

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.

WTC: DURING THE EVENT

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.

Confirmed Dates:

August 12 to 14th for 2022
August 11 to 13th for 2023
August 9th to 11th for 2024

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.

Details will be announced to registered players.

WTC MISSIONS OUTLINE

Day 1 (August 12th):

Round 1: Mission 13 – DataScry-Salvage
Round 2: Mission 11 – Recover The Relics
Round 3: Mission 23 – Scouring

Day 2 (August 13th):

Round 4: Mission 33 – SecureMissing Artefacts
Round 5: Mission 32 – Death And Zeal

Day 3 (August 14th):

Round 6: Mission 12 – Tear Down Their Icons
Round 7: Mission 22 - Conversion

WTC TERRAIN OUTLINE

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

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.

TOURNAMENT SCHEDULE

Friday August 12th	Registration	07:30 08:00
	Pre-event Briefing (Captains)	08:00 08:30
	Pod Phase Game 1	08:30 12:00
	Pod Phase Game 2	13:00 16:30
	Pod Phase Game 3	16:45 20:15
Saturday August 13th	Captain's Meeting	08:15 08:30
	Seeding Phase Game 1	08:30 12:00
	Seeding Phase Game 2	13:00 16:30
Sunday August 14th	Captain's Meeting	08:15 08:30
	Semi Final	08:30 12:00
	Final	13:00 16:30
	Award Ceremony	17:00 17:30

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 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.

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 can also be found here.](#)

Captains roll off to determine which team will get to choose its table first. That team gains the "table choice" token.

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.

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.

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.

STARTING A GAME AT THE WTC

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 WTC. All games should be played to their full conclusion. If that cannot be done for some reason, contact a referee to intervene immediately.

ROUND SCORING

A Round between teams consists of 8 individual games. Each game, players will score a number of points as described in the 9th edition 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 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.

[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

To determine the round score, players from each team count their combined GamePoints. 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 result counted by total game points

TEAM RESULTS / MATCH POINTS

- 86-160 = Round Win, 2 Round points
- 75-85 = Round Draw, 1 Round point
- 0-74 = Round Loss, 0 Round points

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.

NOTE:

Penalties incurred might change the above win conditions. In the cases where penalties on game points apply, a difference of ten total game points always constitutes a win for the team with the ten points difference. If there are less than 10 total game points between the teams it automatically constitutes a draw on the team level.

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.

ADDENDUM: LIST SUBMISSION

SKELETON LAYOUT FOR LIST SUBMISSION:

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- 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:

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== 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:

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- 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

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== 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 Incursor 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

