



WORLD TEAM CHAMPIONSHIP

2 0 2 4

TEAM EVENT PACK

VERSION
1.1

LAST UPDATE
MARCH 6TH



2024 WTC EVENT DETAILS

ENTRY FEE & REGISTRATION

Entry fee for 2024 is 150€ per player per team and 35€ per non-playing captain/coach/assistant on a given team. Tickets are available through our webstore on our website:

<https://worldteamchampionship.com>

Payment preferred via SEPA or iDEAL (where available).

REFUNDS AND CANCELLATION POLICY

All tickets are digital. You will not receive physical tickets. All purchases are refundable until May 31st, after which no tickets will be refunded. 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), or ask for a refund which will be issued even if the cancellation occurs after May 31st. 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 LOCATION

The event will be held in **Mechelen, Belgium** at the **Nekkerhallen Brussels North**. For more info regarding the venue including how to get there, hotels etc, please visit our official website.



PARKING ARRANGEMENTS



There are **1500 parking places available** at the venue, at the cost of **7€ per day**. Once you have a parking ticket, you will be able to drive in and out of the venue at no additional cost. This ticket will work with plate recognition so cannot be shared between cars.



2024 WORLD TEAM CHAMPIONSHIP

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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.

THE WAR IN UKRAINE

in contradiction to our statement above, we have, together with the captains that help govern our event, opted to ban Russian and Belarussian teams from our event, and this in full solidarity with all the people affected in Ukraine.

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.

<http://www.worldteamchampionship.com>

ABOUT THE WORLD TEAM CHAMPIONSHIP

WHAT YOU NEED TO KNOW

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 6 players 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).



COVID POLICY AT THE WTC



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.



WHAT YOU NEED TO KNOW

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;

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 lead up to next year's event

WHAT YOU NEED TO KNOW

NEW CAPTAINS & 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 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:

1. 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
2. In cases where a captain remains inactive for a period no shorter than three months via any of the official WTC communication channels
3. If the captains actions causes them to be removed from the organization as a result of a disciplinary action
4. 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.
5. 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 nations 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.

WHAT YOU NEED TO KNOW

TEAM MAKE-UP AT THE WTC

Each nation may have one team representing that nation at the WTC. Each "Nation" is a territory with a confederation recognised by "Fédération Internationale de Football Association" ("FIFA"). The WTC 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:

1. The Player was born in the Nation.
2. The Player has a natural or adoptive parent or grandparent who were born in the Nation
3. The Player has resided in the Nation for the three calendar years immediately preceding the tournament
4. The Player has not previously played for another WTC team as one of its national players
5. 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 being diluted for the sole purpose of gaining an advantage. As such, teams are fully expected to have 8 players on their team that meet nationality requirements, and teams should always strive to have a full complement of national players above anything else.

WHAT YOU NEED TO KNOW

MERCENARY PLAYERS

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

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

Once again, the WTC 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 general use and distribution of mercenary players amongst a given national team.

WHAT YOU NEED TO KNOW

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: this means to 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 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.

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.

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 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 costs 15€ and gives access to the hall, the vendors, the lounge area, and all other player facilities, and this for the duration of the event.

WHAT YOU NEED TO KNOW

UN TEAM

When the need to form a United Nations Team arises (which is the case when an uneven number of teams subscribes or when a team has to drop from the tournament after registration deadline, or to make sure the event can be as inclusive as possible for new/returning nations), one of the WTC 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 the mercenary sign up 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 team's 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 and staffing as well. All players must be able to communicate in fluent English. This is non-negotiable.

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



ABOUT THE WORLD TEAM CHAMPIONSHIP

TOURNAMENT OUTLINE

The World Team Championship is a 4 day, 7 round event that takes place from Thursday to Sunday. Thursday & Friday are the pod phase, where each nation will face 3 other nations in their respective pod. After this pod phase, the teams will be matched and seeded using the SWISS system, and each team will play 2 more rounds on Saturday before proceeding to the final 2-round phase on Sunday that will determine the final standings for all teams.

REGISTERING FOR THE WTC

Registration for the WTC will be done via Best Coast Pairings. We will use their software to administer our tournament. Teams need to be signed up, in full (this means including coaches and additional staff), 1 week before the list submission deadline (see tournament scheduling below). In case the number of registering teams would be uneven, the 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.

TOURNAMENT SCHEDULE

THURSDAY AUGUST 8TH

Captain's Meeting	17:00 - 17:30
Pod Phase - Game 1	17:30 - 22:00

FRIDAY AUGUST 9TH

Captain's Meeting	09:15 - 09:30
Pod Phase - Game 2	09:30 - 14:00
Pod Phase - Game 3	15:30 - 20:00

SATURDAY AUGUST 10TH

Captain's Meeting	09:15 - 09:30
Seeding Phase - Game 1	09:30 - 14:00
Seeding Phase - Game 2	15:30 - 20:00

SUNDAY AUGUST 11TH

Captain's Meeting	08:15 - 08:30
Seeding Phase - Game 3	08:30 - 12:30
Seeding Phase - Game 4	13:30 - 17:30
Award Ceremony	18:00 - 18:30

ABOUT THE WORLD TEAM CHAMPIONSHIP

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 a team would add Harlequin models to a Drukhari force, that army would use up both the Drukhari and Aeldari faction slots for the team.

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. Where this is the case, as soon as one of those factions is taken for the team, no other factions from that specific book may be used by another player on the team. Adeptus Titanicus is not a playable faction at the WTC.

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

Adeptus Custodes
Agents of the Imperium
Chaos Knights
Drukhari
Imperial Knights
Orks
Thousand Sons

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



WHAT YOU NEED TO KNOW

TOURNAMENT RULES

- 10th edition, 2023 Leviathan GT 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.
- Preset missions and terrain, played on a 60" by 44" table
- Pod phase followed by SWISS pairings, 7 round tournament for all teams
- Forgeworld units are allowed
- Units of Legend may not be used
- Chessclocks mandatory (every team to bring 5)
- Codexes that have not received an official FAQ by the list submission deadline cannot be played

WYSIWYG & 3D PRINTED MODELS

The WTC armies have to be fully painted and based and be **WYSIWYG** (have your captain approve basing that might stray from the norm (as indicated on the units entry page on Games Workshop's official webstore) on the Captains council discord channel. 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 **WTC DISCORD CHANNEL**.

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).

3D printed models are allowed but must always be approved via the Captains section of the WTC Discord in the modeling questions channel. In such cases, a picture must be presented of the 3D model alongside the official model so our referee staff can judge the size and proportions of the 3D printed model. The same applies for third party models and proxies/stand-ins of official Games Workshop models.

ABOUT THE WORLD TEAM CHAMPIONSHIP

TOURNAMENT RULES

WTC TERRAIN OUTLINE

See our terrain map document on the WTC webpage: <http://worldteamchampionship.com/>

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.

WTC MISSION OUTLINE

DAY 1 AUGUST 8TH

R1: Supply Drop/Chilling Rain/Hammer&Anvil

DAY 2 AUGUST 9TH

R2: The Ritual / Chilling Rain / Crucible of Battle
R3: Purge The Foe / Hidden Supplies / Sweeping Engagement

DAY 3 AUGUST 10TH

R4: Scorched Earth / Chilling Rain / Search & Destroy
R5: Vital Ground / Chilling Rain/ Crucible of Battle

DAY 4 AUGUST 11TH

R6: Priority Targets / Chilling Rain / Sweeping Engagement
R7: Take & Hold / Chilling Rain / Search & Destroy



OFFICIAL LANGUAGE



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

WHAT YOU NEED TO KNOW

WTC POD PHASE

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

WTC Pod allocation procedure works on the following principles:

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

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

After the 3 games on the first two days, teams will be ranked on their overall score (a team on 3 wins with 6 points should meet another team on 6 points etc.) and tiebreaker score (total team 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.

ABOUT THE WORLD TEAM CHAMPIONSHIP

WTC POD PHASE

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

WTC POD 1

NATION	RANK
Russia	Tier 1
Sweden	Tier 2
Ireland	Tier 3
Romania	Tier 4

WTC POD 2

NATION	RANK
England	Tier 1
Spain	Tier 2
Switzerland	Tier 3
Norway	Tier 4

WTC POD 3

NATION	RANK
Poland	Tier 1
Belarus	Tier 2
Turkey	Tier 3
Austria	Tier 4

WTC POD 4

NATION	RANK
Denmark	Tier 1
Scotland	Tier 2
Canada	Tier 3
Belgium	Tier 4

WTC POD 5

NATION	RANK
Germany	Tier 1
Italy	Tier 2
Greece	Tier 3
Northern Ireland	Tier 4

WTC POD 6

NATION	RANK
USA	Tier 1
Australia	Tier 2
Croatia	Tier 3
Hungary	Tier 4

WTC POD 7

NATION	RANK
Finland	Tier 1
Ukraine	Tier 2
Netherlands	Tier 3
Argentina	Tier 4

WTC POD 8

NATION	RANK
France	Tier 1
Wales	Tier 2
Serbia	Tier 3
Czech Rep.	Tier 4
Slovenia	Tier 4
Luxembourg	Tier 4



WHAT YOU NEED TO KNOW

LIST SUBMISSION

Lists will be submitted by players and teams to BCP before the allotted deadline has past (see event timelines page 19). All lists will be submitted using the export format from the official GW app, presaged with the following header:

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Player Name:

Team Name:

Factions Used:

Army Points:

Army Enhancements (list on which model):

Detachment Rule:

+++++

WHAT YOU NEED TO KNOW

EVENT TIMELINES

LIST & SUBMISSION TIMELINE

Registration & Payment Deadline	Monday, June 3rd	23:59 CET
Rules & Publication Cut-off Date	Monday, July 1st	23:59 CET
List Submission Deadline	Saturday July 13th	23:59 CET

POST LIST SUBMISSION

List Checking	July 14th - July 21st	23:59 CET
Pod Divisions Reveal	July 14th	23:59 CET
Release of Team Lists to all teams	July 14th	19:00 CET
Release of WTC Team Lists to public	July 22nd	17:00 CET
WTC Event	August 8th - 11th	



LIST CHECKING DUTIES



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



WORLD TEAM CHAMPIONSHIP

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EVENT DETAILS

2024 WTC EVENT DETAILS

REFEREES

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

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

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

<https://worldteamchampionship.com/team-discipline/>

BECOME A REFEREE

If you are interested in joining the event as a referee, or know somebody who does, please sign up with our **REFEREE SIGNUP FORM**. One of the WTC TO's will be in touch.



2024 WTC EVENT DETAILS

ROUND PAIRINGS

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

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

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

The procedure for the pairing process is as follows:

Sequence of events – Step 1

Team A and Team B secretly choose their defender and reveal them simultaneously. After that, Team A and team B secretly choose their two attackers for the given defender and reveal them simultaneously.

Team A takes the two attackers given by team B, and secretly chooses which one is refused. Team B does the same with the two attackers selected by team A. The refused Attackers are revealed simultaneously and return to the pool of available armies.

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

At this point, two defenders know their attackers; this identifies two games. Log this on the score sheet. The Team with the "table choice" token lets his defender choose the table first followed by the defender who's team didn't have the table choice token. Two tables are now no longer available.

Sequence of events – Step 2

Repeat Step 1 with the difference that the Team without the "table choice" token now becomes the owner of this token throughout this pairing step.

Sequence of events – Step 3

Change "table choice" token again during this pairing step. This step will identify the remaining 4 games: 2 games "attacker vs. defender", 1 game between refused attackers and 1 game with the remaining players.

2024 WTC EVENT DETAILS

ROUND PAIRINGS

Team A and team B secretly choose their defender and reveal them simultaneously. After that, Team A and team B secretly choose their two attackers for the given defender and reveal them simultaneously. At this point there is only one last player available remaining in each team. These are automatically designated as being the last matchup. Each team immediately notes this on their round pairing log-sheet.

Team A takes the two attackers given by team B, and secretly chooses which one is refused. Team B does the same with the two attackers selected by team A. The refused Attackers are revealed simultaneously. They will automatically be designated to play the 7th game of the round and face each other. Defenders know their attackers; this identifies two matches. Log this on the score sheet. Team with the "table choice" token let his defender choose the table and then teams alternate choosing tables, starting with the defending players first.



AI ASSISTED PAIRINGS



We have become aware that some teams have taken the habit of using algorithms and/or AI methods to assist with the pairing process. Note that the use of any algorithm and/or application that use AI powered methods that proposes pairing strategies or makes decisions is strictly forbidden at the WTC. These algorithms / AI powered methods should be limited to summarizing matrix information and providing users with a broader perspective for the impact of their decisions. Any teams that try to gain an unfair advantage by the use of AI programs may be given a penalty, up to exclusion of the team for the event. We ask all teams to take their responsibilities in this area. This is a game between players and teams, not computers.

ROUND SCORING

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



2024 WTC EVENT DETAILS

ROUND SCORING

An individual player scores an amount of points for his team based on the VP differential outcome from the game with his opponent. To determine Game Points, each player counts their victory points, subtracts their opponent's victory points and consults the table below. If the score is negative, the player who has a negative difference counts his points from the 'opponent' table.

VP DIFFERENCE	PLAYER GAME POINTS	OPPONENT GAME POINTS
0 - 5	10	10
6 - 10	11	9
11 - 15	12	8
16 - 20	13	7
21 - 25	14	6
26 - 30	15	5
31 - 35	16	4
36 - 40	17	3
41 - 45	18	2
46 - 50	19	1
>50	20	0

To determine the round score, players from each team count their combined Game Points. The combined total of all game point scores from all the players on a given team will give the result for the Team as a whole.

TEAM GAME POINT TOTAL	TEAM WIN CONDITION	TEAM TOURNAMENT PTS
<75	ROUND LOSS	0
75 - 85	TIE	1
>85	ROUND WIN	2

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

2024 WTC EVENT DETAILS

STARTING A GAME AT THE WTC

Follow this procedure to start your games at the WTC:

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

opponent.

- **Deploy Armies.** Players alternate setting up their remaining units one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If one player finishes deploying all their units, their opponent then deploys the remainder of their units.
- **Determine First Turn.** Players roll off and the winner takes the first turn.
- **Resolve Pre-battle Rules.** Players alternate resolving any pre-battle rules units from their armies have, starting with the player who will take the first turn.
- **Begin the Battle**

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

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

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

Determine Victor

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



EVENT STREAMING & EXPOSURE



The WTC and the Warmaster GT that precedes it, will be live streamed by 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. 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 organisers 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 organisers, and will not be open to discussion once made.

2024 WTC EVENT DETAILS

TEAMS FORFEITING A ROUND

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

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

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

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



WORLD TEAM CHAMPIONSHIP

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