



WARMMASTER GT 2024

2 0 2 4

10TH EDITION GT EVENT PACK

VERSION
1.1

LAST UPDATE
MARCH 3RD



ABOUT THE WARMASTER GT

ENTRY FEE & REGISTRATION

Entry fee for 2024 is 100€ per player. Tickets are available through our webstore on our website:

<https://worldteamchampionship.com>

This fee gives you access to the event. Food is not included. Preferred payment methods of choice are SEPA or iDeal (where available, we are aware these are only really ingrained in Europe).

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. Tickets may be transferred to another party up until July 21st via the Ticket Transfer Form on our website. 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.

WARMASTER GT 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 (click for link).



PARKING ARRANGEMENTS



There are **1500 parking places available** at the venue, at the cost of **7€ per day**. Once you have a parking ticket for a given day, 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.

Details will be announced to registered players.



WARMASTER GT

TABLE OF CONTENTS

ABOUT THE WARMASTER GT	4
MISSION STATEMENT	4
FIND OUT MORE ABOUT THE WTC	4
VISITORS AND OTHER GUESTS AT THE EVENT	5
PRIZE POOL	5
COVID POLICY	5
PLAYER CONDUCT	5
WYSIWYG & 3D PRINTED MODELS	6
TOURNAMENT OUTLINE	7
EVENT REGISTRATION	8
SCHEDULE	9
TOURNAMENT RULES	10
TERRAIN OUTLINE	11
MISSION OUTLINE	11
ROUND SCORING	11
LIST SUBMISSION	12
EVENT TIMELINES & DEADLINES	13
EVENT STREAMING & EXPOSURE	14
MEET OUR SPONSORS & PARTNERS	15



ABOUT THE WARMASTER GT

MISSION STATEMENT

The World Team Championship (WTC) is an annual wargaming event for the tabletop miniature game Warhammer 40,000, that pitches teams of a given nation against another nation. The Warmaster GT is the event preceding it, where competitors from all around the globe can show their mettle individually against their peers. Only one will be crowned the Warmaster when the dust settles. You won't find such density of high-level gaming potential in any other event as traditionally, most of the best Warhammer 40,000 players from around the world attend the event!

At its core, the Warmaster GT is a tournament that aims to bring together players from all over the world to compete in a friendly but competitive manner. We believe that everyone is entitled to be treated fairly regardless of gender, sexual orientation, age, disability, religion, color, race, ethnic or national origins, political ideology, or socio-economic background. Furthermore, we subscribe to the principles of equality of treatment and aims to ensure that anyone who attends is able to do so in a discrimination-free environment where everyone is treated with due respect. We are committed to ensuring that everyone is able to attend, free from direct discrimination or abuse (physical, verbal or otherwise). As such, we will not accept nor tolerate any actions that would result in an attendee receiving any less favorable treatment by any other attendees on the grounds of: gender, sexual orientation, age, disability, religion, color, race, ethnic or national origins, political ideology, or socio-economic background. We expect everyone to subscribe to, and do their best to uphold, these core principles by way of their attendance. We reserve the right to refuse entry to or expel from the venue, without refund, anyone who is deemed not to have acted to honor above standards.

THE WAR IN UKRAINE

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

FIND OUT MORE ABOUT THE WARMASTER GT

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 WARMASTER GT

WHAT YOU NEED TO KNOW

VISITORS AND OTHER GUESTS AT THE WARMASTER GT

With the goal to increase visibility of our hobby and to create a good image of it to a viewing audience that is interested in the world team championship, all our events will welcome local and international visitors. Visitors to the event will need to acquire a visitors pass at the entrance. A visitor pass for the event costs 10€ for the duration of the event and gives access to the hall, the vendors, the lounge area, and all other player facilities. Registered players at our event can enter for free showing their player ID tag at the entrance., and this from Tuesday to Sunday.

PRIZE POOL AT THE EVENT

There will be token trophies for:

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



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



ABOUT THE WARMASTER GT

WHAT YOU NEED TO KNOW

WYSIWYG & 3D PRINTED MODELS

All armies have to be fully painted and based and be **WYSIWYG** (have your models that might stray from the norm approved on the designated 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 via our discord channel (with pictures or links to pictures preferably), at least a month **PRIOR** to the tournament and meet an approval from the **REFEREE CORPS** before they can be used at the tournament.

Any models like this in use at the event 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 WTC Discord in the modeling questions channel.



OFFICIAL LANGUAGE FOR THE TOURNAMENT



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

ABOUT THE WARMASTER GT

TOURNAMENT OUTLINE

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

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

The timetables posted below are indicative, and might change depending on the final number of registered players for the event. We will proceed to a top 4 cut after day 2, with a potential shadow round on wednesday evening depending on the number of undefeated players. This means the players that are undefeated possibly supplemented with the best performing players on 1 draw/loss will be selected to play a shadow round to decide our top 4 contenders.

Our event will be a qualifier for the World Championships of Warhammer. We have 3 Golden Tickets to give away. Our 2 finalists will automatically receive an invitation to the WCW. A third ticket will be awarded to the highest ranked player that was nominated for the best army on show. Depending on the amount of attendees, we will cover half to total flight costs for our qualifiers to attend the World Championships of Warhammer in Atlanta in November 2024.





ABOUT THE WARMASTER GT

EVENT REGISTRATION

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

Here's how registration will work:

- Before July 21st, all ticket purchasers will be sent a link to the event on BCP. Please note that the event will be visible on BCP before but the registration button will not be live.
- Please complete registration via the link once provided, and set your faction, upload your list and set your nationality via the team/club name via the app. Doing this will avoid you being paired into countrymenround 1 of the event. Please email or message us if for some reason you would be unable to make it. If you have bought a ticket second-hand, please make sure you have the order number from the person you bought it from and that the Ticket Transfer Form has been filled in.
- Registration will close at 23:59, on July 1st.
- Please 'check in' via the app no later than August 6th at midnight or if your plans change mark yourself as dropped and send us an email to let us know.

For any issues or questions, please email admin@worldteamchampionship.com



MINORS ATTENDING THE EVENT



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

ABOUT THE WARMASTER GT

EVENT SCHEDULE

TUESDAY AUGUST 6TH

Registration	7:30 - 8:30
Pre-event Briefing	8:30 - 9:00
Game 1	9:00 - 12:00
Game 2	13:00 - 16:00
Game 3	17:00 - 20:00

WEDNESDAY AUGUST 7TH

Game 4	8:00 - 11:00
Game 5	12:00 - 15:00
Game 6	16:00 - 19:00
Best In Faction Awards	19:15 - 19:45
Top Cut Announcement	19:15 - 19:45
Top Cut Shadow Round (If Necessary)	20:00 - 23:00

THURSDAY AUGUST 8TH

Top 4 Briefing	8:45 - 9:00
Semi Final	9:00 - 12:00
Final	13:00 - 16:00
Award Ceremony	16:30 - 17:00



ABOUT THE WARMASTER GT

TOURNAMENT RULES

- 10th edition, 2023 Leviathan GT Pack. If the GT pack gets updated for 2024 then it will be in use as long as it is released before list submission deadline)
- 2000 points Strikeforce armies, fully painted and WYSIWYG
- Round 1 players from the same nation cannot be paired against each other (in order to assure this, you need to mention your nation when purchasing a ticket and/or indicate your nation as your "team" in BCP)
- Codexes that have not received an official FAQ by list submission deadline cannot be played
- Swiss system for pairing after R1 (W/D/L, WTC tournament points as tiebreaker)
- Preset GT Pack missions
- WTC terrain, played on a 60" by 44" table
- 6 round tournament followed by a shadow round/top 4 cut, 3h rounds
- Forgeworld units are allowed
- Units of Legend may not be used
- Chessclocks mandatory
- Official language of the tournament is English

The Tournament will be officiated by 5-9 referees that are vetted by the TO's. A referee's word is final and a decision may not be escalated. This is because there are stringent procedures in place for how a referee makes a decision, and any that may have a severe impact on the outcome of a game are only ever made in concert with other referees. Abuse, of any kind, will not be tolerated where our referees are concerned. Official complaints after the round will be handled immediately after the round. Both relevant players and two referees will participate. Referees will hear one statement from each player and their counterparts response. After this referees will make an undisputed judgement about the case. Possible infractions and associated cards are valid in the next round of the event. A red/yellow card system will be implemented to handle any disputes/issues.

Full information regarding penalties can be found at the following link under **Discipline and Conduct**: <https://worldteamchampionship.com/wtc-rules/>

TERRAIN OUTLINE

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

Each player is responsible for adjusting the terrain according to our map pack at the start of a given round in case terrain was misplaced during a previous round.

ABOUT THE WARMASTER GT

TOURNAMENT RULES

MISSION OUTLINE

DAY 1

AUGUST 6TH

	Primary Mission	Mission Rule	Deployment Type	
WMGT-01	Supply Drop	Chilling Rain	Search & Destroy	F
WMGT-02	Priority Targets	Chilling Rain	Crucible of Battle	J
WMGT-03	The Ritual	Scrambler Fields	Sweeping Engagement	C

DAY 2

AUGUST 7TH

	Primary Mission	Mission Rule	Deployment Type	
WMGT-04	Take and Hold	Chosen Battlefield	Sweeping Engagement	E
WMGT-05	Sites Of Power	Chilling Rain	Hammer and Anvil	G
WMGT-06	Purge The Foe	Chilling Rain	Crucible of Battle	M
Shadow Round	Take and Hold	Hidden Supplies	Hammer and Anvil	I

DAY 3

AUGUST 8TH

	Primary Mission	Mission Rule	Deployment Type	
WMGT-08	PriorityTargets	Hidden Supplies	Search & Destroy	B
WMGT-09	Vital Ground	Chilling Rain	Crucible of Battle	O

ROUND SCORING

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



ABOUT THE WARMASTER GT

LIST SUBMISSION

Players will be contacted personally regarding list submission guidelines upon purchasing a ticket and this close to the list submission deadline. We will be using the playerbase to do the listchecking for us via a google document checklist. Every player will be asked to check at least one armylist from an opposing player. Players will need to adhere to the following rules when submitting their armylists:

Lists will be submitted by players to BCP before the list deadline has past.

All lists will be submitted using the export format from the official GW app, presaged with the following header, for an example list that looks like this:

```
+++++
Player Name:
Factions Used:
Army Points:
Army Enhancements (list on which model):
Detachment Rule:
+++++
```



LIST CHECKING DUTIES



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

ABOUT THE WARMASTER GT

EVENT TIMELINES

LIST & SUBMISSION TIMELINE

Registration & Payment Deadline	Monday, July 1st	23:59 CET
Rules Cut-off Date	Monday, July 1st	23:59 CET
List Submission Deadline	Sunday, July 21st	23:59 CET
List Checking Deadline	Sunday, July 28th	23:59 CET
Public Release of Lists	Monday, July 29th	23:59 CET
First Round Draw	TBA, presumably July 29th	09:00 CET

POST LIST SUBMISSION

List Checking	July 21st - July 28th	23:59 CET
List Revisions	July 21st - July 29th	23:00 CET
Public Release of Lists	Monday, July 29th	23:59 CET
First Round Draw	TBA, presumably July 29th	09:00 CET
Warmaster GT Event	August 6th - 8th	



ABOUT THE WARMASTER GT

EVENT STREAMING & EXPOSURE

The event and certain matches will be live streamed. By registering for the event, our players automatically agree to having their matches broadcasted on a Live Stream.

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.



WARMASTER GT 2023

MEET OUR SPONSORING PARTNERS

THE ARMY PAINTER™

MAIN SPONSOR



TERRAIN PARTNER



PAIRING SOFTWARE PARTNER



ORGANISATORIAL PARTNER



BRANDING PARTNER



DICE PARTNER



STAT PARTNER



DRINKS PARTNER



MEET OUR PARTNERS



MERCH/TERRAIN PARTNER



TOURNAMENT PARTNER



WARMMASTER GT 2023

MEET OUR LICENSED TERRAIN PARTNERS



MEET OUR STREAMING PARTNERS



GERMAN STREAM



FRENCH STREAM



SPANISH STREAM



ENGLISH STREAM



STUDIO STREAM