



GLASSHAMMER TEAMS

NOTTINGHAM

RULESPACK



BASIC INFORMATION

**A 40K 5-MAN TEAMS EVENT FOUGHT OVER 2 DAYS & 5 ROUNDS.
THE LATEST GAMES WORKSHOP GT PACK MISSIONS WILL BE IN USE.**

6TH SEPTEMBER - 7TH SEPTEMBER 2025

**NOTTINGHAM WILDCATS ARENA
GREENWOOD ROAD
NOTTINGHAM
NG3 7ED**

YOU CAN FIND MORE INFORMATION ABOUT OUR EVENTS ON OUR EVENTS PAGE

[HTTPS://WWW.GLASSHAMNERGAMING.CO.UK/GHGEVENTS](https://www.glasshamnergaming.co.uk/ghgevents)

ENTRY TO THE EVENT IS £300 PER TEAM AND INCLUDES:

- 5 X 3 HOUR GAMES OF 40K FUN
- OVER 35 COOL TROPHIES UP FOR GRABS
- OUR AWESOME TABLES AND NEW WTC TERRAIN TO PLAY YOUR GAMES
- FREE PARKING

REGISTERING FOR THE EVENT

ONCE YOU'VE PURCHASED A TICKET YOU'LL NEED TO REGISTER FOR THE TOURNAMENT USING THE LINK BELOW:

[HTTPS://WWW.GLASSHAMNERGAMING.CO.UK/EVENT-REGISTRATION](https://www.glasshamnergaming.co.uk/event-registration)

ONCE COMPLETED, PROVIDED ALL YOUR INFORMATION IS CORRECT, YOU'LL BE ADDED TO BCP WITHIN 3 DAYS OF SUBMISSION.

PLAYERS NEED TO BRING:

- THEIR 2000PT, BATTLE FORGED ARMY (ALL WYSIWYG)
- DICE, COUNTERS OR MARKERS YOU MAY NEED
- A PEN, CALCULATOR AND GLUE FOR REPAIRS
- AN ARMY TRAY
- A COPY OF ALL RULES AND DATASHEETS THEY REQUIRE FOR THEIR ARMY

REFUNDS ARE AVAILABLE UP TO 30 DAYS AFTER PURCHASE

EVENT TIMINGS

DAY 1

REGISTRATION	8:30 - 9:00
GAME 1	9:00 - 12:00
LUNCH	12:00 - 13:00
GAME 2	13:00 - 16:00
BREAK	16:00 - 16:30
GAME 3	16:30 - 19:30

ALL PLAYERS MUST HAVE LEFT THE HALL BEFORE 20:00

DAY 2

GAME 4	09:00 - 12:00
LUNCH	12:00 - 13:00
GAME 5	13:00 - 16:00
AWARDS	16:15
GAME 6	16:30 - 19:30

(TOP 2 TEAMS ONLY)

THE FIRST ROUND DRAW WILL BE RANDOMLY GENERATED WITH FOLLOWING ROUNDS BEING DETERMINED BY A RANDOM DRAW WITHIN A WIN BRACKET.

**WE WILL BE USING THE WTC FAQ WHICH CAN BE FOUND HERE:
[HTTPS://WORLDTEAMCHAMPIONSHIP.COM/WTC-RULES/](https://worldteamchampionship.com/wtc-rules/)**

FOLLOW THE 'MUSTER YOUR ARMY' STEPS FROM THE WARHAMMER 40,000 CORE RULES USING RULES FOR STRIKE FORCE MISSIONS TO CREATE YOUR LIST.

ALL LISTS SHOULD BE SUBMITTED USING THE FORMAT IN THE WARHAMMER APP.

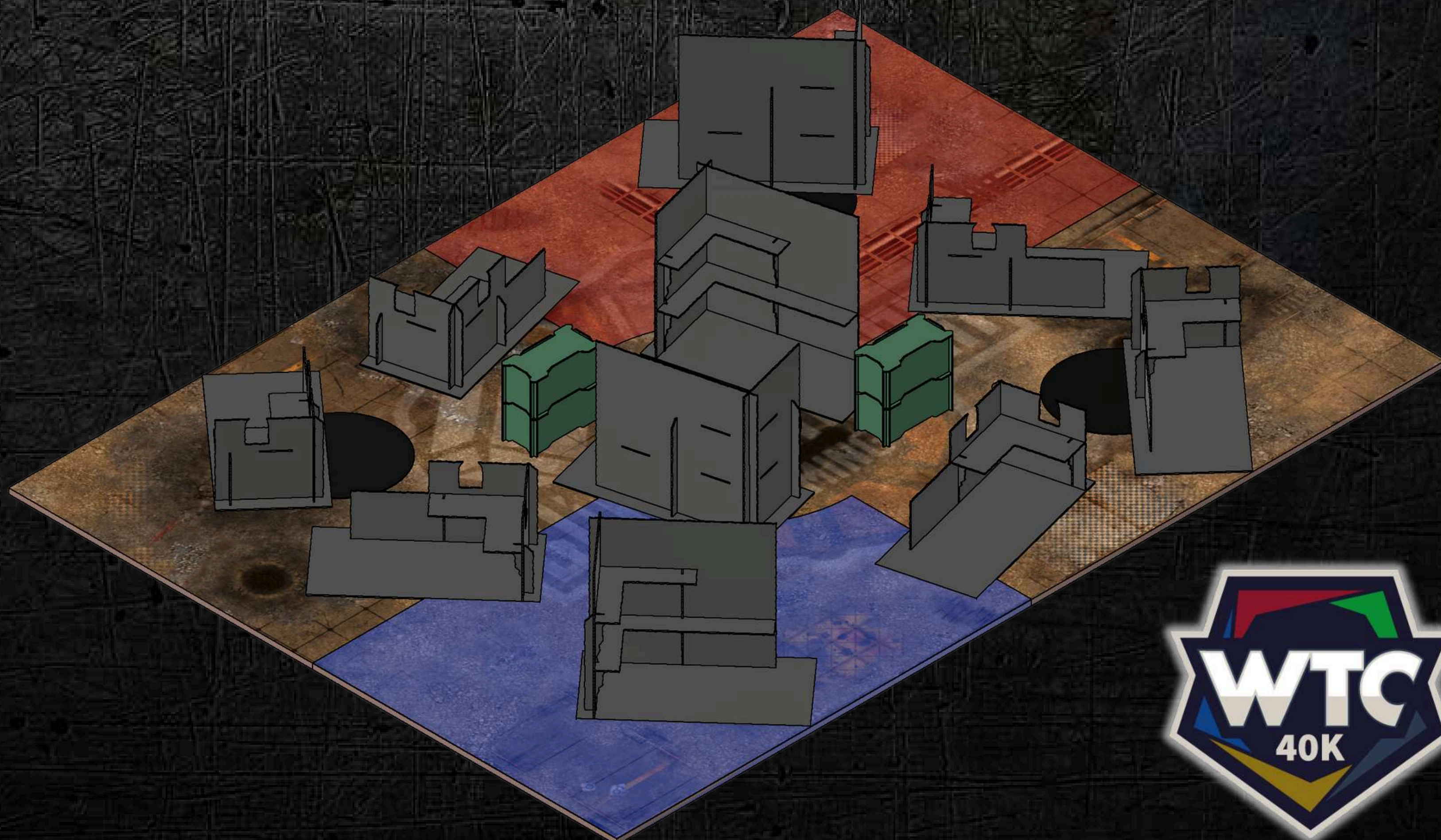
GLASSHAMMER EVENTS HAVE A REPUTATION OF BEING FUN, FRIENDLY AND WELCOMING FOR ALL WHO ATTEND AND THIS REPUTATION IS ONE WE INTEND TO UPHOLD. THEREFORE ANYONE CAUGHT CHEATING WILL BE ASKED TO LEAVE AND ANYONE BEING UNSPORTING WILL RECEIVE A YELLOW CARD.

TERRAIN LAYOUTS

ALL TABLES WILL HAVE A SET OF GLASSHAMMER WTC TERRAIN READY FOR YOU AND YOUR OPPONENT TO ARRANGE FOR YOUR GAME.

LAYOUTS CAN BE FOUND ON THE GLASSHAMMER GAMING EVENTS PAGE UNDER THE 'USEFUL LINKS' SECTION.

LINK COMING SOON...



TEAM SELECTION

EACH TEAM IS COMPOSED OF 5 PLAYERS. EACH TEAM MAY ONLY HAVE A CODEX AND ASSOCIATED SUPPLEMENTS REPRESENTED ONCE PER TEAM E.G. EACH TEAM MAY ONLY HAVE 1 PLAYER DRAWING UNITS FROM THE SPACE MARINE CODEX (THIS INCLUDES ALL SUPPLEMENTS SUCH AS BLOOD ANGELS, ULTRAMARINES, ETC.). IN THE CASE OF UNITS BEING SUMMONED DURING THE COURSE OF THE BATTLE, THESE ARE UNAFFECTED BY THE ABOVE RESTRICTIONS.

ONE TEAM MEMBER DESIGNATED AS TEAM CAPTAIN WHO IS RESPONSIBLE FOR MANAGING THEIR TEAM'S PAIRING CHOICES AND SUBMITTING GAME RESULTS. CAPTAINS ARE RESPONSIBLE FOR THE FOLLOWING:

- **SOLE POINT OF CONTACT FOR THE TEAM AND TO**
- **THE CONDUCT OF THE TEAM**
- **MAKING SURE THE PROPER SCORES/RESULTS ARE SUBMITTED**
- **CALLING A JUDGE OVER AND HAVING THE RELEVANT DOCUMENTS ON HAND**

CAPTAINS SHOULD NOT:

- **PLAY OR PARTICIPATE IN ANY GAME OTHER THAN THEIR OWN, INCLUDING OFFERING GAME PLAY ADVICE TO THEIR TEAMMATES.**

PAIRINGS PROCESS

PLAYER PAIRINGS

BEFORE EACH ROUND 15MINS HAS BEEN ALLOTTED FOR THE FOLLOWING PROCESS TO BE COMPLETED:

- **BOTH TEAM CAPTAINS SECRETLY CHOOSE A "DEFENDER" LIST FROM THEIR TEAM.**
- **BOTH TEAMS REVEAL THEIR DEFENDERS SIMULTANEOUSLY.**
- **BOTH TEAMS SECRETLY PICK TWO "ATTACKER" LISTS AND REVEAL THEM SIMULTANEOUSLY.**
- **TEAM CAPTAINS PICK ONE OF THE OPPOSING ATTACKER LISTS TO FACE OFF AGAINST THEIR DEFENDER**
- **REPEAT THIS PROCESS UNTIL BOTH TEAMS ARE LEFT WITH 2 UNSELECTED ATTACKER LISTS WHO WILL THEN PLAY ONE ANOTHER ON THE FINAL REMAINING TABLE.**

TABLE CHOICE

AFTER THE FIRST PLAYER PAIRINGS HAVE BEEN DETERMINED AS PER THE PROCESS ABOVE, THE CAPTAINS ROLL OFF. THE CAPTAIN WINNING THE ROLL OFF SELECTS A TABLE FOR THEIR FIRST DEFENDER TO PLAY ON. THE OTHER TEAM MAY THEN CHOOSE A TABLE FOR THEIR DEFENDER TO PLAY ON. IN SUBSEQUENT PLAYER PAIRINGS, THE FIRST CHOICE FOR SELECTING A TABLE ALTERNATES E.G:

- **PLAYER PAIRING 1, TEAM A WINS THE ROLL OFF AND CHOOSES THE HEAVY TABLE FOR THEIR DEFENDER TO PLAY ON. TEAM B THEN CHOOSES A STANDARD TABLE FOR THEIR DEFENDER TO PLAY ON.**
- **PLAYER PAIRING 2, TEAM B GETS FIRST CHOICE OF THE TABLE FOR THEIR DEFENDER TO PLAY ON. ETC.**

TERRAIN & BOARDS

THE TERRAIN FOR YOUR GAMES WILL BE ON EACH TABLE FOR YOU TO ARRANGE. THERE WILL BE 1 HEAVY TABLE, 1 LIGHT TABLE AND 3 MEDIUM TABLES. IF YOU ARE MISSING OR CANNOT LOCATE A PIECE OF TERRAIN, PLEASE ALERT A JUDGE.

MISSIONS

1	THE RITUAL	CRUCIBLE OF BATTLE	SWIFT ACTION
2	TAKE AND HOLD	SEARCH & DESTROY	HIDDEN SUPPLIES
3	SCORCHED EARTH	CRUCIBLE OF BATTLE	INSPIRED LEADERSHIP
4	TERRAFORM	SWEEPING ENGAGEMENT	SWIFT ACTION
5	PURGE THE FOE	TIPPING POINT	SMOKE & MIRRORS
6	TAKE AND HOLD	TIPPING POINT	RAISE BANNERS

SCORING YOUR GAME

EACH PLAYER SCORES AN AMOUNT OF POINTS BASED ON THE VP DIFFERENTIAL FROM THEIR GAME. 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 THEIR POINTS FROM THE 'OPPONENT' TABLE. AS A ROUND WILL HAVE 5 GAMES EACH WORTH 20 POINTS, **A TEAM WILL NEED 51 POINTS OUT OF 100 TO WIN THE ROUND.**

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
45 - 50	19	1
51+	20	0

PRIZES

PLACINGS (TEAMS)

1ST - 5 BAD-ASS GOLD TROPHIES
2ND - 5 BAD-ASS SILVER TROPHIES
3RD - 5 BAD-ASS BRONZE TROPHIES

PAINTING (PLAYER)

1ST - £100 GH VOUCHER, BAD-ASS GOLD TROPHY
2ND - £60 GH VOUCHER, BAD-ASS SILVER TROPHY
3RD - £40 GH VOUCHER, BAD-ASS BRONZE TROPHY

BEST IN BRACKET (TEAMS)

3 WINS - 5 BAD-ASS TROPHIES
2 WINS - 5 BAD-ASS TROPHIES
1 WIN - 5 BAD-ASS TROPHIES
0 WINS - 5 BAD-ASS TROPHIES

PLAYING BY INTENT

WARHAMMER 40K IS GENERALLY PLAYED USING INTENT. THIS IS CONSIDERED TO BE THE STANDARD AT GLASSHAMMER UNLESS A PLAYER DECLARES THEY WOULD PREFER TO PLAY THE GAME STRICTLY ADHERING TO EXACT MEASUREMENTS AND TIMINGS (E.G THE EXACT MOMENT A STRATAGEM IS TO BE USED). IF A PLAYER DOES NOT CONFIRM THIS IS HOW THEY WOULD LIKE TO PLAY ALL JUDGE RULINGS WILL BE MADE WITH INTENT IN MIND.

YELLOW CARDS

WHEN A PLAYER IS GIVEN A YELLOW CARD THEY WILL RECEIVE A 0 POINT SCORE IN THEIR CURRENT GAME. A PLAYER GIVEN 2 YELLOW CARDS WILL BE REMOVED FROM THE EVENT.

PAINT SCORE

THE MINIMUM PAINTING REQUIREMENT FOR OUR EVENTS IS 3 COLOURS AND BASED. ANY MODELS THAT DO NOT MEET THIS REQUIREMENT WILL BE REMOVED FROM PLAY.

WYSIWYG

ALTHOUGH IT IS AWESOME TO SEE PEOPLE CONVERTING THEIR OWN MODELS, A CERTAIN AMOUNT OF 'WHAT YOU SEE IS WHAT YOU GET' SHOULD BE PRESENT. COUNTS AS MODELS SHOULD STILL BE THE SAME SIZE, FOOTPRINT AND HAVE THE SAME WEAPON LOAD OUT AS THEIR GW EQUIVALENT.

IF YOU WOULD LIKE TO CHECK WHETHER ONE OF YOUR CONVERTED MODELS WOULD BE ACCEPTED YOU MAY SEND AN EXPLANATION AND PICTURES TO: EVENTS@GLASSHAMMERSGAMING.CO.UK

LIST SUBMISSION

LISTS MUST BE SUBMITTED BY MIDNIGHT THE SUNDAY BEFORE THE EVENT (31ST AUGUST 2025). ANY LISTS NOT SUBMITTED ON TIME OR INCORRECT WILL INCUR PENALTY POINTS FOR THEIR TEAM.

CHESS CLOCKS

IF ANY PLAYER WANTS TO USE A CLOCK THEN IT **MUST BE USED. IF YOU DO NOT USE A CHESS CLOCK THEN COMPLAINTS ABOUT SLOW PLAY CANNOT BE DEALT WITH. JUDGES RESERVE THE RIGHT TO ENFORCE THE USE OF A CHESS CLOCK ON ANY PLAYER. **ALL UNDEFEATED TEAMS MUST USE A CLOCK FROM ROUND 4 ONWARDS.****

MARINE CHAPTERS, GUARD REGIMENTS, CRAFTWORLDS, ETC.

IT DOESN'T MATTER WHAT COLOUR YOU PAINT YOUR ARMY AS LONG AS YOUR ARMY LIST CLEARLY STATES WHICH CHAPTER TRAIT, REGIMENT, ETC YOUR USING.

MISSING A BATTLE

IF YOUR OPPONENT HAS NOT ARRIVED 15 MINUTES INTO THE ROUND, REPORT TO THE REF HQ, THE TEAM WITH THE MISSING PLAYER WILL HAVE TO CONCEDE 1 GAME IN THE PAIRINGS.

CATERING

LUNCH WILL **NOT BE PROVIDED HOWEVER FOOD VENDORS WILL BE PRESENT OUTSIDE. SNACKS, DRINKS & ALCOHOL WILL BE AVAILABLE IN THE HALL.**

(PLEASE NOTE GUESTS CANNOT BRING THEIR OWN ALCOHOLIC DRINKS)

PICTURES & STREAMING

PICTURES/VIDEOS WILL BE TAKEN AT THE EVENT AND PUBLISHED ON ALL OUR SOCIAL MEDIA PLATFORMS. BY PURCHASING A TICKET YOU ARE CONFIRMING THAT YOU CONSENT TO THIS AND ALL OTHER RULES IN THIS PACK.

EVERYONE IS WELCOME AT OUR TOURNAMENTS. WHETHER YOU ARE A 40K NEWBIE OR A SEASONED VETERAN, WE'RE HERE TO ENSURE EVERYONE HAS A FUN WEEKEND.

WE LOOK FORWARD TO SEEING YOU

LOVE

DAN & MANI

