



Team Charter

WARHAMMER 40,000 · WORLD TEAM CHAMPIONSHIP 2027

Version 1.0 · September 2026





Team GCC at the World Team Championship, Mechelen, August 2026.

Naming note: this charter is written for Team GCC. If the team is confirmed as Team UAE for WTC 2027, the name and branding will change; the substance of this charter will not, other than the eligibility section, which will be updated to reflect the confirmed status.

1 Introduction

Team GCC took a team of eight players to the World Team Championship (WTC) for the first time in August 2026. This document exists because of what we learned there.

Its purpose is simple: to make it clear to everyone in the GCC 40k community how the team is run, how the captain is chosen, how players and coaches are selected, and what is expected of anyone who wants to be involved.

This is a living document. It will be revised after each WTC and throughout the year as necessary.

Version history

VERSION	DATE	WHAT CHANGED
1.0	September 2026	First charter published for WTC 2027

2 What is the WTC?

The World Team Championship is the annual national-teams tournament for Warhammer 40,000, and is often viewed as the most prestigious 40k tournament in the world. Teams of eight players compete over three days, preceded by a three-day singles event (Warmasters). Each round, captains pair their players against the opposing team using a structured pairing process, so team composition, list design and pairing strategy matter as much as individual play.

It grew out of the European Team Championship and is now global. In 2026 it was held in Mechelen, Belgium.

Where and when WTC 2027 will be held is not yet confirmed. The WTC organisers have opened a hosting process for 2027, and the host city will be chosen by a vote of the team captains. Until that concludes we cannot publish fixed dates, which is why the timeline in section 10 runs on offsets from the event rather than calendar dates. As soon as the host and dates are announced, this charter will be updated with the real dates and the Discord will be the first place they appear.

Before reading on, look at the event website and the current rules pack: **<https://worldteamchampionship.com>**

The WTC Discord is also worth joining directly. Rules packs, TTS maps and terrain mock-ups are released there first.

3 Team identity and eligibility

Team GCC represents the Warhammer 40k community of the Gulf Cooperation Council states.

To be eligible for the playing squad you must:

1. Be resident in a GCC country, or hold a passport or equivalent national identification of a GCC country;
2. Be an active player of the current edition of Warhammer 40,000;
3. Meet the WTC's own eligibility rules for national teams, which take precedence over this document.

If the team is confirmed as Team UAE, this section will be revised to cover how the WTC's allowance for non-resident places is used.

Coaching and staff roles will be filled from within the GCC community. External help is welcome as advice and consultancy, not as squad places.

4 How the team works

We bring a team, not our eight best players. WTC is won and lost on pairings, list design across all eight players, and how well the group prepares together. A strong player who practises alone, keeps their lists to themselves and turns up at the event is less useful to the team than a slightly weaker one who is in the Discord every week, shares what they learn, scrimms with teammates and builds their list to fit the team plan. Involvement is not encouraged, it is expected, and it is a selection criterion.

The playing eight

The eight players who compete at WTC. Selected by the selection committee (section 8) according to the process and timeline in section 10.

The extended squad

A wider group of roughly 12 to 16 players and coaches, confirmed in stages from late 2026. Being in the extended squad means:

- you are practising, list-building and scrimming with the team, not alongside it;
- you may be asked to play for Team GCC at team events during the year;
- you keep the WTC dates free until the final eight is announced;
- you may not make the final eight, and if you do not you are expected to remain involved as a coach or reserve if you are able to travel.

Roughly half of the final eight will be confirmed early, the remaining places stay open so that players who improve during the year have a route in.

Coaches

WTC coaches are not in-game advisers, the rules prevent that once a game starts. Coaches get involved at all levels of the team's operation. This includes:

- **Operations and logistics:** travel, accommodation, admin, deadlines;
- **Pairings:** working with the captain and vice captains on matrices and pairing practice;
- **Practice and lists:** keeping tabs on everyone's practice, running scrimms, terrain and TTS set-up.

A coach does not need to be a top-eight-level player. They need to be organised, reliable, and able to give their time. Players who are not selected for the eight are strongly encouraged to travel as coaches and also compete in Warmasters.

Coaches apply through the same form and the same timeline as players, and are confirmed by the same committee. Say on your application if you would consider a coaching role, a playing role, or either. It is not a lesser answer and it will not count against a playing application.

5 Captaincy

Captains are elected by the current and previous year's WTC team immediately after the conclusion of WTC.

1. In the post-event debrief period, any eligible candidate informs the sitting captain of their interest in the captaincy for the next WTC.
2. Continuity in the captain's role is valued and captains are not replaced by default each year. The sitting captain continues into the next season unless they choose to step down, or a simple majority of the previous WTC squad (players and coaches) requests a vote.
3. If a vote is called, any member of a previous Team GCC WTC squad, player or coach, may stand.
4. Candidates publish a short manifesto covering their plans, selection timeline and expectations of the squad.

5. Each member of the current and previous year's WTC squad, players and coaches, votes once. Candidates do not vote.
6. A change of captain takes effect after the WTC captains' council decisions in mid-September, so the outgoing captain handles the immediate post-event votes and handover.
7. Any change of captain is registered with the WTC through their captaincy change procedure. The outgoing captain is responsible for completing this.
8. The incoming captain publishes the selection timeline and criteria to the whole community via the Team GCC Discord.

The captain for WTC 2027 is Nils Bouillard, confirmed by vote of the 2026 squad on 7 September 2026.

6 Vice captaincy

Vice captains are an optional role. A captain may choose to appoint one, more than one, or none at all.

Where the role is used, the vice captain is the captain's deputy and is involved in every part of the process from the start: pairing practice, selection, and communication with the squad. Ideally a vice captain is someone who could see themselves captaining in a future year, but this is not a requirement.

The captain facilitates the vote. Anyone in the extended squad or a previous WTC squad may put themselves forward, stating why and what they bring. The current and previous year's squad then vote on who they want as vice captain.

For WTC 2027 the team has two vice captains: Kasper Wennerby and Matt Ed.

7 How to apply

Applications open on 1 October 2026 and run through a Google Form linked from the Team GCC Discord and posted to the community WhatsApp groups.

The form asks for:

- who you are, where you are based, and your eligibility under section 3;
- which armies you play and are willing to play;
- your BCP profile and recent results;
- what your practice currently looks like, how often, against whom, on TTS or in person;
- whether you are applying as a player, a coach, or either;
- what you can commit to across the season, honestly, including whether you can travel;
- anything the committee should know that the above does not capture.

Apply even if you think you will not make it. The extended squad is the point of entry, and the committee is explicitly looking for people who improve across the year rather than people who believe they have already reached their highest level.

Feedback will always be shared, even if you are not selected for the team, with an explanation of what would need to happen to change the answer.

8 Selection committee

Player selection is made by a committee made up of:

1. The captain;
2. The vice captain or vice captains;
3. A representative of the GCC community as a whole.

For WTC 2027, the community seat is filled by Terry Mo.

Selection decisions are made by a vote of the committee and are carried by a simple majority. Where a vote is tied, the captain makes the decision.

For the WTC 2027 season, one senior member of the academy will be invited to join the committee as an observing member, without a vote. The intention is that from WTC 2028 the academy seat becomes a voting position.

The committee may consult anyone it chooses, including external advisers and members of the previous squad, but decisions rest with the committee. Rationale for selections will be shared with each applicant individually.

Conflicts of interest

The captain and vice captains are not automatically members of the playing eight. If any of them wants a playing place, they apply and are assessed like anyone else.

Where the committee is deciding on a place for one of its own members, that member takes no part in the discussion or the decision on their own place, and the decision must be unanimous among the remaining members.

9 Minimum requirements

To be considered for the extended squad and, later, the playing eight, you must:

1. **Attend at least one Team GCC team event during the season.** TTME, a travel event, or an organised scrim weekend.
2. **Play regularly on TTS against high-level international opponents.** Games on servers such as the Try Hard server, against ranked international players or other nations' WTC squads, are required, not optional. The gap between WTC and local play is the single biggest lesson of 2026, and local RTTs cannot close it on their own. Minimum: an average of **four tracked TTS games per month** against squad-level or higher opponents across the phase. Local RTTs, GTs and travel events count towards your evidence of practice (section 11) but do not replace this requirement.
3. **Be active on the Team GCC Discord.** This is where lists, practice and team decisions happen.

Meeting these makes you eligible. It does not guarantee a place.

10 Selection process and timeline

Dates are provisional. The WTC 2027 date is not yet confirmed (see section 2), so the back half of this timeline runs on offsets from the event and will be converted to calendar dates as soon as the host vote concludes.

WHEN	WHAT
1 Oct 2026	Applications open via Google Form; Discord live
1 Nov 2026	Applications close; extended squad phase begins
End Dec 2026	First four places in the playing eight confirmed; extended squad confirmed
Q1 to Q2 2027	Team travel events (e.g. Bangkok); scrimms with partner teams
WTC minus 4 months	Places five and six confirmed
WTC minus 2 months	Final eight and reserves, if any, locked; travelling coaches locked
WTC minus 6 weeks to WTC	Team lists and dispositions finalised; pairing practice; expectations set per round

Places are confirmed progressively. A player confirmed early is expected to help assess and integrate later additions.

Places seven and eight are decided two months before WTC. These places are completely open. If a player who was not at the level required in December has visibly closed the gap, this is where the opportunity is.

11 Selection criteria

Beyond the minimums, the committee weighs the following. None is decisive on its own.

- **Results:** BCP ranking and tournament placings, with weight given to the level of the field and to team-event performance, not just volume of events attended.
- **Evidence of deliberate practice:** the quality of opponent matters more than the volume of games. High-level TTS play, scrimms against other national squads, and international travel events are weighted above local RTT results.
- **Willingness to learn and improve:** taking feedback, flexing dispositions and armies for the team's needs, adapting after balance updates.
- **Contribution to the team:** active participation in the Discord and catch-ups, sharing lists and ideas, scrimming with and coaching teammates, building your list to the team plan rather than for singles. This is weighted alongside results, not below them.
- **Fit with the team's needs:** the eight are picked as a set. Faction coverage, the spread of dispositions, and who pairs well into what all matter. A player can be good enough and still not be the right eighth pick in a given year, and that is not a judgement on them.
- **Recommendation from a member of the previous WTC squad.**
- **Behaviour.** See section 12. Poor behaviour is a disqualifying criterion regardless of results.

Players may submit evidence of practice in whatever form suits them (BCP links, TTS game logs, short write-ups). Travel is valued but not mandatory. Cost and time are real constraints and the committee will not penalise anyone for them if practice is evidenced another way.

12 Code of conduct and commitment

Team GCC members represent the whole GCC community at every event, online and in person. The following are non-negotiable:

At and around the table

- **Sportsmanship:** play the game in the right spirit, win or lose. How you treat an opponent when you are winning comfortably, and when you are losing badly, is what people remember;
- **Respect:** for opponents, teammates, organisers and the community, at the table, in the venue, and in the chats afterwards;
- **Integrity:** play the game cleanly. Dice, measuring, rules calls and clocks are handled honestly and openly.

In the team

- **Involvement:** be present in the Discord, attend catch-ups, engage with team events and scrims.
- **Collaboration:** share your lists, your practice and what you learn. Help teammates prepare for their matchups, not just your own. Be willing to change army or disposition if the team needs it.
- **Responsibility:** turn up, be prepared, meet deadlines, and communicate early if you cannot.

Anyone found not meeting these standards may be removed from the process or the squad. Strong results do not offset poor behaviour, and they do not offset a lack of involvement either. Where concerns exist, they will be raised with the person directly and early, and people will be given an opportunity to change before any decision is made.

Members are also bound by the WTC's own policies and code of conduct at the event itself, which take precedence over this document.

13 Withdrawal, replacement and removal

We understand that life happens. If something gets in the way, say so early. Do not leave it to the last minute. WTC is a significant financial and personal commitment for everyone on the team, and a late withdrawal does not just affect you: it lands on teammates who have already booked, paid and planned around you.

- **Before the final lock:** tell the captain as soon as you know. No further consequence.
- **After the final lock:** tell the captain immediately so a replacement can be brought in from the extended squad.
- **Removal for conduct:** decided by the committee, after the conversation described in section 12, and communicated to the person directly before it is communicated to anyone else.

Anyone who withdraws late without good reason is not automatically barred from future squads, but it is recorded and it is a factor in future selection.

14 Costs

WTC is a significant financial and time commitment. Go in with your eyes open. The main costs are:

- **Team ticket:** a per-player share of the team's entry, paid to the WTC.
- **Warmasters singles ticket:** optional, but most of the squad plays it and it is the best practice available anywhere with the best players in the world competing.
- **Flights** to the host city, which is usually European.
- **Accommodation**, typically five to seven nights, shared where possible to bring the cost down.
- **Food, local transport and incidentals.**

For reference, in 2026 an Emirates flight to the event cost around AED 3,600 and accommodation for Warmasters and WTC came to around AED 6,500. The Warmasters ticket was AED 400 and the team ticket was AED 900 each, with food and additional travel on top. 2027 will depend entirely on where the event is held.

If cost is the thing standing between you and applying, talk to the captain before you decide not to apply.

15 Sponsorship and partners

The team will pursue sponsorship to offset costs and will keep the squad informed.

If you have a contact or a lead, bring it to the captain rather than approaching a brand on the team's behalf.

16 Communication

- All Team GCC business, squad, coaching and prospective applicants, runs on the **Team GCC Discord**: <https://discord.gg/jYpqdTDBw>. Channel access is tiered, with an open area for anyone interested and restricted channels for the extended squad and the playing eight.
- The **wider community WhatsApp groups** remain the home of the GCC 40k community. A monthly post will point to the Discord for anyone who wants the competitive side.
- Selection announcements are made in the Discord, and to the individuals concerned first.



WTC 2026, Mechelen.