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Dubai • 7–8 November 2026 • The Concourse, Dubai Outlet Mall

40K
TEAMS

Warhammer 40,000 Teams Tournament

EVENT PACK — GULF TOURNAMENT CIRCUIT, ROUND FOUR

5-player teams • 4 rounds • 2,000 points • 11th edition

Tournament Organiser: Terry Mo Head Judge: Nils Bouillard

Draft v0.1 — 10 September 2026

1. Entry

The tournament is part of the Tabletop.ME convention. Every player needs a **two-day convention ticket**, purchased from Tabletop.ME (not from the tournament organisers). There is no separate tournament fee.

Capacity is 16 teams. Registration is on Best Coast Pairings (BCP):

<https://www.bestcoastpairings.com/event/Wvba7oUB4812>. Captains register the team and add their players; player profiles must show real names.

2. Key dates

All dates and times in this pack are **Dubai time (GST, UTC+4)**.

Date	Deadline
Thursday 22 October, 23:59	Rules cut-off. Any rules, points or FAQ changes published on warhammer-community.com by this time are in force for the event. Anything published later is not.
Sunday 25 October, 23:59	List submission closes on BCP. Lists are locked after this.
Wednesday 28 October	Lists released to all teams.
Wednesday 4 November	Proxy and conversion approval closes.
Friday 6 November, 18:00	Round 1 pairings released.
Saturday 7 November, 10:00	Doors open.

3. Schedule

All times are Dubai time (GST, UTC+4). Rounds are **four hours** and include the pairing process and table setup. Teams pair, players set up their tables, then set their clocks from the time remaining in the round (see section 9).

Saturday 7 November

10:00	Doors open, registration
10:30 – 14:30	Round 1 (pairings, setup and play)
14:30	Round 2 draw released; break
15:30 – 19:30	Round 2
19:30	Round 3 draw released
22:00	Event space closes

Sunday 8 November

10:00	Doors open
10:30 – 14:30	Round 3
14:30	Round 4 draw released; break
15:30 – 19:30	Round 4

19:45

Prizes and announcements

A 15-minute warning is given before the end of each round. Do not start a new battle round after the warning. Any game not finished when the round ends is scored as it stands (see section 9).

4. Rules documents

The event uses Warhammer 40,000 11th edition with the following documents. Where this pack says something different, this pack applies.

- Warhammer Event Companion – https://assets.warhammer-community.com/eng_12-06_warhammer40000_event_companion-s3bfb5f9sl-ivswuij3fo.pdf
- Warhammer Teams Event Companion v1.0 (22 July 2026) – https://assets.warhammer-community.com/eng_22-07_warhammer_40,000_teams_event_companion-7ow8c92xdm-dyf3i4qpst.pdf
- Current Munitorum Field Manual, Faction Packs / Codexes, and Balance Dataslate as of the rules cut-off

Rules precedence. Rules are trusted in this order: Munitorum Field Manual, then Faction Pack / Codex, then the Warhammer 40,000 app. The app is a list-building convenience only. It does not always flag illegal lists, and a list the app accepts is not automatically legal. Example: for Chaos Daemons allies, the number of non-Battleline units cannot exceed the number of Battleline units, even though the app currently allows it. Captains are responsible for checking their team's lists against the printed rules.

5. Teams and army lists

Team composition follows the Teams Event Companion:

- Five players per team, plus one optional registered substitute. A substitute can only play one of the team's five submitted lists, and only with the Head Judge's approval before the round starts.
- Within a team, only one player may use units with a given Faction keyword (including allies), with the exceptions given in the Companion.
- Each player picks one Force Disposition. In a 5-player team every player must have a different Disposition.

Lists

- 2,000 points.
- Submit on BCP as a **direct export from the Warhammer 40,000 app**, with no formatting changes.
- Leaders must be attached where relevant, and the Force Disposition must be selected in the export. A list missing either is an illegal submission.
- Lists lock at 23:59 on Sunday 25 October and are released to all teams on Wednesday 28 October.
- Illegal or late lists will be corrected by the Head Judge with the smallest change that makes them legal, and may carry a penalty.

6. Models

Proxies and conversions. Anything that is not a standard Games Workshop model for the unit it represents is a proxy: 3D prints, alternative manufacturers, kitbashes and conversions. Every proxy must be approved before the event. Post clear photos in the WhatsApp community by **Wednesday 4 November**; a proxy is approved if no captain objects by the deadline, with the Head Judge deciding any dispute. Proxies must be a similar size and footprint to the original model. Unapproved proxies do not score Battle Ready and may be removed from the table.

Battle Ready. Each player scores 10VP per game for a Battle Ready army (Teams Event Companion step 13). For this event, Battle Ready means:

- a minimum of three colours, with all major details painted;
- no visible primer, unless it has been washed or highlighted;
- textured bases — a painted-only base does not count — with no bare plastic on the top of the base.

WYSIWYG is not mandatory. However, if your opponent is confused about a unit's weapon loadout because special weapons are not modelled or marked, the ruling goes in your opponent's favour. Mark your models or tell your opponent clearly before the game.

7. Terrain

Terrain, terrain footprints and mats are provided. Everything else — chess clock, dice, tape measure, objective markers, tokens, rules references — is your own responsibility.

Play terrain as it lies. Several terrain sets are in use and not all of them match official Games Workshop dimensions. The terrain on your table is the terrain you play with, including its actual height and width. Do not play it as if it were GW-spec terrain.

Setup and cleanup. Once pairings are done, players set up their own table to the chosen layout and check it with their opponent before starting. At the end of each round, players clear their table: terrain pieces and footprints stacked neatly to the side, nothing missing.

8. Pairings, scoring and rankings

Round 1 pairings are random. Later rounds follow the Teams Event Companion pairing criteria (Team Points, then individual wins, then random).

Player pairings within each round use the Companion's 5-player procedure: Initial Skirmish, then Main Engagement. Captains run the pairing process and are responsible for their team being at the table on time.

Scoring follows the Companion:

- Each game converts the VP differential into Battle Points (BP), 20 per game, 100 per team per round.
- A team wins the round if it scores at least **6 BP more** than its opponent (e.g. 53–47). Anything closer is a draw.
- Team Points: **win 2 TP, draw 1 TP, loss 0 TP** (this differs from the Companion's 3/2/1 and does not change the rankings).

Rankings follow the Companion (record, then individual wins, then total BP), with one clarification: an **individual win** is a game where the player scored 11 BP or more — that is, a VP margin of 6 or more. A 10–10 game is an individual draw, regardless of who had more VP.

9. Chess clocks and time

Chess clocks are **mandatory** in every game. Bring your own.

Setting the clock. Once terrain is set up, check the time remaining in the round, take off five minutes as a safety margin, and split the rest equally between the two players. If you prefer, do this after talking through lists and rules instead. Either way, both players are responsible for the clock being on the correct player at all times. Agree before the game how you will handle saves, casualty removal and out-of-phase actions.

Clocks are never paused. Not for rules questions, not while waiting for a judge. If you had to wait a long time for a judge, the judge will add time to your game.

Running out of time. If your clock reaches zero you stop acting immediately, even mid-turn. You may only make saving throws (not Feel No Pain rolls) and Battle-shock tests. You may not move, shoot, fight, use stratagems or abilities, or draw new Secondary Mission cards. You still score objectives you hold

and any active Secondary Missions you meet without taking an action. Make these rolls on your own side of the clock and as quickly as possible. Your opponent may let you keep playing on their time, but that is their choice, not an obligation.

End of the round. If the round ends before the game does, the game **stops immediately and is scored as it stands**. Active Secondary Missions and objectives held can still be scored; nothing except Battle-shock tests is rolled and no models are moved.

Running out of time is not itself a penalty. Slow play, using the clock as a weapon, or continuing to act after your clock has run out are conduct issues and will be penalised.

10. Judges and rulings

Call a judge by raising your hand or calling them over. Both players should **check the rules before calling** — the core rules, your Faction Pack and the FAQs answer most questions. Repeatedly calling a judge for questions that are clearly answered in the rules is time-wasting and will be penalised.

The Head Judge's rulings on the day are final. Rules questions before the event go through the WhatsApp community.

11. Results

Captains submit every game's VP scores on BCP **before the end of the round**. Once submitted, scores cannot be changed. Late submission earns a warning the first time and a 5 BP deduction from the team's round score after that.

12. Communication during games

Once games have started:

- No phone or electronic communication with teammates about matchups, tactics or game state.
- Captains may check in with their players at other tables, in English, where the opponent can hear everything said. No secret signs, hand signals or hidden sheets. All communication is open.
- Any use of AI tools for pairings or for in-game decisions is strictly forbidden and results in an **immediate red card**.

13. Code of conduct

- Be a good opponent. Play by intent: say what you are doing and what you intend to achieve so there are no "gotcha" moments. Make sure your opponent has seen your dice before you pick them up.
- Play openly. Your list, your rules and your dice are visible to your opponent on request.
- Respect judges, venue staff, other attendees and the venue. This is a public convention with families present.
- Respect the terrain and the space. Set up correctly, pack down properly.
- No discrimination, harassment, aggression or intimidation of any kind, towards anyone.

The Tournament Organiser and Head Judge may ask anyone who breaches this to leave the tournament space.

14. Penalties

Poor behaviour — including unapproved proxies, slow play or clock abuse, disputes, offensive language, illegal communication, cheating, and anything else the judges consider unsporting — is penalised according to its severity. Cards can be issued to a player or to a team, and are applied to the team's round score.

Penalty	Effect
Official warning	No points penalty. Recorded.
Yellow card	-15 BP from the team's round score.
Red card	-25 BP from the team's round score.

- A second yellow card for the same or a similar offence becomes a red card.
- Repeated offences across rounds are treated as escalating.
- The Head Judge may go straight to any card for a serious offence, and may remove a player from the event for blatant cheating or violence.
- A penalty can change the offending team's result but never turns a loss into a win for the other team.

15. Prizes

- **Team podium** — 1st, 2nd and 3rd.
- **Best Painted** — judged by Back2Games staff.
- **Best Sporting Team** — each captain votes for two teams they played against over the weekend. Most votes wins.

16. What to bring

Terrain, footprints and mats are provided. Bring everything else:

- Your army, and a printed or digital copy of your list
- Chess clock
- Dice (clearly readable from across the table), tape measure, objective markers, tokens
- Your rules: Faction Pack, MFM, Force Disposition and Secondary Mission cards
- Your convention ticket and ID

Food and drink are available in the venue. Eat during the break or during your game — the round clock does not stop.