

2025 EVENT PACK

V: 2.0



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**Wayland Games**



# EVENT PACK 2025

## KEY INFO - TICKETING

The Celtic Cup Grand Tournament 2025 is a Warhammer 40,000 event with a player capacity of 102. Launched in partnership by Reaper Wargaming and Saltire Games. This event returns for a second sold out year at the historic Pollokshaws Burgh Hall.

Ticket packages are available exclusively via the Celtic Cup online store.

The Celtic Cup Grand Tournament is proud to offer multiple ticket options for players looking to attend. (This event is currently Sold Out) Players are able to upgrade their ticket via the online store while stocks last.

Standard Ticket - £65

Limited Edition - £90

Each ticket variant grants one person admission to the event. Limited Edition tickets guarantee players additional physical event perks and more. The final price of admission to this event does not include food or drink. A full bar and food truck will be available on site.

All ticket holders will have free access to the Friday night social events taking place at the venue (21st of November) from 2pm till late. Ideal for taking a half day from work to enjoy some social warhammer community events including access to open gaming tables, our Warhammer pub quiz and so much more.

Non-ticket holders and player guests can attend the Friday night social events by paying £5 at the door from 2pm. Please speak to a member of staff at the sign in desk upon arrival.

All tickets are digital until registration is complete, at which point all players will receive an event lanyard and player ID during in person registration. This pass which will act as your ticket for the remainder of the event we kindly ask all players to keep this with them while in the venue at all times for security purposes.





# REFUNDS & CANCELLATIONS

The Celtic Cup Grand Tournament tickets and also associated secondary events - such as the Highlander Painting Awards and all other event related purchases are non-refundable.

Tickets can be transferred to another person until Friday the 14th November 2025. This can be done by contacting the organisers via email or the Celtic Cup Discord Server.

Alternatively if you are unable to attend the Celtic Cup Grand Tournament we will have a ticket buy back system in place closer to the time of the event. This will come with an administration fee of £10 per ticket.

If the event team has to cancel the Celtic Cup due to forces out of our control, players may choose to either retain their ticket for a future date, venue or event where all Limited bonus items would be honoured; or donate the value of the ticket to the organisers to help offset the substantial financial burden an event of this scale comes with. Or players may request a full refund - please note refunds may take up to 90 days to be processed and in this instance would be subject to a 10% fee and all Limited and Ultimate edition bonus items would be withheld.

For any and all other enquiries relating to refunds and or cancellations, please get in touch via email:

[CelticCupGT@gmail.com](mailto:CelticCupGT@gmail.com)

Finally we reserve the right to refuse entry to any person who is deemed to be at risk of causing harm to the event, its staff, or attendees. Any person refused entry or asked to leave during the event will not receive any form of refund and may face a lifetime ban from future Celtic Cup and affiliated events.





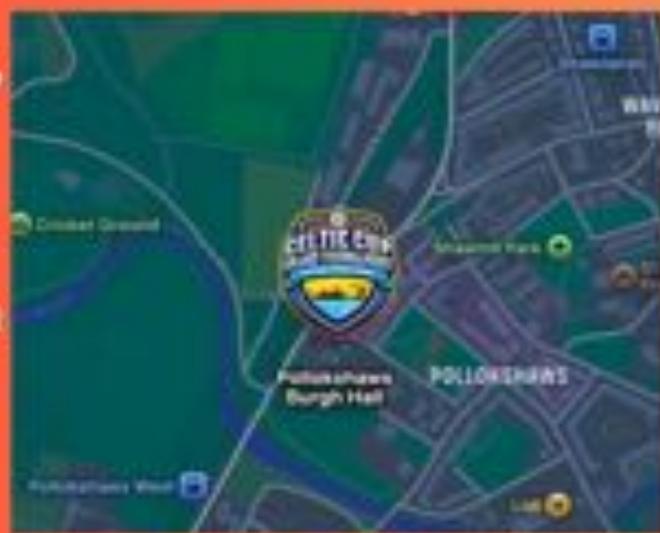
# LOCATION

The event will take place in Glasgow at the: Pollokshaws Burgh, 2025 Pollokshaws Rd, Glasgow, G43 1NE

The venue is accessible by car from the M77 Junction 1. The venue can also be accessed via a short walk from both the Shawlands and Pollokshaws West train stations with multiple train routes available leaving Glasgow Central Station. The venue sits on a number of bus routes and has regular buses stopping directly outside the gate on Pollokshaws Road going each direction.

For those travelling by car the venue provides free parking for all event attendees. In order to avoid any fines or penalties please ensure you check your car in every time you re enter the carpark using the parking terminals located inside the venue. A member of the event staff will be on hand to assist with this should you need it.

Please note The Celtic Cup Grand Tournament is in no way responsible for the safety of your vehicle or your personal belongings this also applies to the Pollokshaws Burgh Hall Trust as all parking is managed by a third party provider. For more info on parking head to: [Visiting Us — Pollokshaws Burgh Hall](#)





# KEY INFO

## WHAT YOU NEED TO KNOW

The Celtic Cup Grand Tournament is a pre-ticketed event, we will not be selling tickets on the door to participate in the Warhammer 40,000 gaming event. Players under the age of 18 must have a parent or guardian present at all times.

Guests of players will however be able to purchase a visitors pass on the day if this has not been done ahead of time.

As part of the pre-event social on Friday 21st of November, tickets can be paid for at the door costing £5 if you are not a registered player for the main event or a Highlander Painting Awards participant. This one off payment will allow you access to the venue and allow you to enjoy our open gaming spaces, take part in Warhammer Pub Quiz as well as take part in a variety of other social activities on the night.

The Celtic Cup will have a number of prizes up for grabs, these include spot prizes, hobby related prizes and prizes related to player performance. The prizes will be handed out during the Awards Ceremony which will take place after round 5 of the GT.

We will also be handing out a number of prizes that have been generously donated to us by our incredible partners and sponsors.

This year we have chosen to support the Glasgow South West Foodbank if you are able to make a small donation of dried, tinned or other long life food items to help families in need it would be greatly appreciated.



# EVENT PRIZES & AWARDS

The following prizes and awards are up for grabs at the Celtic Cup Grand Tournament:

- Celtic Cup Grand Champion
- Second Place Finisher
- Third Place Finisher
  
- Best Painted Army Sponsored by Artis Opus and Rosemary & Co
- Sportsmanship Award Sponsored by Trident Future Works and Gambit Gaming
- Blood for the Blood God (this fun prize will go to the player who finishes last and completes all 5 rounds)

We will have number of QR codes on display around the venue these will take your to various online forms to complete to cast your vote on best painted army and most sporting player at the event. Please make sure you log a Sportsmanship response after each round of the event.

We will proudly be awarsinf the first SWC prize of the new Scottish Warhammer 40,000 season with more info on this coming soon...

We will also have awards for the best player in each faction (note these awards will go to the best player in each faction who do not make it to the Top 4 Cut) Awards will be presented to the highest scoring players from the following super faction list:

- Space Marines
- Imperium
- Chaos
- Xenos





# CODE OF CONDUCT

Players attending the Celtic Cup Grand Tournament are expected to act in a sportsmanlike manner at all times. All participants should treat people with respect and courtesy at all times, and this treatment of individuals should not only be towards their direct opponents. This goes for all other visitors, vendors and event staff as well. Players are expected to "play by declared intent, within the spirit of the game".

What this means is that players should actively talk through everything they are doing and what they intend to accomplish by doing it. 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. Declared intent, should make decisions clear at the table and will empower players to resolve things themselves or for referees to support players to come to a correct outcome at the table during a dispute.

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 or unfairly leveraging your own knowledge of rules for a competitive advantage.

Please note: The Celtic Cup is a licensed event meaning that any player or visitor under the age of 18 should be accompanied by a parent or guardian at all times. We also encourage everyone to ensure they have an appropriate form of ID should authorised staff including Bar Staff, Security and Event staff wish to challenge your age when purchasing alcohol or consuming alcohol on site. Challenge 25 will be in effect please do not be offended if asked for ID at the bar.

Staff will reserve the right to refuse sale of alcohol at their discretion. Staff may also reserve the right to ask you to leave the venue if you are deemed to be overtly drunk and at risk of putting yourself, others or the event itself at risk.

Please be aware that no personal alcohol can be consumed on site. Anyone found with open alcohol not purchased from the Bar will be asked to leave the event. If you are removed from the event under these circumstances you will not receive any form of refund and you may see yourself banned from events.





# PAINTING & MODELLING RULES

All armies have to be fully painted and based (Battle Ready) and be **WYSIWYG** (what you see is what you get; if your models that might stray from the norm need approved please email:- [celticcup@gmail.com](mailto:celticcup@gmail.com) The norm for which base size to use is found on the description of each model/box on the official Games Workshop webpage). Please note that "3 colours on a model will not be accepted as meeting the battle ready standard!

Models that are not official, do not fit the **WYSIWYG** profile, or considerably deviate from the norm **MUST** be presented via email (with pictures or links to pictures preferably), at least two weeks before the tournament and meet an approval from the event team or referees before they can be used at the event.

Any player using models like this at the event without prior consent will be served an immediate Infraction notice (yellow card) for this game, and models will be pulled from the table where this is applicable and be ineligible for use in the remainder of the event, unless original stand-in models can be produced on the spot (for LOS purposes or otherwise).

3D printed models are allowed but should be modelled within the spirit of the game, to avoid issues please consider submitting images with measurements via email or Discord





# TOURNAMENT AIM

The Celtic Cup Grand Tournament aims to give players from across Scotland and farther afield the opportunity to experience a large scale wargaming event and be a true celebration of the Scottish tabletop hobby community.

It is open to anyone to take part in without bias or prejudice and it is our hope that all who take part have a great experience win or lose while attending this event. With all competitive events the aim is to crown one player as the sole winner of the event.

To make this possible, we will be running a Win-Draw-Loss format for ranking our players. Using the WTC 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.

Players will compete in 5, three hour rounds over two days. After 5 rounds we will move to a top 4 cut to ensure we have an outright winner by playing a 6th and or 7th round to crown the overall champion. (Top cut will be on a reduced time limit of 2 Hours 45 minutes)

| 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                    |





# REGISTRATION

Registration for the Celtic Cup Grand Tournament will be done via the BCP app / website ([www.bestcoastpairings.com](http://www.bestcoastpairings.com)) as we use their software to administer our tournament. Players should all be signed up on BCP if you are not signed up please get in touch ASAP.

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 or tablet. There are also plenty of handy and helpful videos on how BCP works on YouTube.

- Please complete registration by setting your faction, upload your list including all enhancements (please use the preferred layout demonstrated in the "List Submission" section of the pack. We also encourage players to include your team/club name via the BCP app. Doing this will avoid you being paired into team / club mates in round 1 of the event.
- Please 'check in' via the BCP app or online before midnight on 16th of November 2025, or should your plans change and you can no longer attend please adjust your status to "dropped" and send us an email to let us know. This will help staff on the day manage registration ensuring a smoother experience for all.
- Players will be able to complete the in-person elements of registration on Friday 21st or Saturday the 22nd. Our helpful team of volunteers will be on hand to sort you out with your event lanyard and help you collect any limited edition swag / event merch linked to your ticket purchase.





# SCHEDULE

**Friday 21<sup>st</sup> of November**

**Doors open / Early Registration:- 15:00**

**Open Gaming tables from:- 15:30**

**Stat Check Coaching Clinic:- 18:00 to 19:30 TBC**

**Warhammer Pub Quiz:- 20:00 - 21:30**

**Doors Close:- 22:00**

**Saturday 22nd of November**

**Doors open / Event Registration :- 08:30**

**Player Briefing:- 09:15**

**Round 1:- 09:30 to 12:30**

**Lunch:- 12:30 - 13:30**

**Round 2: - 13:30 - 16:30**

**Evening Break:- 16:30 - 17:00**

**Round 3:- 17:00 - 20:00**

**Doors Close:- 20:30**

**Saturday social @ Eala Bhan Pub and Restaurant**

**Sunday 23rd of November**

**Doors open:- 08:30**

**Round 4:- 09:30 to 12:30**

**Lunch:- 12:30 - 13:30**

**Round 5:- 13:30 - 16:30**

**Awards Ceremony:- 16:45 - 17:30**

**Round 6 (Top Cut):- 16:45 - 19:30**

**Round 7 (Grand Final):- 19:45 - 22:30**

**Top Cut Awards:- 22:30**





# TOURNAMENT RULES

In an effort to ensure the event runs as fairly as possible the event organising team have opted to follow the World Team Championship (WTC40K) rules set. Where appropriate players, staff and referees will refer to a variety of WTC documents that can be found on the [WTC website](#) ([World Team Championship](#)) in addition to the rules created and maintained by Games Workshop.

Reaper Wargaming is a proud sponsor of the 2025 World Team Championships Event. However the Celtic Cup GT is not officially affiliated with the WTC. Our team of volunteers and referees feel that the WTC format is simply the premier system for competitive 40K, is globally recognised and accepted as a format that ensures a quality event for all who take part.

- 10th edition, 2025 Chapter Approved Mission Deck.
- 2000 point Strikeforce armies, fully painted (Battle ready) and WYSIWYG.
- Codexes that have not received a full general release are not in play at this event e.g no FOMO box Codexes can be used.
- After Round 1, pairings will be set to Wins, Random for the remainder of the event.
- Preset GT Pack missions.
- WTC format terrain, played on a 60" by 44" table.
- Forgeworld units are allowed.
- Legends Units may not be used.
- Chess Clocks are mandatory for all undefeated players on day 2. Or if either player wishes to use one at any point. Please familiarise yourself with the WTC clock rules available online.





# EVENT JUDGING

The Tournament will be officiated by a group of referees that are vetted by the Tournament Officials (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 counterpart's 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>

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.

For more info please check out the WTC official website where you will find a variety of key documents that will be in play at this event. Please pay particular attention to the "Change Notes and Clarifications, as well as the Referee Instructions" that can be found on the WTC terrain map pack v2.3.

If you have any further questions contact the event team via email

CelticCupGT@gmail.com





# EVENT LISTS

Players will be contacted individually via email prompting you to set your faction and submit your list via BCP.

The TO's will then send a reminder email close to the deadline to remind players to submit their Celtic Cup tournament list on time. We will also be using the player base to do the list-checking for us via a Google document checklist. Every player will be asked to check at least one army list from an opposing player.

Players must adhere to the following rules when submitting their army lists:

Lists must be submitted by players to BCP before the list deadline has passed. (Sunday 16<sup>th</sup> of November at 23:59)

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 Name:**

```
+++++
+++++
```

Players will be contacted after list submissions to check at least 1 other list (possibly 2-3 from the same faction). Where errors are identified, the owning player is responsible to update their 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.





# MISSIONS & DEPLOYMENT

The Missions in use for this event are taken from Chapter Approved: 2025/26 Mission Deck.

## Saturday

Round 1: Terraform - Crucible of Battle

Round 2: Linchpin - Search & Destroy

Round 3: Scorched Earth - Tipping Point

## Sunday

Round 4: Hidden Supplies - Search & Destroy

Round 5: Take & Hold - Crucible of Battle

## Top Cut

Round 6 Semi Final: Linchpin - Hammer & Anvil

Round 7 Grand Final: Take & Hold - Search & Destroy

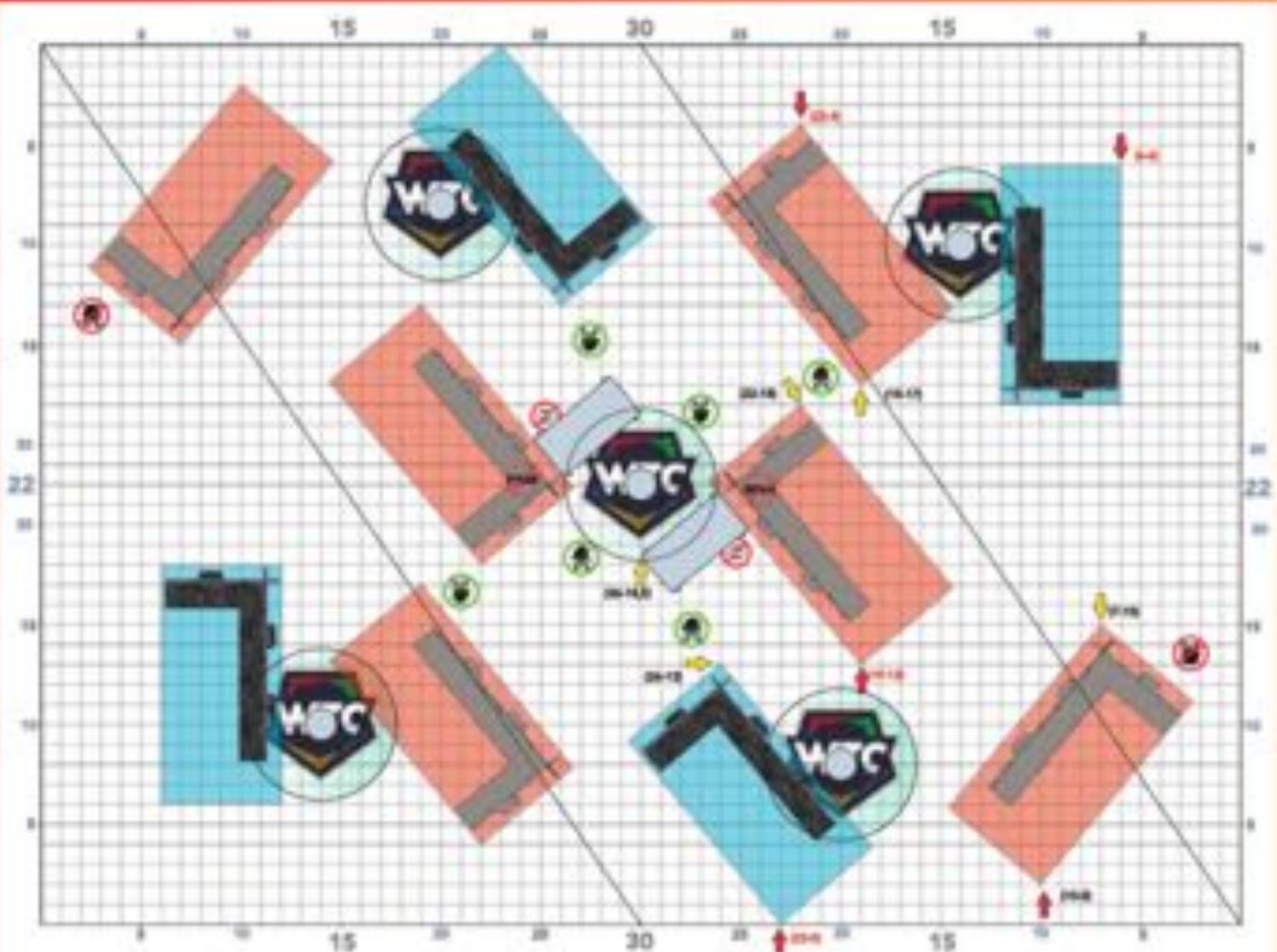
| Map Category Name<br>Map File | Map Category Name<br>Map File | Dimensions<br>Length: 12'<br>Width: 8'<br>Height: 8.5'<br>Footprint Size: 12'x8'                   | Rules<br>Terrain Category Rule<br><br>no floor sections or walls  |
|-------------------------------|-------------------------------|--|---|
| Map Category Name<br>Map File | Map Category Name<br>Map File | Dimensions<br>Length: 12'<br>Width: 8'<br>Height: 8.5'<br>Footprint Size: 12'x8'                   | Rules<br>Terrain Category Rule<br><br>Classification: Must all ground floor sections be closed<br>Top floor width is 8 feet   |
| Map Category Name<br>Map File | Map Category Name<br>Map File | Dimensions<br>Length: 12'<br>Width: 12'<br>Height: 8'<br>Footprint Size: 12'x additional footprint | Rules<br>Terrain Category: Advanced Combatant<br><br>Classification: You can NOT draw line of sight between the player between a combatant and another combatant or the table floor |

- Terrain Index -





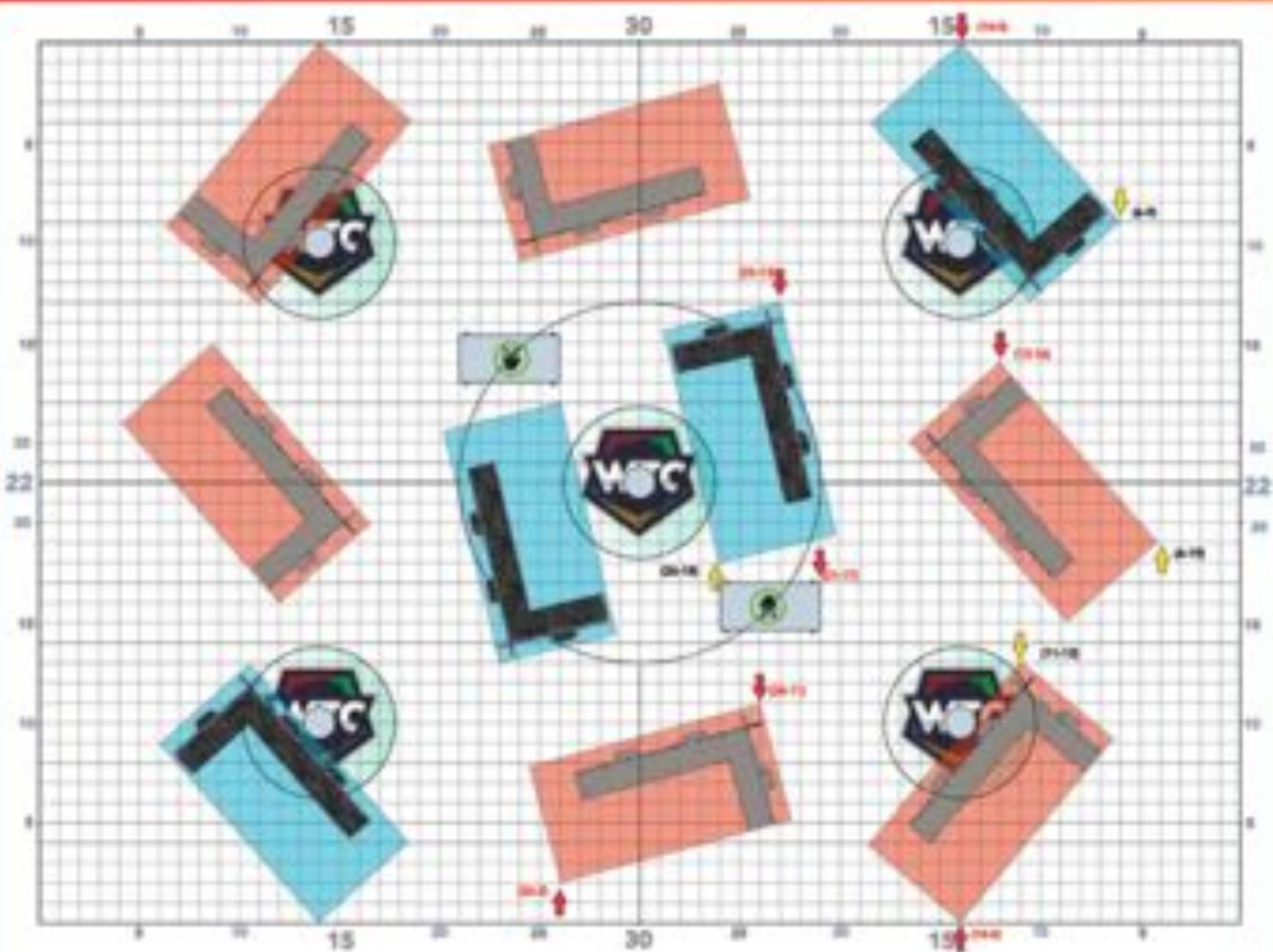
## ROUND I: TERRAFORM



**CRUCIBLE OF BATTLE - 4 - 5**



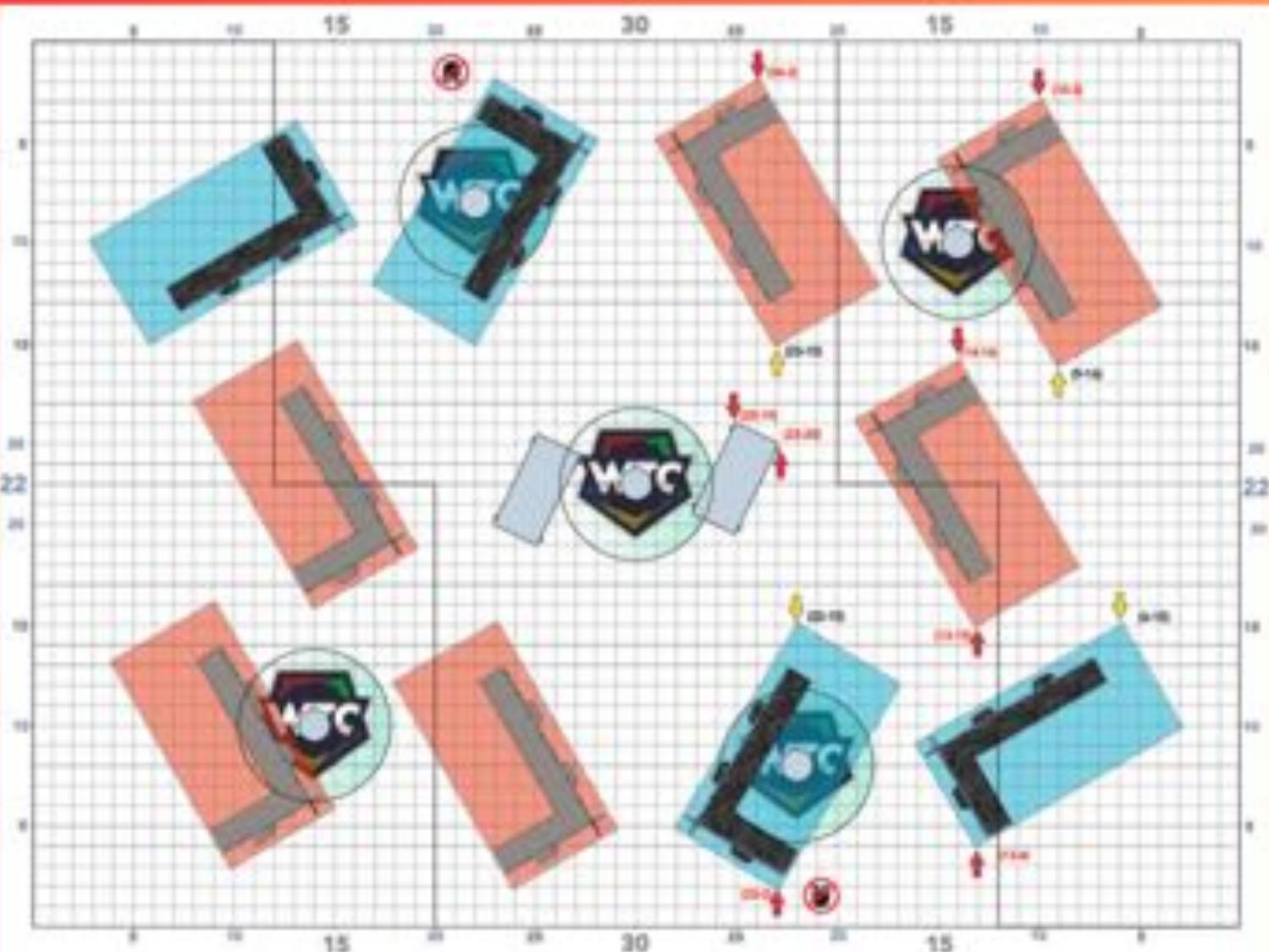
## ROUND 2: LINCHPIN



**SEARCH AND DESTROY - 4 - 5**



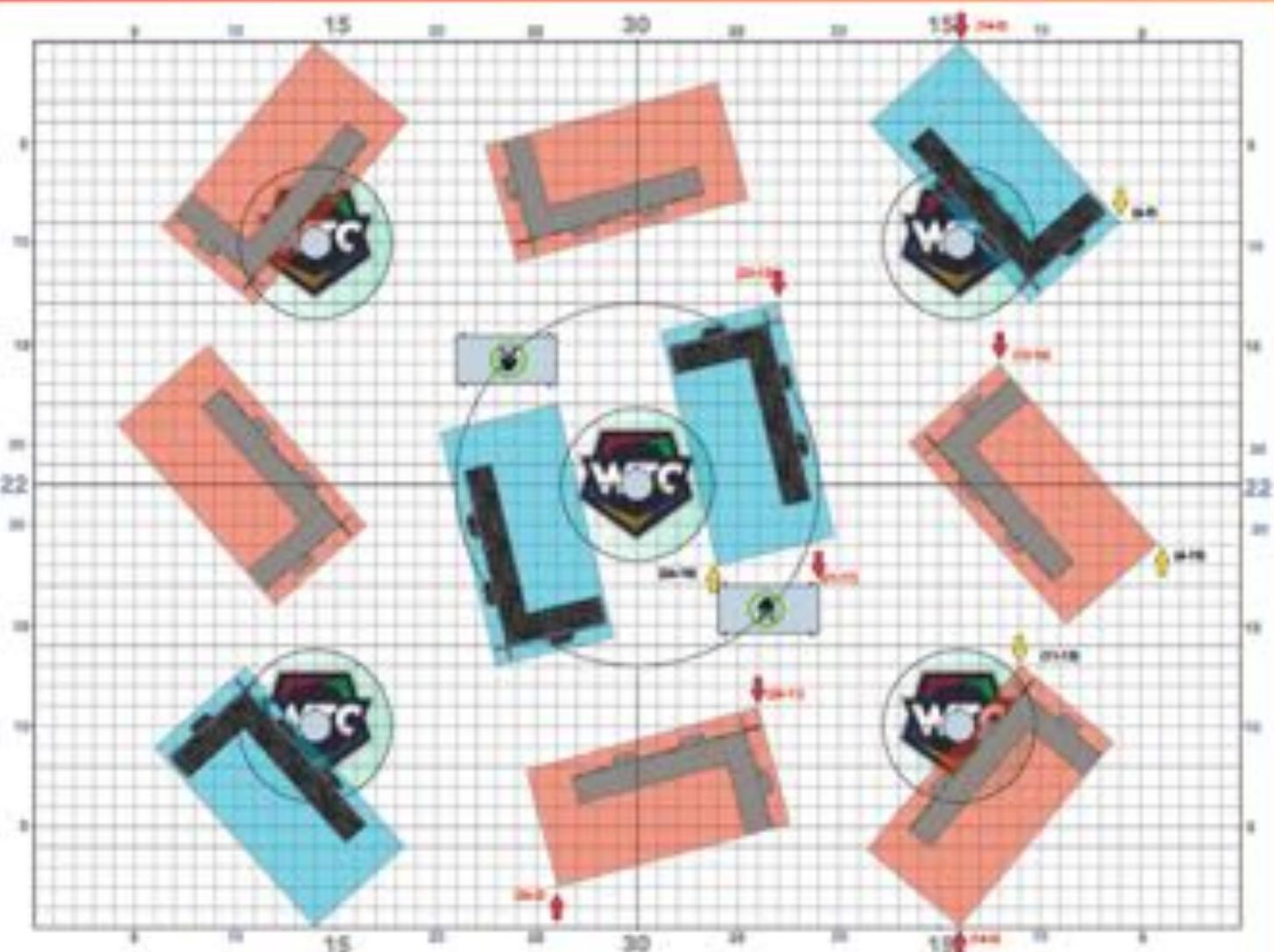
# ROUND 3: SCORCHED EARTH



**TIPPING POINT - 4 - 5**



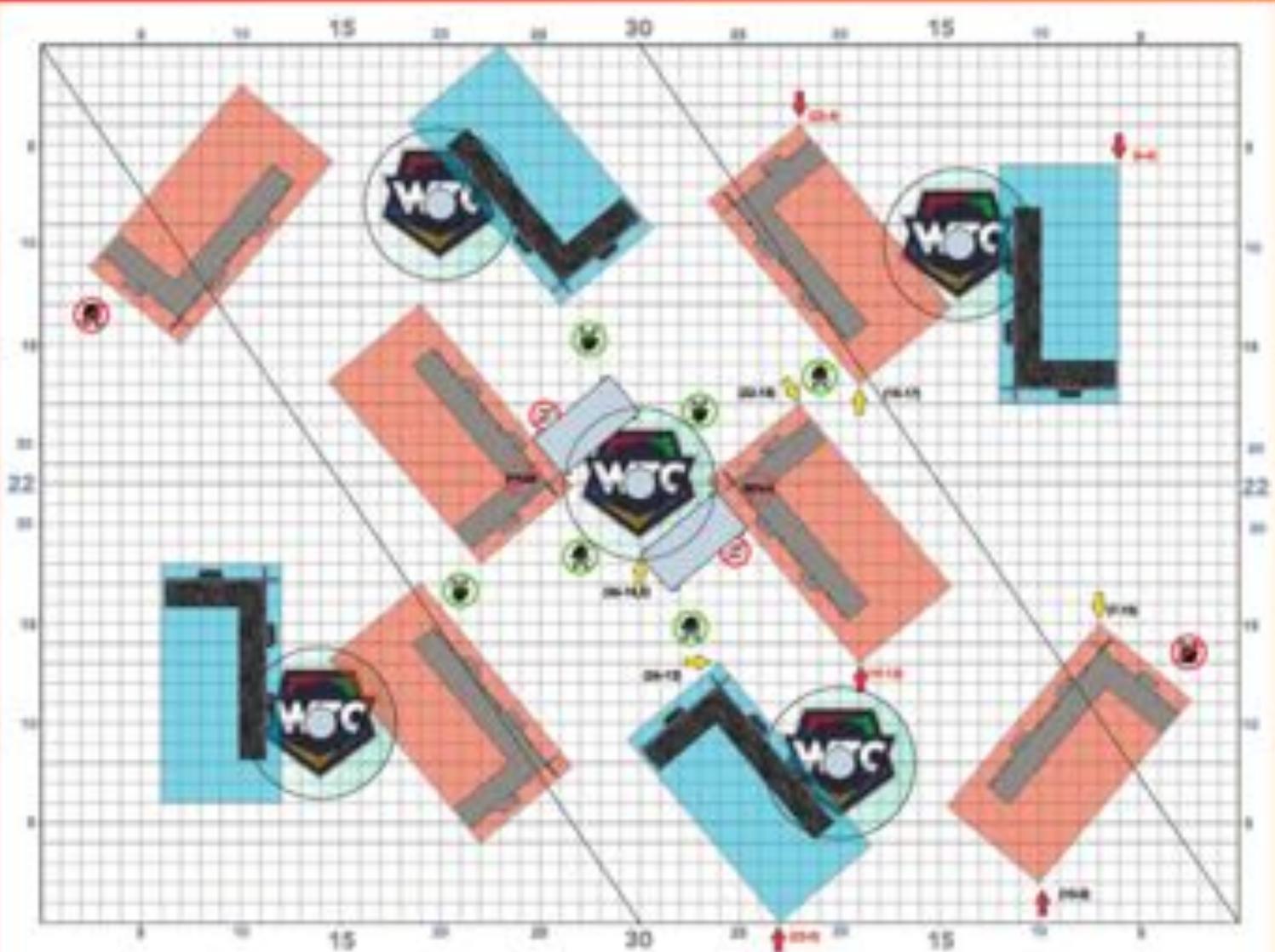
## ROUND 4: HIDDEN SUPPLIES



**SEARCH AND DESTROY - 4 - 5**



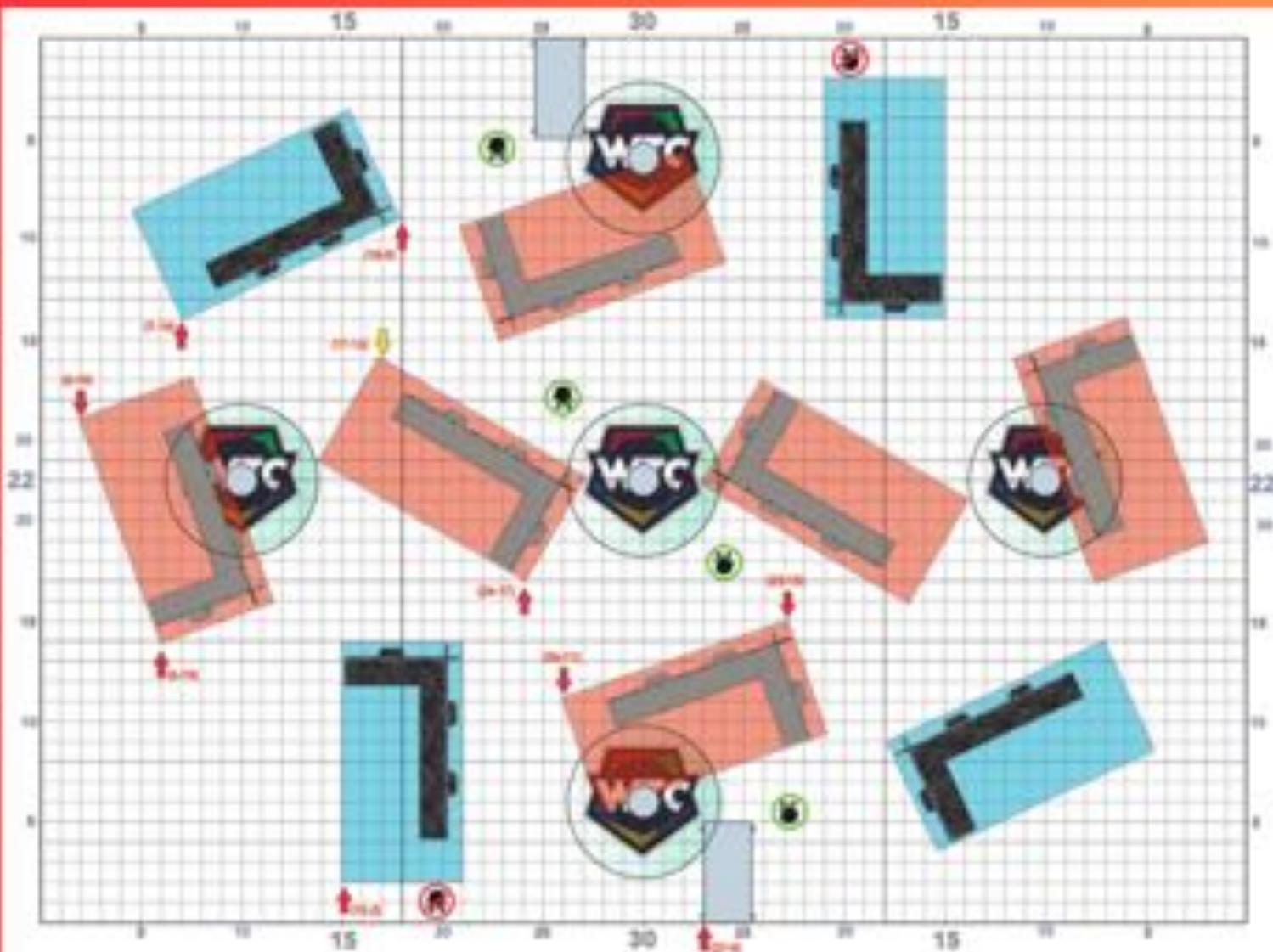
## ROUND 5: TAKE & HOLD



**CRUCIBLE OF BATTLE - 4 - 5**



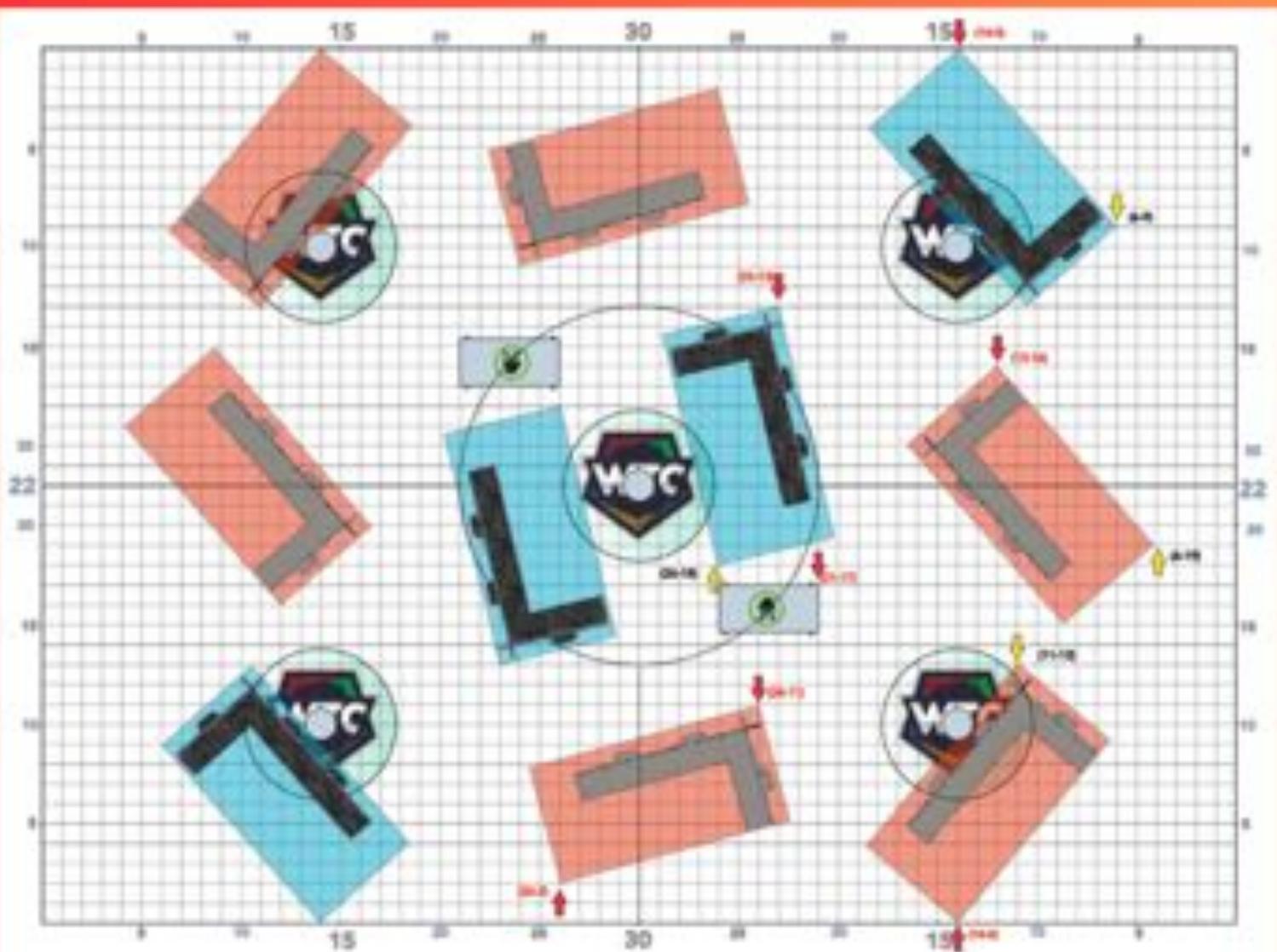
# SEMI FINAL: LUNCHPIN



**HAMMER AND ANVIL - 4 - 5**



# GRAND FINAL TAKE & HOLD



# **SEARCH AND DESTROY - 4 - 5**





# ADDITIONAL INFO

## - EVENT STREAMING -

The event itself and certain matches will be live streamed throughout the weekend across a variety of online platforms including facebook live, twitch other platforms By attending the Celtic Cup Grand Tournament, you agree to the following statement:

**"I give permission for the Celtic Cup and its organisers to use my photograph and other media such as live streamlining, video and quotations, on its organisers promotional material and publications, for which it may be suitable in accordance with General Data Protection Regulations (GDPR)."**

If you do not agree with the above statement, please talk to a member of staff during registration and you will be issued with a high contrast wristband or email us in advance:  
**CelticCupGT@gmail.com**

Please note we will have signs and posters reminding players on the day of this policy.

## - Social Media and Photography -

We will have a media team active throughout the event who will be taking photos and videos each day for use via social media. We would encourage all players to interact with the media team in a fun and friendly manner. All photos will eventually go on to a temporary google drive for players to save any images of themselves for personal use.





# SPECIAL THANKS

In order to make the Celtic Cup Grand Tournament a reality we have to thank all of team behind the scenes at Reaper Wargaming and Saltire Games who working together made this entire event possible.

With special thanks to our team of event staff, referees and volunteers who give up so much of their time to ensure the event runs smoothly and is a safe space for all.

We also have to give a special thanks to our host venue the Pollockshaws Burgh Hall who have helped us in so many ways to bring this event to life for the second year running. With additional thanks to the team at Double Neat who operate the Bar and Papas Loaded Fries who will be providing on site catering to players and staff.





# THANK YOU TO OUR SPONSORS



## Wayland Games

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**ARMY  
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