Event Pack

PRAGUE GRANT TOURNAMENT 2025 – TEAMS

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1 INTRODUCTION

In the following document you will find the regulations for the Prague GT 2025 40k tournament. Please pay attention to them, they contain important information, including rules and deadlines.

On behalf of the organizing team, we hope you will enjoy the tournament and spend a pleasant time with us. Good luck, have fun!

If you have any questions, please use our discord. Or email address: praguegt.wh40@gmail.com or https://discord.gg/6mMxxBkS

Prague GT 2025 Organizing Team, 40K section:

Head TO: Lukáš "Ulrik" Seidel

Head Judge: "Klobouk"

Tournament packet: Ondřej "Vrinkl" Mýtina

2 Tournament calendar

Teams' registration	16.5.2025 – 15.9.2025
Rules freeze	12.9.2025
List submission	20.9.2025
Pairing	22.9.2025
List control	22.9.2025-25.9.2025
Tournament day 1	27.9.2025
Tournament day 2	28.9.2025
Models approval process	1.6.2025 – 12.9.2025

2 OFFICIAL LANGUAGE

The official language of the tournament is English, and it is the only language that should be spoken at the gaming tables. Players must have their relevant rules available in English at Prague GT. This includes gaming aids and attributes like stratagem cards. It is acceptable to carry a digital source for rules material. A printed or tablet version of the codex/FAQs is also acceptable. Players who do not have the English versions of their rules when asked to provide source material will receive a reprimand. Players and non-players who are found not speaking English at a gaming table while addressing one of the players will receive an immediate warning.

If both players agree to it, they can communicate in their native language.

3 TOURNAMENT REGISTRATION AND TERMS

Teams must register for the tournament in advance. Registration is done by sending a registration email to praguegt.wh40@gmail.com

In the subject line of the email, please state Prague GT 2025 – registration 2025 (team name), the team is registered by the captain/contact person. In the body of the email, please state the names/nicknames under which you want to be registered. The registration email must be sent by September 10, 2025. The maximum number of teams is 20. You can find the list of registered teams on the tournament's Facebook profile and in the BCP.

Spectators do not need to register or pay the entry fee. Non-playing captains must register together with the team.

The organizer reserves the right to not accept applicants who have previously violated the tournament/event rules, the player conduct rules, or the rules of conduct.

The registration fee is paid by transfer to the account (2600020004/5500). The registration fee must be paid for team registration to be completed. The registration fee for one team is 6,000 CZK. The refund rate for cancelled registrations is 100% until August 31, and 50% after that.

You can buy a discounted package of tournament merch, which will include a unique set of objectives, extra dice and other things.

The price per package is 1000 CZK. Write in the message during payment how many packages you are interested in and immediately increase the final amount appropriately (entrance fee + cost of packages).

4 TEAM

A team consists of five players. A team may have other non-playing members, one of whom may be the captain and others providing team support. Only non-playing captains must register with the team, other non-playing members follow the same registration rules as spectators. Non-playing members may inform their players about the ongoing results of other games but cannot give direct advice. The captain speaks for the team and participates in voting. Non-playing members may replace playing members, provided this change is made and approved by the judge before the game. Players may be replaced during the game only in exceptional cases with the judge's approval.

5 SCORING AT TOURNAMENT

Team Tournament Prague GT is a 2-day, 5 round event that takes place on Saturday and Sunday (September 27-28). Teams will be matched using the swiss system. For the first round, challenges are allowed, and we will do our best to not pair together teams that are from the same nation or city/community. Team Tournament winner would be determined by ranking of Round Points (0-1-2), secondary ranking would be Game Points (0-20) accumulated by the individual players. Tertiary ranking would be Strength of Schedule. Final tiebreaker would be a coin toss. The tournament will be run using BCP, and the scoring settings will be available to captains upon request.

10th edition, 2000 points Strikeforce armies, with the latest Tournament Companion rules available at the rules cutoff. WTC rules, FAQ, and map pack will be used for the event.

Preset missions and terrain, played on a 60" by 44" table.

3-hour rounds with 30 minutes pairing, for total round time of 3.5 hours.

WYSIWYG and full paint to battle ready standard are mandatory (See Section 10).

Forgeworld units are allowed.

Legends units may not be used.

Fortifications may not be used.

Team composition follows the WTC, so only one of each faction per team, which means only one instance of SM, DW, DA, BA, SW can be taken per team as they all count as Space Marines, Adeptus Astartes.

Each codex can only be used in one list per team. A codex is used if the player has a datasheet from that codex in the sheet. List of allowed codes below.

Space Marines	T'au Empire	Heretic Astartes
Grey Knights	Necrons	Chaos Daemons
Adeptus Custodes	Tyranids	Thousand Sons
Adeptus Mechanicus	Genestealer Cults	Deathguard
Adepta Sororitas	Craftworld Eldar	Chaos Knights
Astra Militarum	Drukhari	World Eaters
Imperial Knights	Leagues of Votann	Emperor's Children
Imperial Agents	Orks	

Chess clocks are mandatory. Each team must have three chess clocks. The tournament will follow the WTC rules for using chess clocks. Except that there are 3.5 hours for one round. 30 minutes for pairing, 3 hours for the game.

7 EVENT TIMELINE

Saturday 27.9.

Check in	8:00 – 8:30 (at TO table)
Captains Meeting	8:45 – 9:00 (at TO table)
Round 1	9:00 – 12:30
Lunch	12:30 – 13:30
Round 2	13:30 – 17:00
Snack	17:00 – 17:30
Round 3	17:30 – 21:00

Sunday 28.9.

Round 4	8:30 – 12:00
Lunch	12:00 – 13:00
Round 5	13:00 – 16:30
Award ceremony	17:00

8 CHALLENGES

Challenges can be sent to other teams for the first round. If the challenge is accepted by both captains nd confirmed with a Discord post that is plain to see for everyone on the server it will be taken into account by the tournament admin. Challenges need to be announced before the first-round draw.

9 MAPS AND MISSIONS

The tournament uses the WTC MAP PACK in its current version. A list of missions and maps used can be found in the MAP PACK appendix.

10 ARMIES (WYSIWYG AND FULL PAINT)

WYSIWYG

We require all models to be used in their WYSIWYG (What You See Is What You Get) state. That is, all equipment/weapons that the model has in the armylist must be visible on the model. The following are the only exceptions: it is not necessary to have visible pistols if the model has another ranged weapon (does not apply to models with the keyword: **MONSTER** and **VEHICLE**) and it is also not necessary to have grenades, mines, etc. on the model.

The player is obliged to have appropriately and clearly marked items in the army (oath target, sticky objectives, drones for Tau, etc.).

It is always necessary to use the correct base. The bases must be painted for the model to be recognized as painted. For the size of the bases, we respect the WTC Base Size Doc (for other WTC rules, see the link: https://worldteamchampionship.com/wtc-rules/).

Conversions and third-party models must be approved in advance by the organizers. The approval process takes place on Discord in a dedicated thread. Models that are not original GW may be removed from the table without any warning if they have not been approved in advance and do not match the dimensions and visuals of the original.

For approval, it is necessary to send a photo of the model next to the original model for comparison.

FULLPAINT

All models must be painted, including bases. If a player is not sure whether his army is fully painted, it is usually not. However, here are some recommendations:

The entire model is covered in paint.

The player used three or more colors, and the scheme is logical.

The player painted the base.

The player had no problems in another tournament requiring FP.

11 BEHAVIOR AT THE TOURNAMENT

The player's duty is to behave properly during the tournament and especially during the games. All players have to communicate with the opponent, follow the instructions of the organizer and the rules of the game. During the tournament, we support the so-called Play by intent; both players verbally communicate their intentions and try to actively cooperate so that both players perceive the state of the game in the same way. Players make sure that the opponent understands the rules of their army, and all rules must be fully communicated. Do not mislead your opponent or keep some rules away from them.

A tournament referee will be available to resolve any disputes. When a referee is called, all relevant rules must be presented by the players for referee's inspection. Referee's calls on any rules matter are final.

A player may be penalized for violating the rules, inappropriate behavior, or violating the propositions. In case of repeated offences the organizer or the referee may penalize them further.

PENALTY SYSTEM

1) Warning: The player is given an explanation of the offense. If they commit the offense repeatedly, a higher penalty will be given. If the player commits a different offense, he may be punished more severely.

2) Yellow card: The player is informed of their offense. The player may be penalized with a point loss in the given game of 0-25 VP. If the offense is not related to a specific game, or is discovered later, the player may be penalized as well.

3) Red card: The player is informed of his/her offense. The player may be penalized in the same way as a yellow card, but the penalty values are higher. 25-100 VP in a specific game, or 5-100 WTC points in the player's total score during the league round.

4) Ban: If a player seriously violates the rules, repeatedly commits serious violations of the rules, or behaves against good manners, he/she may be expelled from the tournament. In such cases, the team may use a substitute player for the next round.

5) If a player commits an offense outside of the game itself, the team may be penalized. In such a case, tournament points for wins, draws, etc. may be deducted.

12 ARMY LIST SUBMISSION

The army list must be created in Warhammer 40,000 The App. Other list formats will not be accepted! Consider disabling the apps updates on the day of the rules cutoff, to avoid any problems.

Army lists must be submitted into the BCP by the appropriate date.

The teams matched for the first round of the tournament are required to review the opponents' lists. Please refer to the schedule to find the designated date for this review.

Teams are responsible for the checks they perform. Failure to do so may result in a point penalty for the team.

The review and any errors found will be reported in the appropriate thread on Discord.

At the beginning of each round, teams are given time to determine the individual matchups for that round. Teams have 30 minutes to discuss their strategy and establish pairings for the round. If a round begins after the 30-minute mark, it should be reported to the referees immediately. This allows referees to assess whether the delayed start will affect the total game time and identify if specific teams consistently experience delays and may require guidance to expedite the process. The procedure for the pairing process is as follows:

Sequence of events

The team captains roll off. The winner becomes Team A and will have table choice priority. All steps beside the table choice are done simultaneously, which means the choices are made secretly and then revealed at the same time. Pairing cards are highly recommended.

Stage 1

Both teams select their first Defender and reveal them simultaneously. Both teams then choose two Attackers that are offered as possible opponents to the Defender. Each team selects one of the Attackers as the opponent for their Defender, the other Attacker is returned to the team's pool of available players. This determines the first two pairings for the round, two Defenders against their chosen Attackers. Team A then chooses a table for their Defender's game, followed by Team B choosing a table for theirs.

Stage 2

Both teams now select a Defender from the three players they have remaining in their player pool. The other two players are considered Attackers. The Defender for each team then selects one of the Attackers as their opponent, determining another two pairings. The two remaining players, the rejected Attackers from this Stage, form the fifth pairing. In Stage 2, it is Team B that first selects the table for their Defender's game, followed by Team A. The last remaining table goes to the fifth pairing, between the two rejected Attackers.

14 ROUND SCORING

A Round between teams consists of 5 individual games. Each game the players will score a number of Victory Points (VP) as described in the 10th edition GT Tournament Pack, namely games are scored individually on a scale of 0-100 pts (90 points available from in-game scores and 10 if the player has Full Paint army as described in Section 10). An individual player scores a number of Game Points for his team based on the VP differential outcome from the game with his opponent. 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 his points from the 'opponent' table.

VP Difference	Score (player A)	Score (player B)
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
51+	20	0

If a team does not have a player to play the game. The game ends 16:4 in favor of the player present.

You cannot concede a game in progress to end the game 16:4 intentionally.

The team wins the match and scores 2 Match Points if the total Game Points of their players are 56 or more. If the total Game Points are between 45 and 55 inclusive, the

match is a draw, and both teams score 1 Match Point. The total Game Points of 44 or less means a loss for the team and 0 Match Points.

15 ADITIONAL RULES

Secondary mission packs that are not original require referee approval prior to the start of the tournament.

After the round, teams must work together to prepare the terrain for the next round. In case of errors or failure to fulfill this obligation, the team may be penalized.

16 MAP PACK

The tournament uses the WTC Terrain Map Pack (2.3). Each round features five maps chosen from this document, with a specified primary mission that stays the same for all five maps during the round.

Link (WTC Terrain Map Pack (2.3): https://worldteamchampionship.com/wtc-rules/

ROUND 1 (SCORCHED EARTH and CRUCIBLE OF BATTLE)

Maps: 1,2,6,7,8

ROUND 2 (LINCHPIN and TIPPING POINT)

Maps: 1,2,6,7,8

ROUND 3 (PURGE THE FOE and SEARCH AND DESTROY)

Maps: 1,2,6,7,8

Note that only map 6 changes to map 3 at the end of the round.

ROUND 4 (TAKE AND HOLD and SEARCH AND DESTROY)

Maps: 1,2,3,7,8

Round 5 (HIDDEN SUPPLIES and HAMMER AND ANVIL Hidden Supplies version)

Maps: 1,2,6,7,8

A QR code will be available at the tables with a link to maps with coordinates for their settings. The map pack will also be available as a separate document.