



Goonhammer Teams March 2026

Key Details

Where and When

March 14th – 15th De Montfort Students' Union, Leicester, LE2 7DR

Registration

You can buy tickets for this event at <https://www.eventbrite.co.uk/e/goonhammer-open-uk-warhammer-40000-teams-march-2026-tickets-1971317512747>

Each ticket is for a five-player team.

Once you have purchased a ticket, the team captain should register on BCP at <https://www.bestcoastpairings.com/event/x1zcw6cePXIF>, and add the rest of their team to the event.

If you have any issues with registration, please email contact@goonhammer.com, including "Goonhammer Open UK" in the subject line.

Parking

There is plenty of parking at the venue, but it needs to be pre-booked and paid for. A link will be sent out to all participants the week of the event to allow this to be booked.

Event Rules

Team Composition

This event will use 5-player teams. Each team should have a single captain who is responsible for ensuring that players submit lists on time, and that scores are submitted at the end of each round.

Within each team, only one player can use units with a given Faction Keyword. This will normally mean that only one player can use units from each Codex, including as allied forces. This does not apply to cases where the ally rules being used change Faction Keywords, or where datasheets appear in multiple Codexes with different faction keywords (e.g. Chaos Daemons and Tzeentch Daemons in the Thousand Sons Codex).

It also means that only one player in each team can use a Space Marine army, as all Marine supplements still use the Adeptus Astartes Faction Keyword.

Army Lists and Rules Legality

Teams should submit army lists by 23:59 on Sunday 8th March. Any rules released prior to this time will be in effect for the event.

An exception to this will be if new models have had their rules released, but the model itself has not yet been released. In this case, the new rules will only be in effect if the **model** was released prior to Sunday 8th March.

The event will be using standard GW FAQs, and any rules questions should be directed to contact@goonhammer.com ahead of the event. We **will** adopt the WTC rules for charging units behind ruin walls, as the WTC maps are designed with these in mind. These can be found [here](#).

Terrain and Maps

This event will use the World Team Championships Terrain Map Pack, which is available [here](#).

As there are only five players on each team rather than the WTC-standard eight, not all tables will be in use for each round.

For all rounds except round 4, we will use the following tables from the WTC pack:

1,3,4,6,8

For round 4, we will use the Sweeping Engagement beta maps, and use tables:

1,2,4,5,6

Missions and Timings

The following missions will be played at the event:

Saturday

- Round 1 – 09:00-12:15: Mission J - Linchpin - Search and Destroy
- Round 2 – 13:00-16:15: Mission M - Purge the Foe - Crucible of Battle
- Round 3 – 16:45-20:00: Mission F - Hidden Supplies - Hammer and Anvil

Sunday

- Round 4 – 09:00-12:15: Mission R - Terraform - Sweeping Engagement
- Round 5 - 13:00-16:30: Mission D - Scorched Earth - Tipping Point

Pairing Process

In each round, each member of a team will play a game against one member of the opposing team, and the accumulated scores of all team members will decide the winner of a round.

At the start of each round, 15 minutes is included for the pairing process. This determines which players from each team will play each other. Team Captains are responsible for coordinating the pairing process.

Pairing proceeds as follows:

1. Each team secretly selects one member to be their “defender”.
2. The selected defenders are revealed simultaneously.
3. Each team now secretly selects two of their remaining members to be “attackers” against the opposing “defender”.
4. The selected attackers are revealed simultaneously.
5. Each team now secretly chooses which of the two opposing attackers they want their defender to play against.
6. The chosen attackers are revealed simultaneously. This decides the first two matchups.
7. The team captains roll off, and the winner’s team get to select which table they would like their Defender to play on. The other team then select which table they would like to play on from the four remaining options.
8. Each team now secretly selects one of their remaining three members to be their “defender”.
9. The selected defenders are revealed simultaneously. The remaining two members of each team become “attackers” against the opposing defender.
10. Each team now secretly chooses which of the two opposing attackers they want their defender to play against.
11. The chosen attackers are revealed simultaneously. This decides the next two matchups.
12. The team that did **not** choose their table first in step 7 picks which of the remaining tables they would like their defender to play on. The other team then select which table they would like to play on from the two remaining options.
13. This will leave one “refused attacker” from each team, and these players play against one another on the remaining unselected table.

Scoring

Each individual game is scored using “20-0” differential scoring. Both players receive battle points (BP) that add to their team’s score based on the victory point (VP) margin by which they win/lose.

The baseline score for a game in which players draw, or the winner scores fewer than 5VP more than their opponent is a 10-10 draw – each player receives 10 battle points. For every 5 whole VP that a player wins by, they score one additional BP and the opponent scores one fewer. As an example, a player that beats their opponent by 5VP would score 11BP while their opponent scored 9BP, while beating someone by 21VP would result in a score of 14BP to 6BP.

If a player wins by a margin of 50VP+ , they score 20BP and their opponent scores 0.

At the end of the round, each team’s total score is added up, and a victor is determined. A team’s total score must exceed their opponents by at least 10BP to score a win – any smaller margin results in a draw. Since each team can score a maximum of 100BP, this means the minimum margin for a win is 55-45.

Chess Clocks

Chess clocks can be used, and either player in a game can request that a game be played using one. The purpose of chess clocks is to and ensure that both players get to fully participate in the game, and maximise the chance of the game being played to completion.

If there is any concern about the progress of a game during a round, players should raise it with their team captains in the first instance. If the captains cannot agree, please contact a judge. Please remember that time issues can be difficult to resolve fairly after-the-fact, so if you are concerned about the pace of a game, it is better to say something early.

Sponsors, Placings and Prizes

Sponsors

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Placings

Placings and Pairings will be based on match wins, with total battle points as the second pairing/placing metric. This means that teams that perform similarly well will be paired off after round 1.

Team Prizes will be available for:

- 1st Place Team
- 2nd Place Team
- 3rd Place Team
- Most determined team, which is the team that completes the whole event with the fewest wins.

Prizes

Individual Prizes will be available for:

- Best Painted Single Mini (judges decision)
- Best Painted Army (judges decision)
- Best Painted Army (player voted)
- Favourite Opponent (player voted)