



WARHAMMER TEAMS EVENT COMPANION

VERSION 1.0

WHAT'S NEW?

- Generating Command Points section (below).
- Update to mission sequence step 4: Determine Attacker and Defender.

INTRODUCTION

This companion is used alongside the Warhammer Event Companion to create the best experiences for all hobbyists playing a Teams Event. A Teams Event is one in which players compete in teams. Teams are matched against each other, with each member of a team fighting a battle against a member of the other team.

The recommendations are presented as follows:

- **Warhammer Teams Event Mission Sequence:** Adjustments to the steps players would normally follow to generate a mission and prepare the battlefield.
- **Pairings and Rankings:** Advice for fairly pairing players and determining rankings.

For all other recommendations – for example regarding errata and FAQs – please refer to the Warhammer Event Companion.

GENERATING COMMAND POINTS

Excluding Core CP, each player can gain a maximum of 1CP per battle round (including the CP gained when a player discards an active Secondary Mission card).

WARHAMMER TEAMS EVENT MISSION SEQUENCE

Before attending a Warhammer Teams Event, each team completes the following step:

1 TEAM COMPOSITION AND MUSTER ARMIES

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 Khorne Daemons in *Codex: World Eaters*).

Each player then musters an army as described in the Warhammer 40,000 app, with the following exception: once they have mustered their army, a player selects one Force Disposition card available to them and records that on their roster.

Within each team, for every 5 players (rounding up), only one player can select each Force Disposition.

Example: At a 5-player Teams Event, each player must have a different Force Disposition.

Example: At an 8-player Teams Event, each Force Disposition must have been selected at least once by a different player; the remaining 3 players can then each select a 2nd instance of each Force Disposition.

A Warhammer Event battle is then waged by completing the remaining steps below (see next page).

2

PAIRING SYSTEM

In every 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, both teams must follow the pairing system appropriate for the size of your teams. This determines which players from each team will play each other. Team captains are responsible for coordinating the pairing system.

Once the pairing system is complete, each player pair heads to their table to play. Each player finds their opponent's Force Disposition symbol on their Force Disposition card. The Primary Mission that is listed below that symbol is that player's Primary Mission, which describes how to score VP.

The pairing system is broken down into 3 modules, with the size of your teams determining which modules you use, as follows:

- **3-player Teams:** Use Main Engagement.
- **4-player Teams:** Use Main Engagement and Champion System.
- **5-player Teams:** Use Initial Skirmish and Main Engagement.
- **6-player Teams:** Use Initial Skirmish, Main Engagement and Champion System.
- **7-player Teams:** Use Initial Skirmish twice and Main Engagement.
- **8-player Teams:** Use Initial Skirmish twice, Main Engagement and Champion System.

INITIAL SKIRMISH

1. Each team secretly selects one member to be their Defender.
2. Each team's selected Defender is revealed simultaneously.
3. Each team now secretly selects two of their remaining members to be Attackers against the opposing Defender.
4. Each team's 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 two match-ups.
7. Each team's Defender declares their layout choice.

Designer's Note: Each combination of Primary Missions has three recommended layouts, labelled A, B and C. These can be found in the Warhammer 40,000 app and in the Warhammer Event Companion.

MAIN ENGAGEMENT

1. Each team secretly selects one member to be their Defender.
2. Each team's selected Defender is revealed simultaneously.
3. Each team now secretly selects two of their remaining members to be Attackers against the opposing Defender.
4. Each team's 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 two matchups.
7. Each team's Defender declares their layout choice.
8. The refused Attacker from each team plays against one another. These players will use a layout based on the round: in round 1 use Layout A, in round 2 use Layout B, and in round 3 use Layout C, repeating this cycle in further rounds.

CHAMPION SYSTEM

This will leave one player from each team, who becomes the Champion. These players will use a layout based on the round: in round 1 use Layout A, in round 2 use Layout B, and in round 3 use Layout C, repeating this cycle in further rounds.

3

CREATE THE BATTLEFIELD

Missions are played on rectangular battlefields 44" by 60" in size. Players set up the **terrain areas** as shown in the selected layout, then set up **terrain features** on those **terrain areas** as shown in the selected layout.

4

DETERMINE ATTACKER AND DEFENDER

Players look at the selected layout and agree which edges of the battlefield the players have set up correspond with the Attacker's and Defender's battlefield edges labelled on the card.

Roll off: the winner decides who will be the Attacker and who will be the Defender.

5 SELECT SECONDARY MISSIONS

Secondary Mission cards detail additional ways to score VP. Players now secretly note down whether they will use Tactical or Fixed Secondary Missions. If using Fixed Missions, they also note down which two Fixed Missions they will use (see below). Players then reveal these decisions.

FIXED MISSIONS



Fixed Missions are those marked with the symbol shown on the left. If you are using Fixed Missions, display your selected Fixed Mission cards face-up. Fixed Missions cannot be discarded and are active for you throughout the battle.

TACTICAL MISSIONS

If you are using Tactical Missions, shuffle your Secondary Mission deck face-down.

- At the start of your Command phase, draw two Secondary Missions face-up from your Secondary Missions deck; these Secondary Missions are active for you.
- (Once per battle) At the end of your Command phase, you can spend 1CP to discard one of your active Secondary Mission cards and draw one new Secondary Mission card.

ACHIEVING SECONDARY MISSIONS

At the end of each player's turn, each player does the following, starting with the player whose turn it is:

- First, if you met the conditions on one or more Secondary Missions, you can gain the VP specified on that card. If you do, and if you are using Tactical Secondary Missions, discard that Secondary Mission – it is achieved.
- Then, if it is your turn and you are using Tactical Secondary Missions, you can discard one or more of your active Secondary Missions. If you do, you gain 1CP.



6 DECLARE BATTLE FORMATIONS

Players secretly note down, in order:

- Which of their units will start the battle embarked within which **TRANSPORTS**.
- Which of their units will start the battle in **strategic reserves**.

Players then reveal these decisions.



7 DEPLOY ARMIES

Players take it in turns to set up their units (excluding those in **strategic reserves**) one at a time, wholly within their deployment zone, starting with the Defender. If you set up a **TITANIC** unit when it is your turn to set up a unit, skip your next turn to set up a unit. Once you have finished setting up your units, if your opponent has any units that have not been set up, they set up those units.



8 REDEPLOY UNITS

Some rules let you redeploy certain units after both armies are deployed. Unless otherwise stated, you resolve those rules in this step. Players alternate resolving any such rules, starting with the Attacker. Units placed in **strategic reserves** in this step do not count towards the combined points value of your **strategic reserves** units.



9 DETERMINE FIRST TURN

Roll off: the winner takes the first turn.



10 RESOLVE PRE-BATTLE RULES

Players alternate resolving any pre-battle rules units from their army may have, starting with the player who will take the first turn.



11 BEGIN THE BATTLE

The first battle round begins.



12 END THE BATTLE

The battle ends after five battle rounds have been completed. Even if you have no models remaining in your army at the start of your turn, players continue to play out their turns until the battle ends.



13 DETERMINE VICTOR

Each player scores 10VP if their army is painted to a Battle Ready standard. At the end of the battle, the player with the most VP is the victor. If the players are tied, the battle is a draw. The maximum VP that can be scored from each source of VP is listed below. Any VP you score in excess of these maximums are ignored.

VP SOURCE	MAXIMUM VP
PRIMARY MISSION	45VP Up to 15VP per battle round
SECONDARY MISSIONS	45VP Up to 15VP per battle round*
BATTLE READY ARMY	10VP
* In addition, you can gain a maximum of 20VP per Fixed Secondary Mission card.	

After determining the victor, both players receive Battle Points (BP) that add to their team's score based on the VP they scored during the game.

Each player scores an amount of BP for their team based on the VP differential from their individual game. To determine BP, each player counts their VP, subtracts their opponent's VP and consults the table below. If the VP differential is negative, the player with the negative difference counts their BP score from the 'Opponent' table.

Designer's Note: *The BP total if you add both players' BP together should always equal 20.*

VP DIFFERENCE	PLAYER BATTLE POINTS	OPPONENT BATTLE 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
51+	20	0

Example: *The final score of a game is 86-54, with player A scoring 86VP and player B scoring 54VP. The VP differential is 32 for player A and -32 for player B. This means player A scores 16BP for their team, while player B scores 4BP for theirs.*

At the end of the round, each team's total BP score is added up, and a match winner is determined. A team's total BP score must exceed their opponents' by at least Y BP to score a win (Where Y matches the table below) – any smaller margin results in a draw.

TEAM SIZE	DIFFERENTIAL
3-player teams	4
4-player teams	6
5-player teams	6
6-player teams	8
7-player teams	10
8-player teams	12

Example: At a 5-player Teams Event, at the end of the round, Team A scored 54BP and Team B scored 46BP. As the difference is at least 6BP, Team A is the winner.

The match-winning team scores 3 Team Points (TP), with the losing team scoring 1TP. In the case of a draw, both teams score 2TP.

CHAPTER APPROVED MISSION DECK: DESIGNER'S NOTES

'CUMULATIVE' AND 'OR' CONDITIONS

Some cards include a condition marked as 'cumulative' that follows a normal condition. If a player achieves the cumulative condition, they gain the VP for both that and the normal condition.

Some cards include one or more conditions marked 'or' that follow a normal condition. A player can only gain VP for one of these conditions or the normal condition.

LEAVES THE BATTELEFIELD

Some cards refer to a unit or units leaving the battlefield. A unit leaves the battlefield if it is destroyed, if it embarks on a **TRANSPORT**, or if a rule removes that unit from the battlefield (e.g. to place it in **strategic reserves**).

ONE

When a card states 'one', underlined, it means exactly one, not one or more.

VP UP TO A LIMIT

Some cards award VP up to a limit, e.g. (up to 5VP). In such cases, any VP you score in excess of this limit are ignored.

WHEN DRAWN

Some Secondary Mission cards begin with a 'When Drawn' section. Note that this section only applies if you are using Tactical Secondary Missions.



PAIRINGS AND RANKINGS

There are countless different ways in which a Warhammer organised play event can be run. While broad-stroke concepts like pairing off teams with the same record are straightforward enough, the nuance of running a successful Warhammer tournament is the subject of continuous conversation and evolution. The following recommendations are once again for newer organisers who are still establishing their principles and best practices, to help improve the average experience at any Warhammer tournament. These principles are also followed at most official Games Workshop events, and are designed to create the fairest, most fun experience possible for every attendee, regardless of standing.

PAIRING TEAMS

While the first round of most tournaments is randomly paired, subsequent round pairing can be done in a number of ways. The first pairing metric will almost always be team record, i.e. pairing a 3-1 team with another 3-1 team, and so on. Given that most rounds will include numerous teams with the same record, however, deciding pairings beyond this metric can be quite nuanced, and the different methods available can have significant impacts on the experience of players at an event. We recommend pairing teams by the following criteria:

- **First** – by Team Points (i.e. the number of wins, losses and draws)
- **Second** – by total number of individual wins (i.e. the cumulative of all individual wins scored by every team member in each round so far)
- **Third** – randomly within players of the same ranking

TEAM RANKINGS

In many tournaments, the overall Best Team will be the single remaining undefeated team at the end of the event. Sometimes, however, due to draws between teams or the number of rounds, this will not be determined, and teams often wish to know their ranking regardless of whether they won the whole event. To help break ties between teams who end an event with the same record, we recommend ranking teams by the following criteria:

- **First** – by record (i.e. the number of wins, losses and draws)
- **Second** – by total number of individual wins (i.e. the cumulative of all individual wins scored by every team member in each round)
- **Third** – by total Battle Points (i.e. the cumulative of all BP scored by every team member in each round)

