

RULESPACK



BRABOHAMMER

5th edition

15-11-2025
Breepark - Breda



Table of contents

Welcome to the Brabohammer's Rulespack!	2
General information	3
Location	3
Timetable	3
Costs	3
Deadlines	4
Tournament rules	5
Sportsmanship	5
Chess clock rules	5
Yellow/red card system	5
Painting Requirements	5
Conversions, proxies, and legends	6
What you need to bring	6
Army composition	7
Your armylist	7
Army roster and list submission	7
Register and uploading your list on BCP	7
Army list checking	7
Correcting your army list after list checking	7
Rules questions	7
Game interference	8
Game length, tabling and conceding a game	8
Scoring, pairing and ranking	8
Awards	9
Mission, Terrain and Maps	10
Terrain index :	11
Map guide :	12
Round 1	13
Round 2	14
Round 3	15



Welcome to the Brabohammer's Rulespack!

The goal will be to create a series of tournaments where sportsmanship, playerskills, endurance and an even playing field for every contender are key. But most importantly of all, we want YOU to have fun while playing our favorite game, Warhammer 40.000!

This Rulespack is a "LIVE" document, which means that it will be updated constantly. it's ill advised that you print this document as you may risk using an outdated version if printed too early. If you would like to stay updated on all Brabohammer's activities, rules updated or event announcements we suggest you to join the Whatsapp Brabohammer community :

<https://chat.whatsapp.com/I8xhu5JVLu9A61sjR4rj4W>

The following rules apply for our events in regards to army selection, composition and gameplay. If your list does not adhere to these rules it will be deemed illegal. However these rules pale in comparison to the most important rule of them all! Which is...

*To make sure that you and your opponent enjoy
the game of Warhammer 40,000!*



General information

In this part you can get all the information you need for the event. If you have questions you can contact me by mail (info@brabohammer.nl) or message me through whatsapp or ask it in the group chat for questions.

Location

Breepark
Bavelseparklaan 7
4817 ZX Breda
<https://bit.ly/41zoULs>

Timetable

We've set a timetable for the day to keep the event running smoothly. Please make sure you arrive on time and you end your games on time. You don't have to stay with the cleanup but will be appreciated

Arrival	08:30 - 08:55
Opening	08:55 - 09:00
Round 1	09:00 - 12:00
Lunchbreak	12:00 - 12:45
Round 2	12:45 - 15:45
Round 3	16:00 - 19:00
Award ceremony	19:15 - 19:20
Cleanup	19:20 - 19:30

Costs

The tickets will cost either €32.50 without a lunch or €45 with lunch, I will share a payment request as an announcement/email. If you cannot pay it through that manner you can contact me and we will find another way.

The lunch will be : "Two rolls with cheese and chicken fillet, a Mini savory/sweet treat, a Hand fruit, a Grains/candy bar" and this will be delivered by Breepark.

You will be able to buy drinks there for €3.50 per bottle of soda (like fanta) or €1.75 for coffee/tea.
Own snacks and drinks are not allowed within the building.

Tickets cannot be refunded after November 1st. This is due to policy and payments for the venue.



Deadlines

There are a number of deadlines to keep the event running smoothly. Please make sure you complete all the tasks before the deadline date. Failure to comply will lead to a yellow card but I'm sure everyone will be on time! Right?

Ticket paid**	November 1st
Rules cutoff	November 7th
Upload your army list to BCP (site/app)	November 8th, before 20:00
Check the list you're appointed to	November 10th, before 20:00
Send in corrected list (if needed)	November 12th, before 20:00
GET READY TO THROW SOME DICE!	November 15th start at 09:00

*** unless you are replacing a player who dropped after November 1st*



Tournament rules

In this part you will find the rules for the tournament.

Sportsmanship

All games should be played in a friendly manner. Any player not acting accordingly may be penalized. In the unlikely event you have any grievance with another player's behavior, please raise this with the referee. We will be operating a yellow card, red card system for sportsmanship infractions, but please bear in mind that we can only adjudicate in a situation if we are called to the table. Yellow cards will be awarded for multiple sportsmanship complaints, a red card following for any subsequent complaint. If you suspect your opponent of cheating intentionally, please notify the referee. Any players found to be playing outside the boundaries of the rules will be notified. Where cheating is intentional, the player will be asked to leave. If unintentional, a warning will be given and their next opponents will be notified.

Chess clock rules

We advise everyone to use chess clocks to ensure every player has an equal amount of playing time. If both players agree to not use chess clocks they forfeit their right to claim slow play by their opponent. It is up to both players to conclude their game in a timely manner. Games end naturally on a predetermined amount of turns, or at the end of a game turn when neither player has more than 1:00 minutes of time left on the clock. The round always ends at the time stated above no matter how long you have left on your clock!

Yellow/red card system

During Tabletop Tournaments events we will be using yellow/red card systems for infractions. A first yellow card can be given as a warning, a 2nd yellow card will result in a 45-point deduction of your current game and a red card will mean you have been disqualified of scores and prizes (depending on the situation the referee can decide to let you finish your games or not.)

Painting Requirements

All models should be painted and based to a tabletop standard. If you have to ask if a model is painted to a tabletop standard, then it probably isn't. Unfinished models will be removed from play and results in a yellow card. Keep in mind that we will be very strict with painting requirements.





Conversions, proxies, and legends

All models should be WYSIWYG. All conversions and 3D prints should bear a logical resemblance to the original model and should be of comparable dimensions to the latest Games Workshop model. For example, a power sword does not bear a logical resemblance to a power fist and would not be an acceptable proxy.

Vintage Models are allowed. However, you must use the current model's dimensions and base size for gameplay decisions. Players should use base extenders if they are using vintage miniatures that they do not wish to rebase. If you're not sure if your model meets these standards you can contact us via Email or Whatsapp for a ruling. (Base size should match the ITC basing chart).

3D printed models can be used as long as they have the same base size and have similar dimensions as the current GW model. Legends datasheets are NOT allowed at this event as they are not getting updates.

What you need to bring

- Your painted and based army
- Smartphone/tablet with the BCP app or site
- This event pack (a digital copy is fine)
- Dice, 6 Objective markers and a tape measure
- Rules, including core rule book, codices, indices and any FAQs relevant to your army.
- All of your rules need to be in English. These can be digital or physical.
- We advise you to use the ITC or Goonhammer battles app to keep up with missions and your scoring.

Army composition

- 2000 points of Battle forged armies only
- Forgeworld units are allowed.
- LEGENDS, Blackstone fortress, and fortifications models will not be allowed.

Your armylist

Your armylist must be written down in a readable and clear format. We advise you to use the armyroster from the warhammer 40.000 App and note down all the used options on your list.

Army roster and list submission

To participate in the tournament you will need an army roster uploaded to the Best Coast Pairings App. To ensure that everyone has a clear army roster, the following rules apply to your army roster:

- Total number of points, and Army Keyword.
- Clearly mention which units belong to which detachment.
- Any interchangeable weapon/war gear/ability options need to be added.
- Mention the shared Key Word for the detachments. For example, for a pure Dark Angels list, it would be <Dark Angels>.
- Except for the default wargear listed in the unit entry, EVERY wargear upgrade selection must be listed, All enhancements must be listed

Register and uploading your list on BCP

To keep track of all army lists and pairing we will use the BCP app. If you don't have any experience with using the BCP app please follow this link. All lists must be formatted on 40k Roster Formatter using the default format before they are uploaded to BCP



Army list checking

Everyone will receive a list they will have to check. If your list is found incorrect or missing information, the TO/checker will provide you with feedback. You will then have until August 20th to correct your army list. Unless otherwise stated you may not change your army list. Only change the list based on the instructions of the TO.

Correcting your army list after list checking

If you've received feedback that your army list is illegal, you are allowed to make changes with instructions from the tournament organizer. These changes must be as minimal as possible and you're not allowed to send in a complete new list without approval from the tournament organizer. You are not allowed to alter your list in the instance of unpainted or unfinished models.

Rules questions

Rules questions are always a possibility during a tournament. In order to prevent rules questions from turning into rules debates follow the steps below.



Look up the relevant rule(s) in the rulebook, Codex or FAQ. In most cases, this will resolve any uncertainties regarding the rule(s). The English wording will always be leading.

If you are still unsure about the situation or you simply cannot agree with your opponent on this specific situation you can call over a T.O. The T.O. will show you the ruling in the rules book, codex or FAQ. The T.O. will give you a ruling based on the presented data, to the best of their ability. This call is final and will not be altered at ANY time.

Game interference

All games are played by just you and your opponent! Interference from anybody, other than the T.O., is not allowed. This means that any spectators should at no point directly interfere or influence the game in any fashion. If you finish your game early, please refrain from immediately going to tell your friends about how hard you got beaten or how big you won. Let them finish their own game and save your glorious tales for the breaks.

Game length, tabling and conceding a game

The game length is 3 hours and the battle resolution is per the most up-to-date Warhammer Matched-play book. In case of conceding early, the T.O. will determine the scoring by “talking out” the game with both players. If a player draws a bye due to an uneven number of players, this should go to the player with the lowest total score and that player receives a win with 70 Battle points

Awards

Our awards are designed to reward the effort invested in all elements of the 40k hobby. As such, it is possible for players of all abilities to win something

- **Best General** - The First, second and third ranked players
- **Hobby Award** - A player with a really cool painted/ converted model.
- **Most Sporting** - The player with the most nominations for Most Sporting

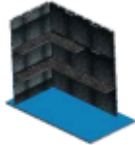
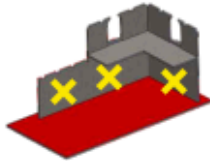


Mission, Terrain and Maps



BRABOHAMMER

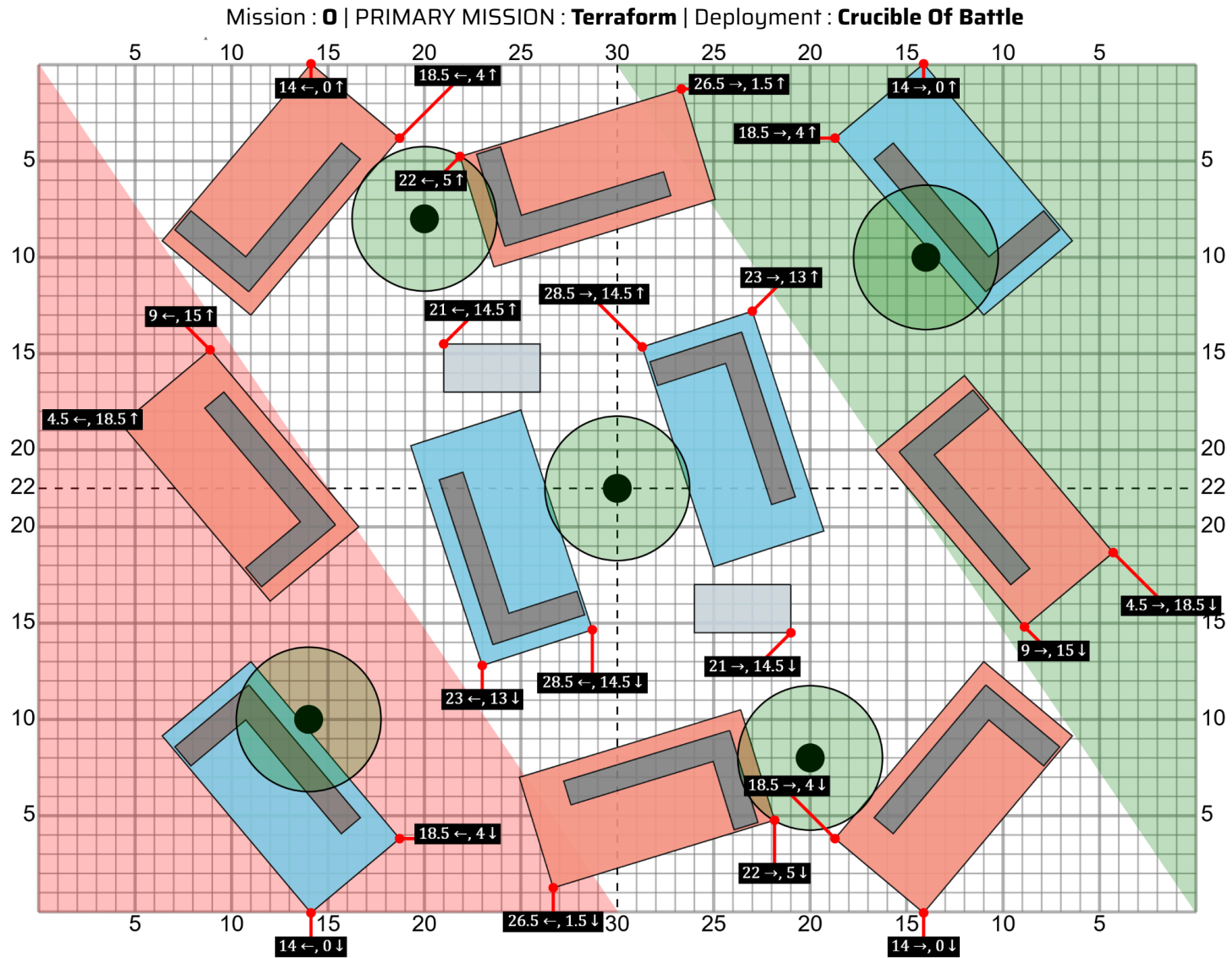
Terrain index :

THREE STOREY RUIN 3D View 	THREE STOREY RUIN Map View 	Dimensions Length: 9" Width: 5" Height: 9,5" Footprint Size: 12"x6"	Rules Terrain Category: Ruins All floor widths are 33mm.
TWO STOREY RUIN 3D View 	TWO STOREY RUIN Map View 	Dimensions Length: 9" Width: 5" Height: 5.01" Footprint Size: 12"x6"	Rules Terrain Category: Ruins Clarification: Treat all ground floor windows as closed Top floor width is 51mm.
CONTAINERS 3D View 	CONTAINERS Map View 	Dimensions Length: 5" Width: 2,5" Height: 5" Footprint Size: NO additional footprint	Rules Terrain Category: Armoured Containers Clarification: You can NOT draw line of sight between the gaps between a container and another container or the table floor.

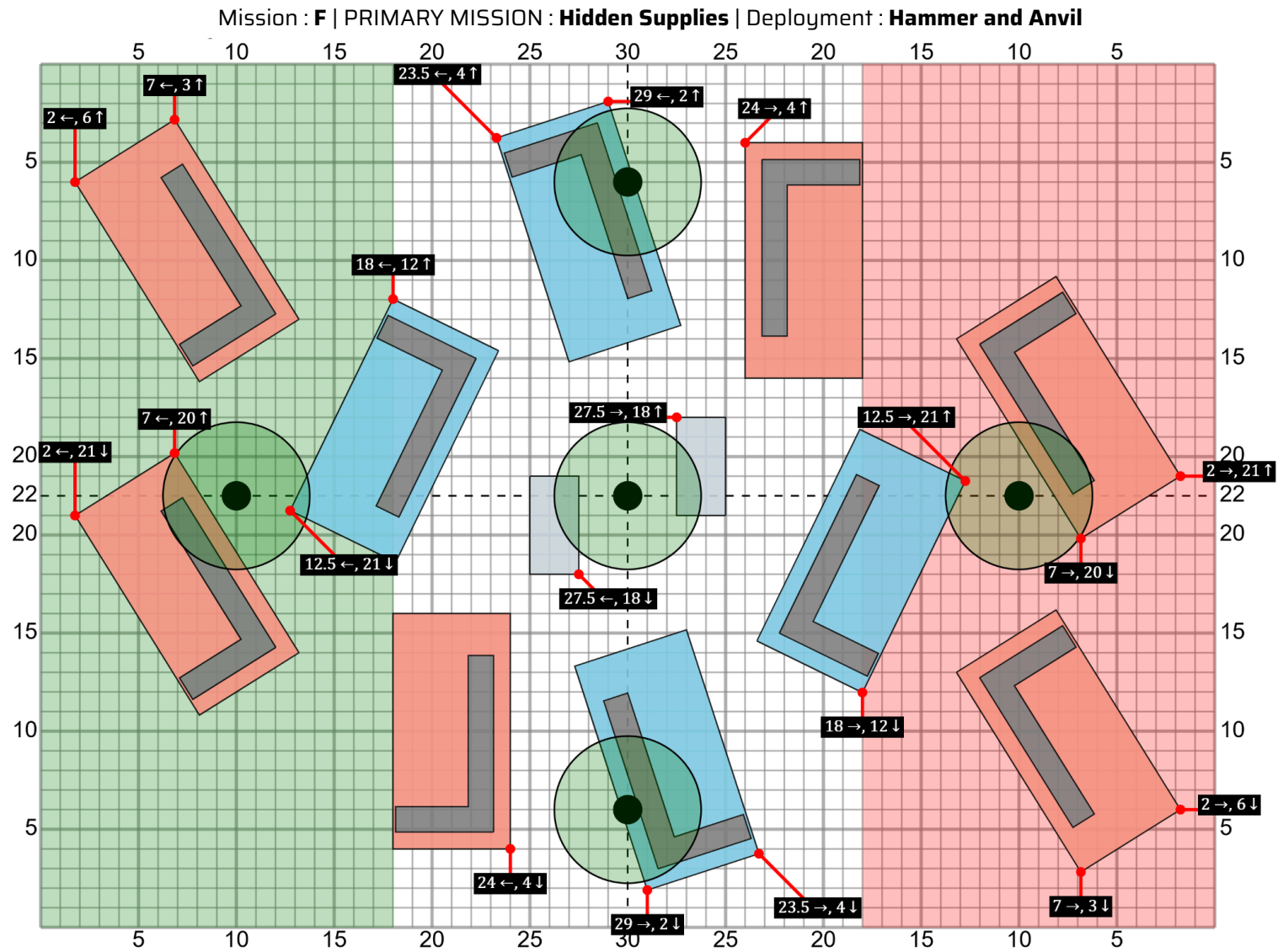
Base sizes [here](#) (WTC LINK)



Round 1



Round 2



Round 3

