



# 2026 BATTLE FOR SALVATION

WARHAMMER 40K

TOURNAMENT PACKET

(DRAFT - Updated 9/1/2026)

Event Date: October 9-11

**Welcome to THE BATTLE FOR SALVATION.** We have done our best to provide you, the player, with as many opportunities as possible to excel and win prizes. The prize category breakdown is as follows:

- **Best Army Appearance:** Selected by our Head Paint Judge after a final cut
- **Best Painted Individual Model:** Scored by our painting judges
- **Best Converted Model:** Scored by our painting judges
- **TOs Choice:** An army that has an excellent theme, story, or general presentation that intrigues the TOs
- **Orlando Bloom Award:** A very special BFS award
- **Comeback Kid:** Player who started the tournament with an 0-3 record, but finished with the highest competitive rank at the end of the event.
- **Best in Class:** The player with the highest competitive rank in these W/L categories (6-2, 5-3, 4-4, 3-5, 2-6, 1-7)
- **Best Overall:** The player with the highest competitive rank and appearance scores from both day 1 and 2. Competitive rankings will be assigned a points value from 100 to 0 and averaged.
- **2nd, 3rd, 4th, and 5th place**
- **Tournament Champion:** The player with the highest competitive rank

This is a 8-round tournament held over two days. We will be using Swiss-style pairings using the [Best Coast Pairings](#) site. Round one pairings will be randomized. Beyond that, players will be paired with a random opponent who has the same record.

### **Placings Metrics**

Placing metrics will follow this method:

1. **Wins**
2. **Path to Victory**
3. **OGW%**
4. **Battle Points**

### **Schedule**

#### **FRIDAY 9/9**

Doors Open: 8:00AM

Game 1.....9:00-12:15

Game 2.....1:00-4:15

Game 3.....4:30-7:45

#### **SATURDAY 9/10**

Doors Open: 8:00AM

Game 4.....9:00-12:15

Game 5.....1:00-4:15

Game 6.....4:30-7:45

#### **SUNDAY 9/11**

Doors Open: 8:00AM  
Game 7.....9:00-12:15  
Game 8.....1:00-4:15  
Award Ceremony: 4:30-5:00

Each round has an allotted time of **3 hours and 15 minutes**  
Battle Size: **Strike Force**  
Board Size: **60" x 44"**

### **Location**

The event space is located in the **Palisades Mall**, on the **4th floor** near the skating rink. **(NOT AT OUR BFS GAMING CLUB LOCATION)**

Use this address for your GPS:  
1000 Palisades Center Drive, West Nyack, NY 10994

### **Rules & Cutoff Dates**

The cutoff for refunds for the event is Sunday, **September 13th**.

All armies must be created according to the Warhammer 40,000 Core Rules. All armies must be Battle Forged at the Strike Force (2000 points) level. When building your army, use all the most up to date Warhammer 40,000 rules found in the following Games Workshop and Forge World publications prior to a publication date of **October 1, 2026**.

Lists will be Due by the end of the day, **October 5, 2026**. Army lists should be presented in an easy to read format (such as army lists exported from the Warhammer 40,000: The App), including dispositions, all relevant wargear and enhancements.

### **FAQs**

We use all up to date FAQs and errata from Games Workshop. *If a balance update were to change something directly addressed in the FAQ we will clearly note any changes in this packet and communicate that to our players via email.*

### **Modeling and Painting Policies**

## **Conversions and Model Policy**

All models used in the event must adhere to WYSIWYG (What You See Is What You Get) standards. This means that weapons, wargear, and overall appearance must accurately represent the unit's current rules and datasheet. Conversions are allowed but must be comparable in size to the most recent official version of the model they represent. While conversions can add creativity to your army, they may not provide gameplay advantages. For instance, a taller custom model may be easier to see on the battlefield but will not receive any additional line-of-sight benefits due to its increased height. Regardless of the model's appearance, all models must be based with the correct base size for their current model.

Any converted, 3D-printed, or scratch-built models must be submitted for approval via email to **battleforsalvation@gmail.com** by **October 5th**, when army lists are due. Please include clear photos of the models in question. Models submitted after this date may not be reviewed in time, and unapproved models risk being removed from play or facing other penalties.

## **Painting**

All armies must be painted to at least a *Battle Ready* standard, as defined by Games Workshop. This means every model in your army must have a minimum of three distinct colors applied and all bases must be painted or textured appropriately. Primer alone does not count as one of these colors. Armies that do not meet this standard may not be allowed to participate or may receive score penalties, at the discretion of the event organizers.

If you are unsure whether your army meets the Battle Ready standard, you may email **battleforsalvation@gmail.com** with photos for review prior to **October 5th**.

## **Rules Policies**

### **Judges**

Judges will be prominently visible in all tournament spaces and hold the final say on all game rules and tournament issues. Once a judge has ruled on an issue please continue to use that ruling until further notice. Individual rulings, however, are never binding precedent and our judge staff will reverse themselves if they believe a previous ruling was incorrect. If a ruling is reversed you will be notified. Rulings will always be based on correct rules interpretations rather than adhering to previous precedent. When calling for a judge's assistance, please be prepared to provide any relevant rules to the particular question.

### **Appealing a Ruling**

If you receive a ruling from a judge that you believe to be in error you may appeal the rule to the head judge by telling the floor judge that you want to appeal the ruling. The head judge will review the rule in question and make a new ruling or enforce the old one which in either case will be binding.

### **Player Conduct**

Players may intentionally or unintentionally commit rules or sportsmanship fouls in the course of a heated or challenging battle. Behavior such as bullying, rules abuse, moving models illegally, picking up dice before your opponent has the chance to see the results, lying to judges or opponents, or any other form of unethical or inappropriate conduct can result in substantial in-game penalties, automatic loss assessment, permanent removal of parts of your army for the duration of the event, or removal from the event itself. Consequently, judges are empowered to apply both in-game and scoring penalties equivalent to the magnitude of the foul.

Judges are empowered to actively stop instances of illegal play, with or without a player's specific request for intervention. If a player has concerns at any point, they are always welcome and encouraged to call a judge.

### **Quitting**

We hope that players will be able to see every game through to a natural conclusion. If a player wishes to concede a game before it has reached its natural conclusion, a Judge must be called to help calculate the final score. Do not move models off the table or fill out any score sheet past the current turn. Players will need a judge to determine how many points could possibly be earned. Quitting does not automatically give someone a full score for the round.

## **Tournament Format**

### **Scoring**

At the end of each game, use the provided score sheet to record your results and provide them to the judges table. There will also be an option for reporting your results digitally on the day. Many players enjoy tracking their progress at Warhammer tournaments across multiple events. To this end, scores and final results will be reported to independent rankings organizations, such as ITC, where appropriate. Once you submit your scores, they cannot be changed. If you and your opponent discover a scoring error after submission, the default stance of Judges is there will be no change.

### **Game Speed Milestones**

The event staff will call announce times throughout the round based upon the place in the game you should on average be at. These time calls exist to help keep the flow of play moving, and are not binding. These "milestones" break down as:

**3:15** Start round

**3:00** Complete pre-game discussions and decisions, including Secondary Objectives, Terrain etc.

**2:50** Deployment Complete, Begin Round 1

**2:00** First Battle Round Complete, Begin Round 2

**1:10** Second Battle Round Complete, Begin Round 3

**0:40** Third Battle Round Complete, Begin Round 4

**0:20** Fourth Battle Round Complete, Begin Round 5

**0:10** Do not begin a new Battle Round without Judge Permission

Judges have access to a variety of mechanisms for speeding up or ensuring game completion should milestones be repeatedly missed, including placing a chess clock on a table. All players are expected to finish their games, and to attend with an army list they feel comfortable playing a complete game within 3 hours. You must not intentionally leverage the clock to disadvantage your opponent.

### **Chess Clocks**

Either player may request the use of a chess clock in any round and must be used. If the clock is requested in the middle of a round, set the chess clock by dividing the remaining time left in a round evenly. Battle for Salvation can provide chess clocks when available; however, players are strongly encouraged to bring their own or use a chess clock app on their phones. The tournament staff reserves the right to place a clock on any table at any time, at their discretion.

If a player reaches 0 on their clock, they can only roll saves and feel no pain rolls, perform battle shock tests, and can score primary and secondary mission points based on the board position. They cannot fight, shoot, draw secondary cards, or perform actions.

Regardless of time remaining on your clock, the judges could decide you may not start a new battle round and enter the current score into the scorecard.

### **Deployment Zones**

#### **GW Tournament Terrain**

We will be using updated terrain layouts put forth by Games Workshop. Deployment zones will be determined by this order with a single exception:

If, while determining the layout, you get either **Dawn of War or Sweeping Engagement**, simply move to the next one. So if you are in Tournament Round 1, where you would normally play layout A, but the pairing for your disposition places you on Dawn or Sweeping, instead play Layout B that round. For Tournament Round 2, you would still play Layout B.

**Round 1 = Deployment A**

**Round 2 = Deployment B**

**Round 3 = Deployment C**

**Round 4 = Deployment A**

**Round 5 = Deployment B**

**Round 6 = Deployment C**

**Round 7 = Deployment A**

**Round 8 = Deployment B**