BATTLE BROTHERS

40K GT

hosted by

Away Games

Battle Brothers GT 40K Event

Welcome to the annual **Battle Brothers GT**, hosted by **Away Games™**! This year the **Battle Brothers** are looking to support Veterans in the Warhammer Community with the event donating proceeds to the **Toys for Tots** Charity!

PLEASE NOTE; We have updated the location of the event. It is no longer in North Carolina; it is now in Philadelphia, PA.

This event is a 2027 Road to NOVA Orange Ticket Event and a Games Workshop Golden Ticket Event! Players have a chance to win a ticket to the 2027 Warhammer 40K NOVA Open Event and 3 tickets to the World Championships of Warhammer!

'In the grim darkness of the far future there is only war' …

The Event takes place during Clifton Heights, PA, on Saturday and Sunday, 21-22 November 2026! This exciting venue will provide players with a wonderful experience and has its own food and beverages on site that caters to the players!

Away Games™ has constructed a battlefield in which players from novice to grandmaster have a chance to fight to the death for eternal glory…along with awards and prizes. No matter the faction, our competitive format will appeal to competitors of all levels throughout the Event, and the team looks forward to hosting you.

As you enjoy competing in the venue, **Away Games™** will be attending to every detail, allowing players to relax and have their best tournament experience.

Players can expect EVERY table to have "GW Chapter Approved" standardized terrain and layouts, created with Away Games terrain, along with Dice Trays and Chess Clocks. (No need to bring your own.)

The Event will be using the GW Rules, Balance Dataslate, GW Event Companion along with the NTL FAQ.

The Event will have Carts to rent, as well as Dice Trays, Dice and Laser Target Lines for purchase.

In this packet you will find an overview of what to expect and how to get the most out of your tournament experience:

Quick Links To:

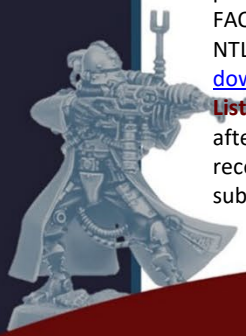
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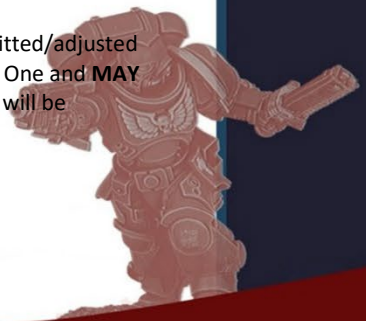


Event Essentials

Important Dates and Times

Tournament Dates: Saturday and Sunday, 21-22 November 2026
Location: 357 East Berkley Ave, Clifton Heights, PA 19018
Battle Size: Strike Force (2000 points)
Board Size: 60” x 44”
Format Size: Singles
Missions: B, C, A, B and C (GW Chapter Approved 11th Ed.)
Terrain: GW Chapter Approved 11th Ed. (**Away Games™** Terrian)
Rule Set: GW Rule, Balance Dataslate, Event Companion and NTL FAQ
Number of Games: Five Rounds
Pairing Process: Wins, Win Path, Random, Opp Win %
Round Length: 3.25 Hours Game Time
Ticket Fee: $85.00
Prizes: Placing, Best Overall, Best Painted, Best Imperial, Chaos and Xenos, Wooden Spoon and GW Codex Codes to Give Away (NOVA Orange Ticket and 3 WCW Golden Ticket)
Placing Process: Wins, Opp Win %, Battle Points
Check In: 9:00 am, First Round Starts at 10:00 am
Late Arrival: Understandably issues arise, but please inform the Tournament Organizer if you are going to be late. Late check in for the Round One **MAY** result in a drop/loss. If a player arrives late to any Round, their game time will begin running on the clock. After 20 minutes the round will be started and late player will forfeit the Round, and the winner will receive 70-points.
Missions: 40,000 11th Ed., from the Chapter Approved Tournament Companion.
Army Selection: Follow Muster Armies guidance in the Chapter Approved Tournament Companion.
Tools of War: Each player is expected to bring their Army, Dice, Tape Measure, Tokens and all relevant rules publications. If you are using any electronic devices to carry your official rules references, please ensure they charged and available for reference.
Scoring: At the end of each game, please record your results and post them digitally or present them to a Tournament Organizer for digital posting. (Players are responsible for all scoring and scoring mistakes.)
Painting: There are no paint minimums, so bring what you like. For paint scoring, if your army is fully Battle-Ready painted you will receive 10-points towards your round score. If your army is not fully painted, you will receive 0 points towards your round score. (For Hobby Paint Scoring, all fully Battle-Ready armies will receive a minimum of points with showcase armies scoring more. Painting matrices can be found at https://theawaygames.com/paintmatrix.html.)
Rules cutoff: **New rules and materials will not be permitted after Thursday, 19 November 2026.** No new Codex or Detachment will be used until after its official release to the public. (Such as limited/starter set release or PDF prior to official release.) We will be using the GW Rules, Balance Dataslate, Event Companion, along with the NTL FAQ. Each can be found at https://www.warhammer-community.com/warhammer-40000-downloads/ and the NTL Discord https://discord.gg/Hs7zuGshZ5.at https://www.warhammer-community.com/warhammer-40000-downloads/.
List submissions: **List will be due by Thursday, 19 November 2026, at 11:59pm EST.** Any list submitted/adjusted afterwards (with the exception of free war gear) **WILL** be subject to a 10-point deduction in Round One and **MAY** receive a yellow card for the Event, pending circumstances. (Any list adjusted after the Round One will be subject to a 10-point deduction in the round and **WILL** receive a yellow card for the Event.)





Registration

Entry fee for the **Battle Brothers GT 40K Event** is $85.00.

Event Tickets must be purchased Here

All tickets are digital. You will not receive physical tickets. For the event, refunds and transfers are permitted up until Sunday prior to the Event, minus fees. There will be no refunds after this date.

Important Dates and Cutoff Times

The **Battle Brothers GT 40K Event** will be a 2-day event, held on 21-22 November 2026, at 357 East Berkley Ave, Clifton Heights, PA 19018.

The following cutoff dates are firm and will not be adjusted/changed.

Rules cutoff: New rules and materials will not be permitted after Thursday, 19 November 2026. No new Codex or Detachment will be used until after its official release to the public. (Such as limited/starter set release or PDF prior to official release.) We will be using the GW Rules, Balance Dataslate, Event Companion, along with the NTL FAQ. Each can be found at https://www.warhammer-community.com/warhammer-40000-downloads/ and the NTL Discord https://discord.gg/Hs7zuGshZ5.

Proxy and Conversion: Requests must be submitted before Thursday, 19 November 2026, at 11:59 pm EST. Any proxy submitted afterwards WILL be subject to a 10-point deduction to their Round One score and MAY receive a yellow card for the Event, pending circumstances. For approval, we have created an Proxy Approval Channel inside the NTL Discord (https://discord.gg/Hs7zuGshZ5). Please read Rules and Guidelines for Approval. (Provide photos, measurements, side-by-sides and a brief explanation of the model and what it represents.) Requests can also be sent to Away Games at contact@theawaygames.com, if needed.

List submissions: List will be due by Thursday, 19 November 2026, at 11:59pm EST. Any list submitted/adjusted afterwards (with the exception of free war gear) WILL be subject to a 10-point deduction in Round One and MAY receive a yellow card for the Event, pending circumstances. (Any list adjusted after the Round One will be subject to a 10-point deduction in the round and WILL receive a yellow card for the Event.)

Registration Deadline: Players signing up after Thursday, 19 November 2026, at 11:59pm EST, will be considered a late submission and WILL be subject to a 10-point deduction in Round One, pending circumstances.

Refund Deadline: For the Event, refunds and transfers are permitted up until Sunday prior to the Event, minus fees. There will be no refunds or transfers after this date, pending circumstances.

Battle Brothers GT 40K Event times: Saturday Check in starts at 9:00am, Round 1 starts at 10:00am (3 games); Sunday Round 4 starts at 9:30am (2 games).

General Requirements

Players need to bring everything you need to play a complete game. Players are expected to bring their army, dice, tape measure, and all relevant rules publications. If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.

Players should have their own deck of Secondary Missions or be prepared to use the Tabletop Battles app and ensure their opponents see them selecting random missions via the app.

Players should bring Wound Trackers for their army. GW Wound Trackers or any 10-sided die works perfect for this. Wounds should be marked as "Wounds Remaining" on the models.

It is strongly recommended that each player bring a laser pointer or Line Of Sight system and a display table or a rolling cart to place their books and unused models on during the event.

Dice apps will not be allowed at events.

Notes Concerning GW Chapter Approved Tournament Companion

Notes Concerning Chapter Approved Tournament Companion.

1. #5 Create Battlefield-Layouts are determined by paired Dispositions, if the terrain seems off please adjust using the companion measurements and have both players agree prior to deploying armies.
2. #10 Redeply Units- If a player decides not to resolve any steps, they are done resolving this step.
3. #12 Resolving Pre-Battle Rules- If a player decides not to resolve any steps, they are done resolving this step.

Army Construction and Painting Guide

All armies in the event must be Battle-forged and follow guidance according to the Warhammer 40,000 Core Rule Book (11th Ed). Armies should utilize the most up to date rules provided in Games Workshop publications.

Players will post their lists in an easy-to-read format (such as the format found on the GW Warhammer 40K app) with all relevant war gear and unit upgrades. Please DO NOT use a different faction under player details from the one utilized you are playing in the Best Coast Pairing app.

Part of the experience includes showing off and playing against beautifully constructed and painted armies. **Away Games™** recommends that all armies be at least Battle Ready standard, as described in the Warhammer 40,000 Core Rule Book (11th Ed). (Armies that are not completely Battle Ready standard will not receive points awarded for painted armies on each scoresheet.) A Paint Judging matrix , found HERE, will also be used for the Best Overall/Renaissance Award, along with Best Painted. Below are some examples of models painted to a Battle Ready standard.

Note: Each model should attempt to accurately represent its entry on each player's army list represented by WYSIWYG (What You See Is What You Get).

Conversions are great and are encouraged, though for fairness, all conversions should be comparable in size to the most current version of the model they represent. Players should not gain a benefit from converted models and will be subject to penalties for doing so. Any converted or scratch-built models, need to be approved prior to the list submission cutoff date. If players do not receive approval for conversions before this date, they run the risk of the model being removed from play or possibly incurring score penalties or worse. For approval, please contact **Away Games™** at contact@theawaygames.com and provide photos, measurements, side-by-sides and a brief explanation of the model and what it represents.

We have also created a Proxy Request channel inside the NTL Discord (https://discord.gg/Hs7zuGshZ5). If a model receives approval there, that model/unit, specifically, is approved at all Away Games hosted events hence forth. However, if there are ANY updates to the model/unit (changing bolters to flamers, load-out, etc.), they will need to receive an updated approval. It is the responsibility of the Player to ensure their Proxy Approval is here and remains for events they are attending.

Note: Models should be based according to the current Games Workshop Base Size Guide located here.

Tournament Organizers and Policies

Away Games™ will provide a Tournament Organizer (Head Judge) and other Judges throughout the event. Organizers will be in distinctive attire during the event to ensure they are visibly seen. Prior to a Judge being called over for rulings, players should attempt to resolve their questions or issues beforehand. If a Judge is needed, please call out "judge" and hold up your hand for visibility. Please be prepared to provide any relevant rules for the particular situation. Judges' rulings will always be based on correct rules interpretations rather than adhering to previous precedent. If a player is unhappy with a call, they can request the Head Judge for final ruling, however this is the final say on all game rules and issues.

Judges will be "active judges" and will actively stop instances of illegal play, with or without a player's specific request for intervention. Understandably there will not be Judges at every table, and all instances of foul play cannot be prevented. The goal of **Away Games™** is to do the best we can to ensure all the games are as enjoyable as possible for all players.

Players should know that behavior such as bullying, rules abuse, moving models illegally, picking up dice before your opponent has the chance to see the results, lying to tournament organizers or opponents, or any other form of unethical or inappropriate conduct can result in substantial in-game penalties, an automatic loss assessment, permanent removal of parts of your army for the duration of the event, removal from the event itself or any future **Away Games™** events. Accidental errors will always occur, however, a "foul is a foul," and Judges will treat them as penalties. The Tournament Organizer is empowered to apply both in game and scoring penalties equivalent to the level of the foul.

Rounds and Timing

First round opponents will be randomly determined. Subsequent rounds will use "Win-Path" to pair opponents in each round thereafter. By doing this, players will pair against someone with the same record and who won and lost their games in the same rounds. Examples of this are players losing round one, versus round two will have different algorithms when paired. Pairings are conducted in this way to ensure players with a similar strength of schedule pair off and to ensure an increasing level of skill parity and sportsmanship with each subsequent round.

During each round, tournament organizers will announce the time remaining in the round, throughout the round. These announcements are used to help keep the flow of play moving and afford players a "pace of play."

If a player wishes to utilize a clock, both players at the table will use the clock. Both players will be afforded the same amount of time on the clock and should sync the time with the amount of time in the round. Also, if a player wishes to use a clock after a round has started, the remaining time will be split evenly, and the clock will be used.

Players are encouraged to finish their games. If a game is not on a clock, and there is under 10 minutes remaining in a round, besides round 5, players can choose not to start another battle round. The players have to both agree to start another round. If one player does not want to start another round, the round will not be started. If a game is on a clock, players can play until their time expires, as long as it aligns with the Master Clock or BCP Clock. (We strongly encourage using a clock so there are no disagreements on players utilizing more or less time then their opponents.) There is a hard "dice down" policy for games once the round time is complete. This means if the round timer ends and players have not completed their game, it ends where it is. There will be no 'end game scoring' mechanics. Additionally, players attending should feel comfortable playing a complete game within the allotted time with the army they are utilizing. (Intentionally leveraging the clock to disadvantage your opponent should never happen and if identified, can create penalties.)

Note: The use of a chess clock is mandatory for all games of the top 4 in the Event's final two Rounds. Failure to use a clock in the final two Rounds **MAY** result in penalties.

Event Schedule

Event Area: 357 East Berkley Ave, Clifton Heights, PA 19018

Day One: Saturday, 21 November 2026

Rounds	Start Time	End Time
Check In	9:00 am	10:00 am
Round One; Mission B	10:00 am	1:15 pm
Lunch	1:15 pm	2:15 pm
Round Two; Mission C	2:15 pm	5:30 pm
Break	5:30 pm	5:45 pm
Round Three; Mission A	5:45 pm	9:00 pm

Day Two: Sunday, 22 November 2026

Rounds	Start Time	End Time
Check In	9:00 am	9:30 am
Round Four; Mission B	9:30 am	12:45 pm
Lunch	12:45 pm	1:15 pm
Round Five; Mission C	1:15 pm	4:30 pm
Awards and Prizes	5:00 pm	

Event Guidelines

Terrain Guidelines

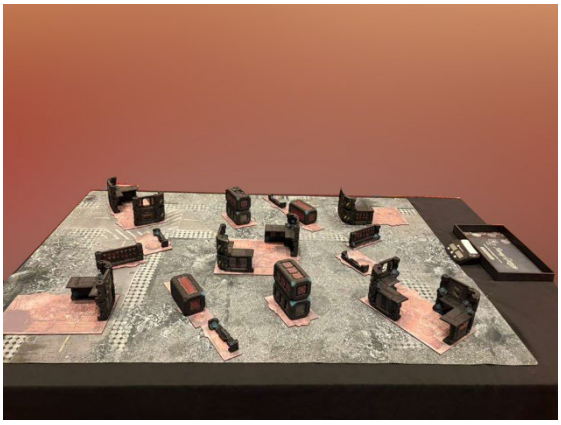
The event will be following the GW layouts that are represented in the GW Event Companion. (These are determined by the players dispositions match-ups.)

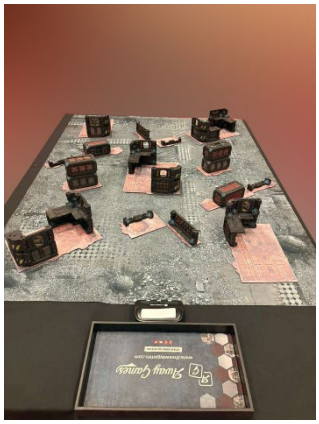
Each combination of Primary Missions has three recommended layouts, labeled A, B and C. Players will use the layout specified per Round.

Note: Upon reaching your table please adjust the terrain appropriately. Please note that its on the players to discuss and ensure all the terrain is fair and equal. If uncertain whether the layout is precisely correct, please call a Judge over for assistance.

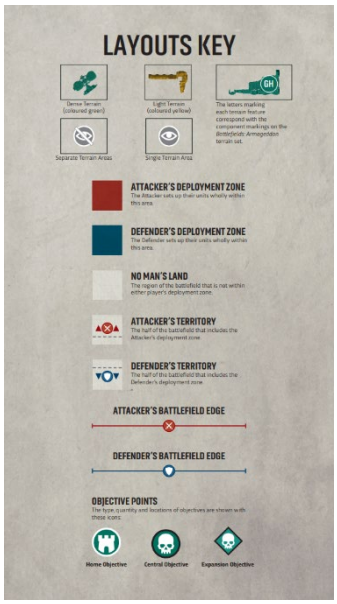
Away Games™ Examples

(Note all Windows, Doors and Cracks are closed on 1st floors.)





We've denoted each terrain feature from that set as either a dense or light terrain feature in these layouts. The configurations of the terrain features and terrain areas are designed to create the best experience with the Hidden rule and movement rules for various units, and to create plenty of interesting decisions during a battle. We've also purposely left space between a terrain feature and the edge of the terrain area to allow a line of models to be on the terrain area from the 'outside'.



If you do not have the Battlefields: Armageddon terrain, it is possible to recreate these layouts with your own terrain that is close to the same size of the various terrain features by denoting for all players if they are dense or light terrain features.

TERRAIN AREA FOOTPRINT SIZE	QUANTITY
6" x 4"	4
10" x 2.5"	2
6" x 2"	4
7" x 11.5"	4
8" x 11.5" Polygon	2

Paint Judging

For paint scoring, if your army is fully Battle Ready painted you will receive 10 points towards your round score. If your army is **NOT** fully painted, you will receive 0 points towards your round score. There is no minimum painting for this event, so bring what you like.

Armies that go above and beyond the requirements will be in the running for the "Best Painted" award. (For Hobby Paint Scoring, all fully Battle Ready armies will receive a minimum of points with Showcase armies scoring more.)

Examples of exceptional armies are quality highlights, layering, basing, conversions and even a display board.

Painting Matrix

Competitors will be notified that their army is eligible for additional judging before the conclusion of the first round/day.

Round Bye and Ringer Participation

In the event there is an odd number of players in a round, a “ringer” army MAY be utilized to ensure all players are afforded the opportunity to play all of their games. The “ringer” will always be paired as having lost all their games. When playing the "ringer," even if the player loses, the player will still receive a win and a minimum of 70-points. The opponent of the “ringer” can also elect not to play the game, taking a 70 -point win.

Prize Support

Awards and Prizes are given for many different placings, painting and specific criteria. However, please know that **ALL** awards and prize support will be based on attendance.

Ticket Policy and Refunds

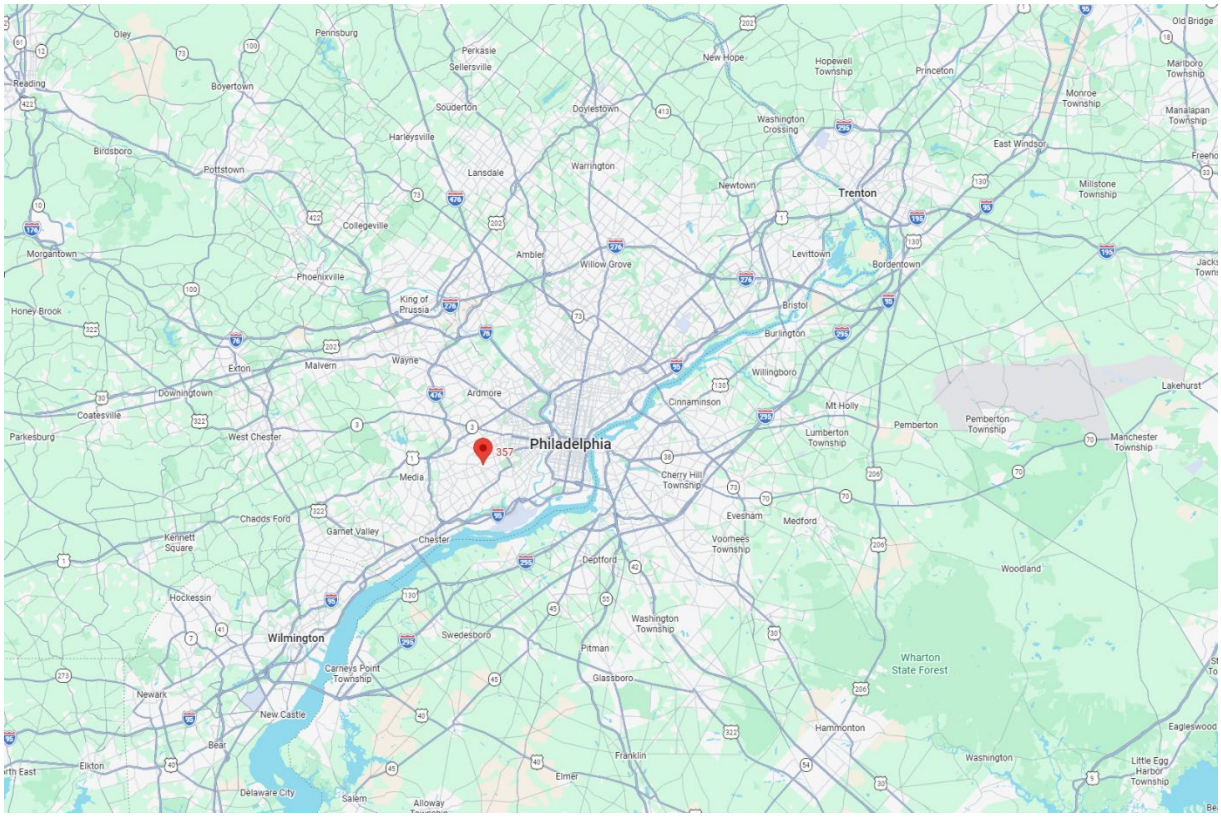
Tickets can be purchased Here. Tickets can be refunded up to the Sunday prior to the Event, minus fees. If a refund is desired, please understand that refunds can take up to a week to process.

Media Policy

By purchasing a ticket for the event, I hereby grant the **Away Games™** permission to use my likeness in a photograph, video, or other digital media (“photo”) in all of its publications, including web-based publications, without payment or other consideration.

I understand and agree that all photos will become the property of **Away Games™** and will not be returned.

Location


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Pennsburg
Perkasie
Sellersville
Souderton
Harleysville
Lansdale
Doylestown
Warrington
New Hope
Washington Crossing
Newtown
Hopewell Township
Princeton
Monroe Township
East Windsor
Millstone Township
Old Bridge
Marlboro Township
Manalapan Township
Levittown
Bordentown
Bristol
Burlington
Willingboro
Cinnaminson
Mt Holly
Lumberton Township
Pemberton
Pemberton Township
Lakehurst
Manchester Township
Cherry Hill Township
Evesham
Medford
Voorhees Township
Woodland
Deptford
Washington Township
Swedesboro
Pitman
Glassboro
Wharton State Forest
Hammonton
Eagleswood
Little Egg Harbor Township
Washington
Elmer
Franklin
Carneys Point Township
Newark
New Castle
Bear
Elkton
Delaware City
Salem
Alloway
Hockessin
Kennett Square
Chadds Ford
Garnet Valley
Ambler
Willow Grove
Jackstown
Freehold
Milltown
Meadowlands
Penns Grove
Pennsville
Swedesboro
Mullica Hill
Glassboro
Williamstown
Monroeville
Clayton
Franklinville
Mantua
Woodbury
Gloucester City
Haddonfield
Cherry Hill
Voorhees
Marlton
Medford
Lumberton
Mount Holly
Burlington
Bordentown
Trenton
Princeton
Lawrenceville
Hamilton
Ewing
Yardley
Levittown
Bristol
Morrisville
Fairless Hills
Langhorne
Newtown
Doylestown
Quakertown
Perkasie
Sellersville
Pennsburg
Oley
Boyertown
Reading
Birdsboro
Pottstown
Phoenixville
Collegeville
Lansdale
Harleysville
Souderton
Warrington
Willow Grove
Ambler
Jenkintown
Abington
Glenside
Cheltenham
Elkins Park
Wyncote
Rockledge
Melrose Park
Oreland
Fort Washington
Ambler
Lansdale
North Wales
Hatfield
Telford
Souderton
Harleysville
Schwenksville
Collegeville
Trappe
Royersford
Limerick
Pottstown
Douglassville
Birdsboro
Reading
Oley
Hamburg
Kutztown
Fleetwood
Topton
Boyertown
Pennsburg
Perkasie
Sellersville
Quakertown
New Hope
Lambertville
Stockton
Frenchtown
Flemington
Hopewell
Pennington
Princeton
Kingston
Rocky Hill
Hightstown
Cranbury
East Windsor
Monroe Township
Jamesburg
Spotswood
Old Bridge
Sayreville
South Amboy
Perth Amboy
Woodbridge
Carteret
Rahway
Linden
Elizabeth
Newark
Irvington
Maplewood
South Orange
Millburn
Short Hills
Union
Hillside
Roselle
Roselle Park
Kenilworth
Cranford
Westfield
Scotch Plains
Fanwood
Plainfield
North Plainfield
Dunellen
Bound Brook
Somerville
Manville
Millstone Township
Manalapan Township
Marlboro Township
Freehold
Jackstown
Milltown
Meadowlands
Penns Grove
Pennsville
Swedesboro
Mullica Hill
Glassboro
Williamstown
Monroeville
Clayton
Franklinville
Mantua
Woodbury
Gloucester City
Haddonfield
Cherry Hill
Voorhees
Marlton
Medford
Lumberton
Mount Holly
Burlington
Bordentown
Trenton
Princeton
Lawrenceville
Hamilton
Ewing
Yardley
Levittown
Bristol
Morrisville
Fairless Hills
Langhorne
Newtown
Doylestown
Quakertown
Perkasie
Sellersville
Pennsburg
Oley
Boyertown
Reading
Birdsboro
Pottstown
Phoenixville
Collegeville
Lansdale
Harleysville
Souderton
Warrington
Willow Grove
Ambler
Jenkintown
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NTL
NATIONAL TABLETOP LEAGUE

RCS
RATTLE CAN STUDIOS

For additional sponsorship and volunteer opportunities, please connect with **Away Games™** at contact@theawaygames.com

Looking to host your own event and need help?
www.theawaygames.com

Away Games Charities



Our team is honored to be able to give back to charities we believe make an impact in our communities. We have thoughtfully chosen charities that are related and important to our team. We humbly invite you to learn about each charity and partner, in addition if possible to make a meaningful contribution while you enjoy the game and friendship the 40K community provides us all.

HOPE For The WARRIORS®

SCAN ME

TABLEWAR CHARITIES

Autism Advocacy

SCAN ME

VETERAN OWNED AND OPERATED