



THE 40K SOCIAL

Event Pack



WHAT IS IT?

The 40k Social is a laid-back, hobby-first Warhammer 40K event built for people who love the game but want a break from tournament pressure. No meta-chasing. No stress. Just painted minis, funny war stories, cool armies, and three chill games.

Expect good vibes, cinematic moments, and opponents who care more about the cool than the crushing.

HOW DO WE SIGN UP?

You must register your attendance via BCP. This event link can be found on the event page on our website. The event can also be found by searching on BCP for “The 40k Social” There is no list submission for this event, lists will be presented at entry to the tournament.

TOURNAMENT RULES

This is a Matched Play Event and the Chapter Approved 2025 Mission Scoring will be in use at this event. The English version of the 10th edition Warhammer 40k rulebook will also be in use, in addition to any GW FAQ/Balance Patch released before the list submission deadline.

- Legends will be allowed in this event
- Proxies and Counts as models will be more lenient compared to our competitive events, though these still must be checked in with a staff member prior to the event.

Terrain Rules may be found in the Terrain Pack found on the Events Pack page of the Justplay.events website.

SCORING

Each game will be scored using the Chapter Approved 2025 Rulespack, players can use Tactical or fixed scoring, as described in the mission rules. The mission, deployment and mission rules will be determined prior to each round by the TO, all players will use these set parameters in their game to create a level playing field.

PAIRING

This event uses a Swiss pairing system. In the first round, players are paired at random. In subsequent rounds, players are placed into brackets with the players with the same number of Swiss points as each other (win = 3, draw = 1) and paired within that bracket randomly. For the last round, players will be matched by closest battle points for a fairer representation of a winner after 3 games. In rare cases where there are odd numbers of players with the same Swiss record, a player may be paired up or down a bracket.

END OF THE ROUND

The round timer will be on display along with regular timing updates from the TO. Players should endeavour to play an equal number of turns in the allotted time where possible. When time on the round is called, you will have five minutes to submit your result to the TO. In that time you may "talk through" unplayed rounds, but decisions must be mutual and made within the 5 minute window!

If you have not played an even number of turns when time is called, or cannot agree on the final score, please call a TO immediately who will assist you in reaching a final score, and make a decision if necessary. That decision is unlikely to take unplayed turns into account unless a very obvious outcome can be seen.

ROUND TIMERS

It is important to that games finish within the allocated time so that the tournament runs as smoothly as possible.

LIST STRUCTURE

Please use the formatting of the Warhammer 40k App to create your army list, it is important that your list is readable quickly and concisely by your opponent. Lists that are unbroken lines of text or badly formatted will not be accepted. If unsure, please contact a member of staff prior to submitting.

WINNING

To calculate final standings, a few metrics will be taken into account. Wins (3 Points for a Win, 1 for a draw, 0 for a loss) Sportsmanship (A sliding Scale Voted by your opponent after each round, 0-3)

Following this main metric, we will have a number of tie breakers. Battle points, SOS and then Opponents SOS as the final tie breaker.

PRIZE SUPPORT

All Entrants will receive £5 store credit upon entry on the day, in addition, we will be offering prizes to Most Sporting Player, Best Painted army and Players choice for best army also.

PLAYER CONDUCT

We expect all players to demonstrate sporting conduct throughout the event.

In terms of games, this means knowing and abiding by the rules of the game, ensuring both players are aware of the state of the game and ensuring your opponent maintains the same standards. Stalling, rolling dice unfairly, consistently misplaying or misrepresenting rules and other forms of unsporting conduct will be acted upon by the TO. This extends to good personal conduct.

Players should act appropriately and do nothing to make any other person feel less than perfectly safe and welcome. Any player who feels unsporting conduct is taking place should speak to the TO. If you feel the issue may affect the outcome of a game in progress, you must alert the TO during the game.

Unsporting conduct may result in deduction of tournament points, and serious or repeated offences may result in automatic game losses or disqualification.

TABLES AND TERRAIN

Tables will consist of 60x44" premium neoprene mats and a good selection of terrain.

Each table will have either UKTC terrain or Justplay Terrain Layouts (Which can be found in the terrain pack) These tables will alternate throughout the event. This is so players will have a random chance to play on either table.

MINIATURES AND 3D PRINTING POLICY

3D printed models may be permitted under specific circumstances. These include;

- The Unit/Character is out of production with Games Workshop.
- This Unit has not had a model produced by Games Workshop.

If/When these units are reproduced by GW on a permanent basis, then 3D counterparts will then not be legal at our events.

We have this policy due to a commitment to the Wargaming Industry and with the intentions to keep this game that we love alive. To confirm, this policy is not in place in our casual play at Justplaygames.