



# Saffron Slam **Teams**

9<sup>th</sup> & 10<sup>th</sup> May 2026

A 2,000pt Warhammer 40k Teams Tournament brought to you by:

ACOLYTE  SCENERY  
WARGAMING TERRAIN

  
*Elmo Miniatures*



Saffron Walden Town Hall, Market St, Saffron Walden, Essex, CB10 1HZ

Places are offered on a first come, first serve basis. If the event is sold out and you would like to be added to the reserve list, please email [elmominiatures@outlook.com](mailto:elmominiatures@outlook.com).



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## Itinerary & Logistics

See below the itinerary for the event. Please carefully note the timings of the games as these will be strictly adhered to. Each game will last a maximum of **3 hours**. If your game is not finished by **10 minutes** before the end of the game time, no new Battle Rounds may begin, and you must total up your scores at the end of whatever Battle Round you've got to. We will give regular warnings about the time remaining in the battle and clearly state when we're down to the last 10 minutes.

### Saturday

08:45 - 09:00 – Doors Open

09:00 – 09:15 – Event Briefing

**09:15 – 12:15 – Game 1**

12:15 – 13:00 – Lunch

**13:00 – 16:00 – Game 2**

16:00 – 16:15 – Break

**16:15 – 19:15 – Game 3**

### Sunday

09:00 – 09:15 – Doors open

**09:15 – 12:15 – Game 4**

12:15 – 13:00 – Lunch

**13:00 – 16:00 – Game 5**

16:00 – 16:15 – Prize Ceremony

The tournament will be held at the Saffron Walden Town Hall, Market St, Saffron Walden, Essex, CB10 1HZ. This is located in the centre of the town. The **nearest long-stay parking** is a ten-minute walk away (Swan Meadow Car Park – CB10 1DA). This car park costs ~£5 a day.

The venue is **fully accessible to disabled gamers**. If you are thinking of attending and have any additional access requirements, please contact us at [elmominiatures@outlook.com](mailto:elmominiatures@outlook.com) to discuss how we can help you get the most out of the event. In line with our safeguarding procedures, if you are under the age of 18, please contact us in advance so we can discuss these with you.

There are on-site WCs for your use. Free tea and coffee will be available all weekend. Snacks, alcohol, and soft drinks will be available to purchase throughout the weekend.

If you are planning on staying over in Saffron Walden, there are two hotels most people make use of:

- [Hotel Saffron Walden - Bed & Breakfast at The Cross Keys \(theoldcrosskeys.co.uk\)](http://theoldcrosskeys.co.uk)
- [Saffron Walden hotel | Premier Inn](#)

The town is blessed with some excellent restaurants (or takeaways) for evening meals too:

- [Indigo Indian Dining | Indian Restaurant | Order Online | Saffron Walden, CB10 1EQ \(indigodining.com\)](http://indigodining.com)
- [Piti Restaurant](#)



## Inclusivity at the Saffron Slam

The organisers of the Saffron Slam are 100% committed to making **everyone** feel included and accepted at our events. We pride ourselves on delivering the most positive, fun, and welcoming atmosphere in the 40k tournament scene. We really want this to continue at this event.

We actively encourage players who are new to the Warhammer 40k hobby or the 40k tournament scene to come to the Saffron Slam. If you're nervous or unsure about attending an event, or just want to reach out to find out what it's all about in advance, please do so. You can email us at [elmominiatures@outlook.com](mailto:elmominiatures@outlook.com).

This welcome message extends to people of all faiths, races, genders, and sexual orientations. We'd love to host you in Saffron Walden and share this amazing hobby with you.

With this in mind, to those of you who are experienced tournament players or who have attended similar events before, we kindly ask that you come to the Saffron Slam with a positive mindset and a willingness to help make sure you, your opponents, and anyone else you interact with have a weekend to remember. The cutting edge of the 40k tournament scene is well catered for elsewhere, so the Saffron Slam is here to provide a great opportunity to meet awesome new people and roll some dice together, all for the love of the hobby\*!

So, having said all of the above, we will absolutely not tolerate discrimination in any form at our events. Whilst we appreciate everyone has different political views, we will not allow people to display items/clothing bearing political symbols, iconography or text at our event. This extends to any items/clothing which may be discriminatory towards, promote the hatred of, or cause offence to one or more community. If anyone is found with these items at the Saffron Slam, they will be asked to remove them. Non-compliance with our request will result in disqualification from the event and ejection from the venue.

*\*and Grandfather Nurgle of course.*

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## Tournament Rules

1. First up, our rules deadline is **3<sup>rd</sup> May 2026**. All Codexes or rulesets fully released by Games Workshop up to and including this date will be in use at the event. If any FAQs are released after this date, we will say whether these are in use on a case-by-case basis.
2. Your team must consist of:
  - a. Five individual players, each bringing a 2,000pt army. If you cannot field a team of five players, please contact us: [elmominiatures@outlook.com](mailto:elmominiatures@outlook.com) in advance of the event and we will do our best to find a replacement.
  - b. A single instance\* of each Faction only. For clarity:
    - i. This includes allied units. For example, if one player in your team is using Index: Chaos Daemons, no other player can include this Index in their army as allies (i.e. a Chaos Space Marines player could not take any Daemon units).
    - ii. This includes all Space Marine sub-factions. For example, your team cannot include both Space Wolves and Blood Angels.
  - c. A Team Captain. The Captain can either play at the event or attend in a support role only. Team Captains will be the sole point of contact between the team and the Saffron Slam TO's but must NOT participate in any game (other than their own) after the round has begun. The Captain is responsible for:
    - i. The conduct of the team.
    - ii. Putting forward Attackers/Defenders (see player pairings below) on behalf of the team.
    - iii. Checking and submitting the proper scores/results for the round on BCP.
    - iv. Calling over a judge to a particular table if required, and ensuring the relevant reference documents are to hand.
3. An individual player's army must be:
  - a. No greater than 2,000 points.
  - b. Fully battle-forged, following all army list creation rules set out by Games Workshop.
  - c. Fully WYSIWYG. If you have a conversion that you are unsure will be legal or not, please email us at [elmominiatures@outlook.com](mailto:elmominiatures@outlook.com) and we will provide a ruling in advance of the event. For guidance, we will allow any conversions that, in our opinion, still clearly demonstrate what the miniature is and what it is armed with. We will do our utmost not to penalise you for carrying out cool modelling work!
  - d. Fully painted to a 'Battle Ready' standard. If you aren't sure what we mean by 'Battle Ready', please click on this link which provides an excellent guide: <https://www.warhammer-community.com/2019/05/21/introducing-battle-readygw-homepage-post-1fw-homepage-post-1/>.
4. Your army CAN contain Warhammer Legends units.



5. In addition to your army, you must bring the following with you on the day:
  - a. Dice, tape measure and six objective markers.
  - b. Your faction's Index and relevant FAQs (these can be digital).
  - c. Your army list (see below for more guidance).
6. Your army list must:
  - a. Be submitted onto the BCP app by **midnight on 3<sup>rd</sup> May 2026**. We will review a random selection of these and speak directly with you if any changes are required.
  - b. Please check the formatting of your list when you copy this into the BCP app, if it doesn't look easy to read, please try again!
  - c. Clearly note your Warlord and clearly describe all of your Enhancements and which Characters these apply to.
7. All missions will use the most up to date mission format produced by Games Workshop.
8. The first game will be paired randomly, the second-fifth will be paired using a Swiss style scoring system (winners play winners, then by Path to Victory, then random). Final standing tiebreakers will be decided by the win percentage of your opponents, then the number of BPs you have scored over the course of the tournament.
9. Terrain shall follow the categories & traits listed for each board at the event. You can read our terrain rules here: [Terrain Rules | Elmo Miniatures](#). Please familiarise yourself with the tournament-wide terrain rules on hills and ruins.
10. This tournament will be registered with the ITC and will give you points towards your ranking.

*\*we have received several requests in the past for mono-Faction team compositions. Assuming you're planning to do this in the spirit of the Saffron Slam (i.e. for a laugh), we will be happy to see this! If your team chooses to run a mono-Faction composition, all five players must use the same Faction, but must each use different detachments.*

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## Teams Tournament Pairings & Scoring

The Saffron Slam Teams Tournament will be paired in two ways. First, we will pair you by team (Team Pairings), then you will pair individual players against each other (Player Pairings).

### Team Pairings

Teams will be paired randomly in the first round. The second-fifth will be paired using a Swiss style scoring system where you will be paired by your Win/Loss record, then randomly. A note that table numbers are random, meaning the top ranked teams will not necessarily be playing on Table 1.

### Player Pairings

At the start of each round, both Team Captains should follow this process to determine which players are paired into each other:

1. Secretly select a 'Defender' army list from your players and reveal this simultaneously.
2. Secretly select two 'Attacker' army lists and reveal this simultaneously.
3. Choose one of your opponent's 'Attacker' army lists to face off against your 'Defender' list. These are your first two Player Pairings, and these players may begin their game. The 'Defender' (roll off between the two 'Defenders') may choose the table they wish to play on.
4. Repeat steps 1-3 to generate your third and fourth Player Pairings. You may not select 'Defender' or 'Attacker' lists that have already been paired off.
5. The remaining two lists are your fifth Player Pairing.

### Player Scores

Player Scores are determined by the final BP difference between the two players:

BP Difference	Winner's Player Score	Loser's Player Score
51+	20	0
46-50	19	1
41-45	18	2
36-40	17	3
31-35	16	4
26-30	15	5
21-25	14	6
16-20	13	7
11-15	12	8
6-10	11	9
0-5	10	10

### Team Score

The Team Score is calculated automatically on BCP and comprises the total of all five Player Scores. The Team Captain is responsible for checking these scores are accurate before submitting these at the end of the round. To score a round Win, a team's total Player Score must be 10 or more than their opponents (i.e. the team's Players must score 55 points to win).



## Tournament Missions

The mission rules for each game at the Saffron Slam have been pre-determined for the event. Please use the below table to understand your Deployment, Mission Rule, and Primary Mission for the game. Game 1 will be revealed in full after the event briefing.

If you are on a fixed terrain layout, use the maps below to set up your board before the game begins.

Game	Deployment	Twist	Primary Mission
1	Crucible of Battle	*REDACTED BY THE INQUISITION*	
2	Search & Destroy	Ruinscape	Terraform
3	Crucible of Battle	Martial Pride	Supply Drop
4	Search & Destroy	High Octane	Scorched Earth
5	Crucible of Battle	Rapid Escalation	Purge the Foe



## Terrain at the Saffron Slam

We have worked hard to make all our boards feel interactive and exciting to play on. We aim to provide a varied terrain experience which will make you think differently about your deployment and movement across the board than you might previously have been used to. Critically, you will not see balanced/symmetrical layouts on all tables at the Saffron Slam.

That being said, each set of five tables at the event will have one board set up using Games Workshop style terrain layouts that will be familiar to those who regularly attend more competitive Grand Tournaments.

The rules for the themed terrain layouts are here: [Terrain Rules | Elmo Miniatures](#)

The layouts for each of the missions on the Games Workshop style boards are detailed below.





## Fixed Terrain Layouts

If you are playing on a fixed terrain layout, you will find three different sizes of neoprene mats on the board. These are the defined footprints of the Ruins and should be laid out before placing any buildings on top. These footprints block line of sight across them.

The three sizes are as follows:



6" x 4"



10" x 5"



12" x 6"

Sometimes, multiple neoprene mats are combined together to make larger Ruins. These will either form a single piece of Area Terrain (meaning you can see across into the other sections of the Ruin), or separate pieces of Area Terrain. These are marked as follows:



Single Area Terrain section



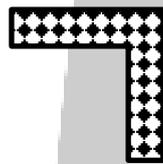
Separate Area Terrain section

Each terrain set on these boards is made up of four different types of Ruin terrain pieces. These are overlaid onto the neoprene mats as show on each layout. If a terrain piece overhangs the neoprene mat, treat the terrain piece as the true footprint of the Ruin.

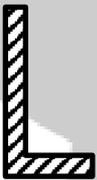
All of these terrain pieces use the Ruins rules, with the exception that all ground floor windows are considered to block line of sight. The four types of Ruins are as follows:



Medium 'L' Ruin (x4)



Large 'Box' Ruin (x2)



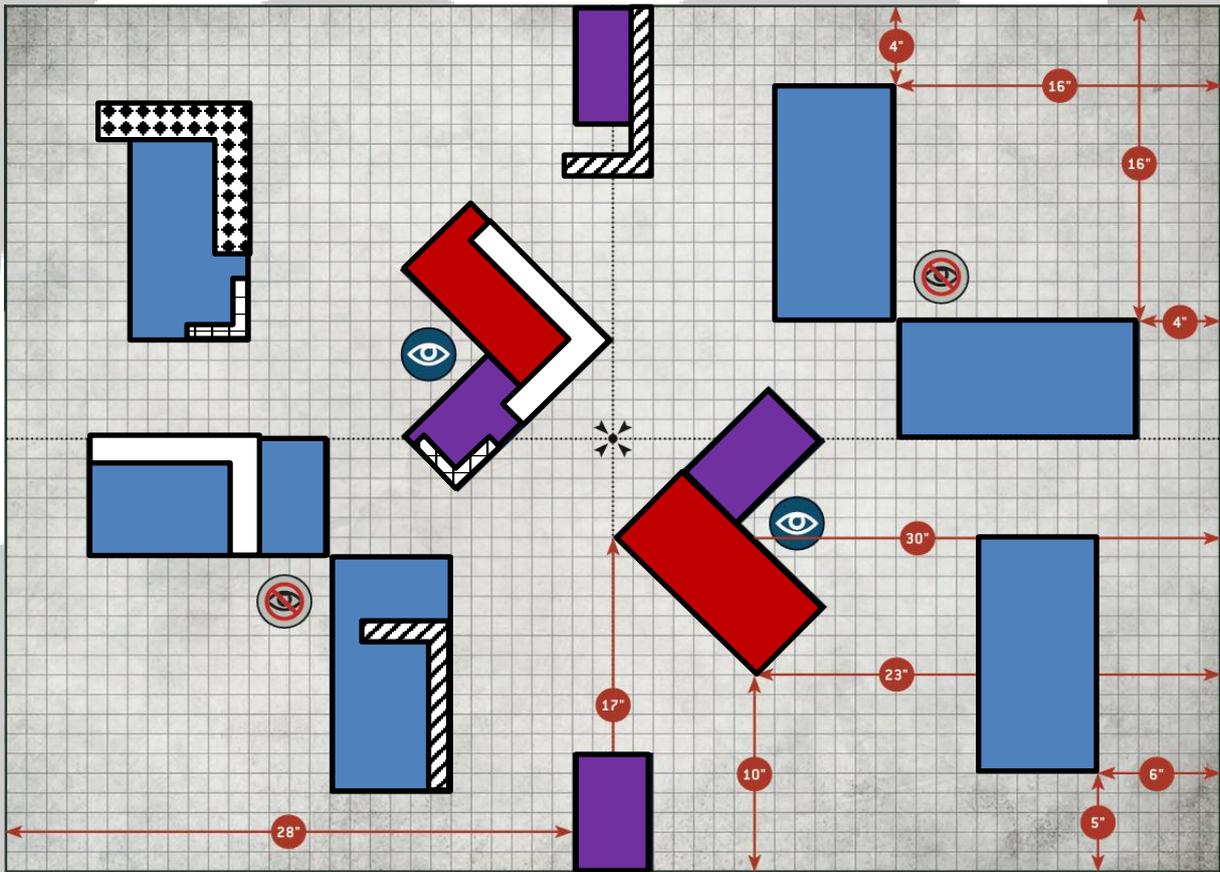
Small 'Box' Ruin (x4)



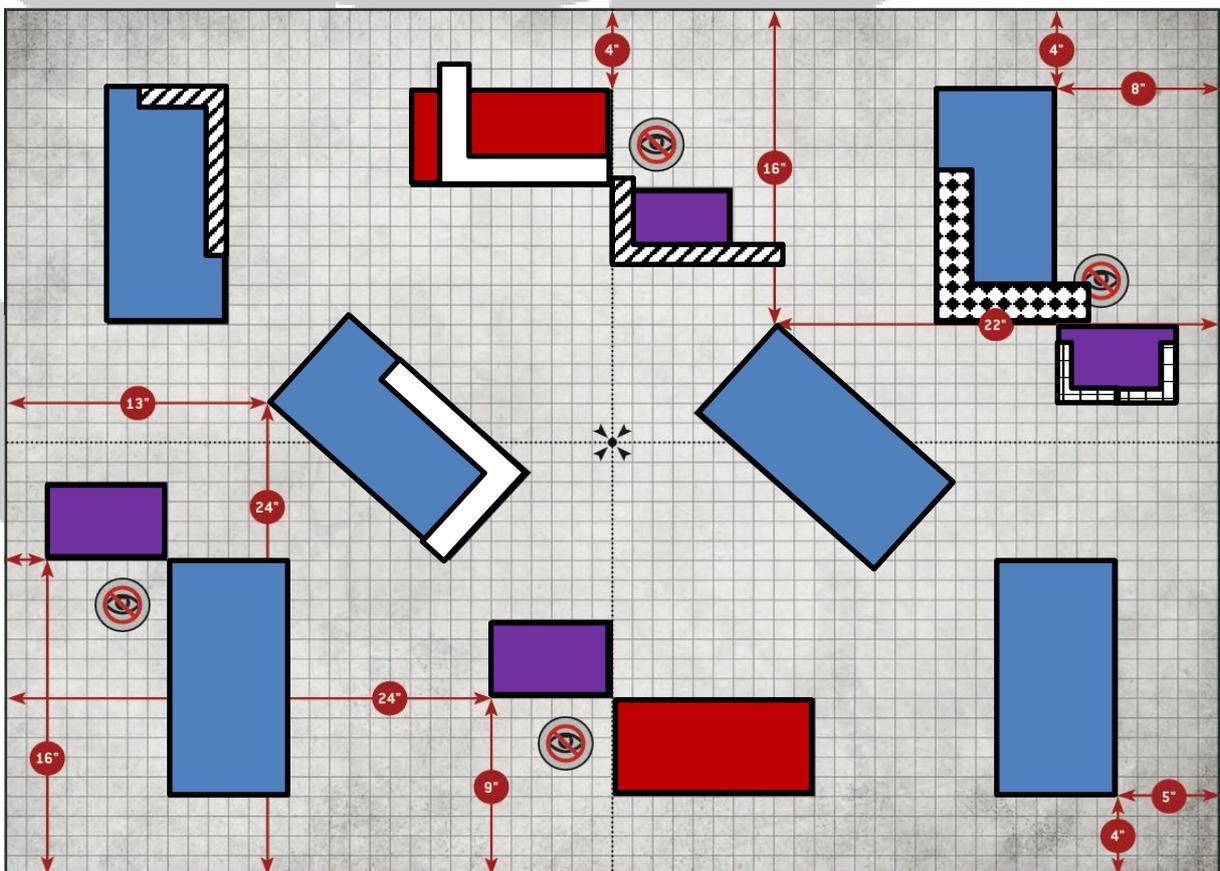
Tiny 'L' Ruin (x4)  
(NB: all units may move over this Ruin with no penalty)



### Game 1

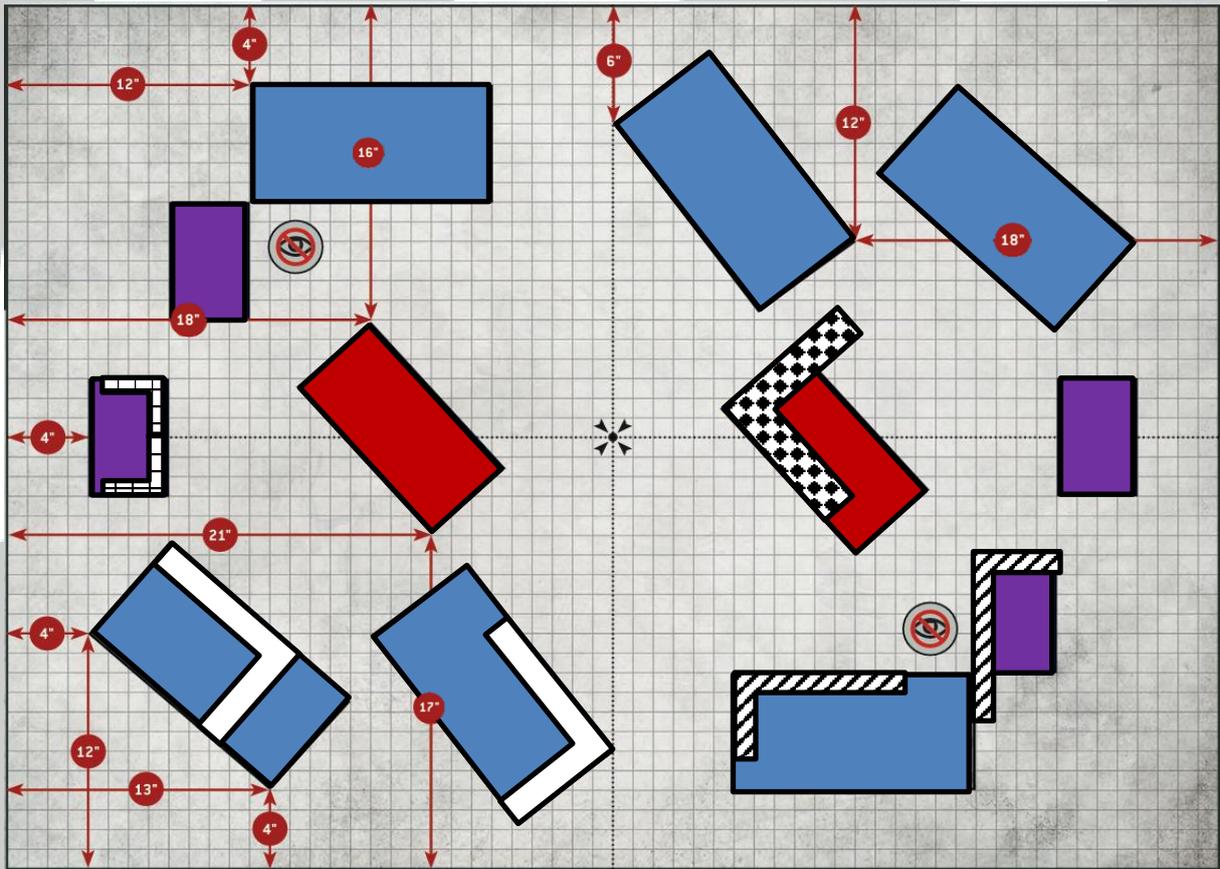


### Game 2

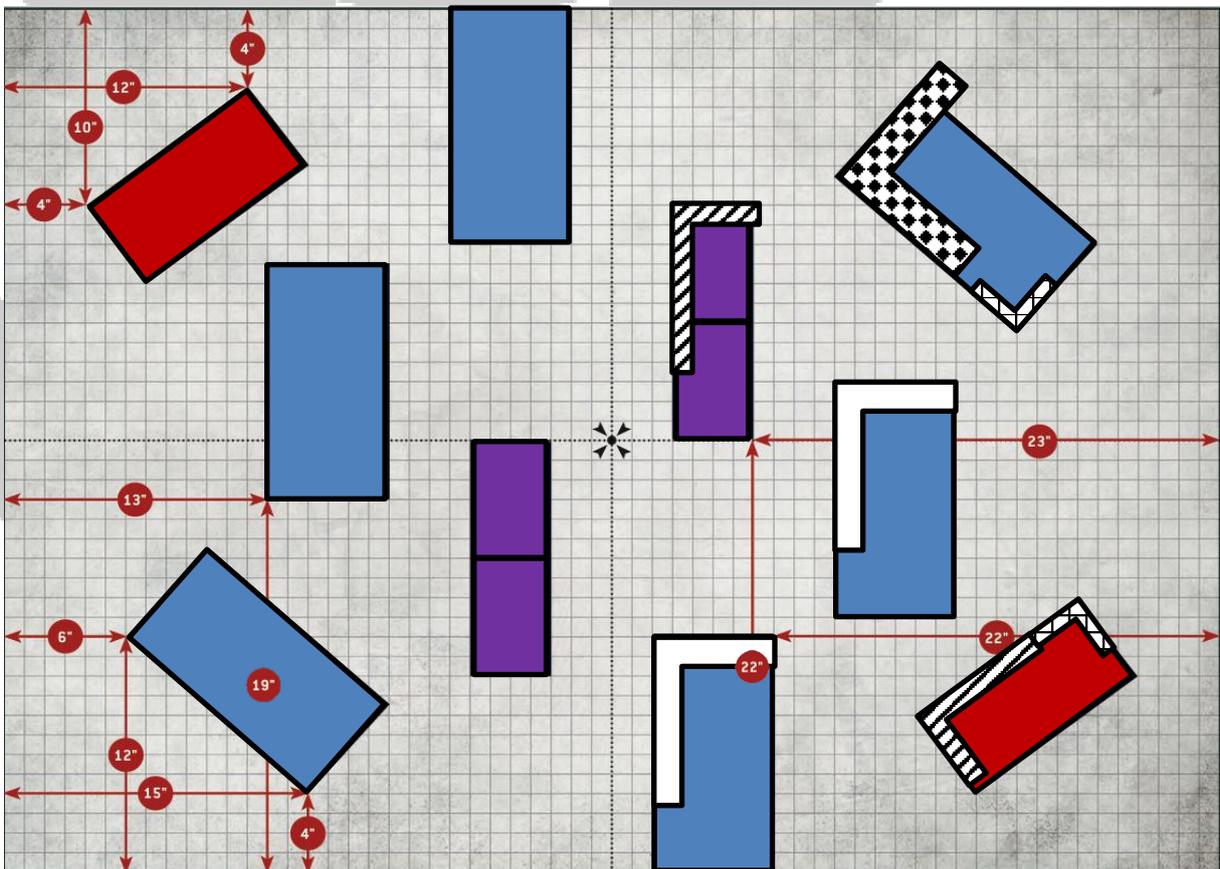




### Game 3

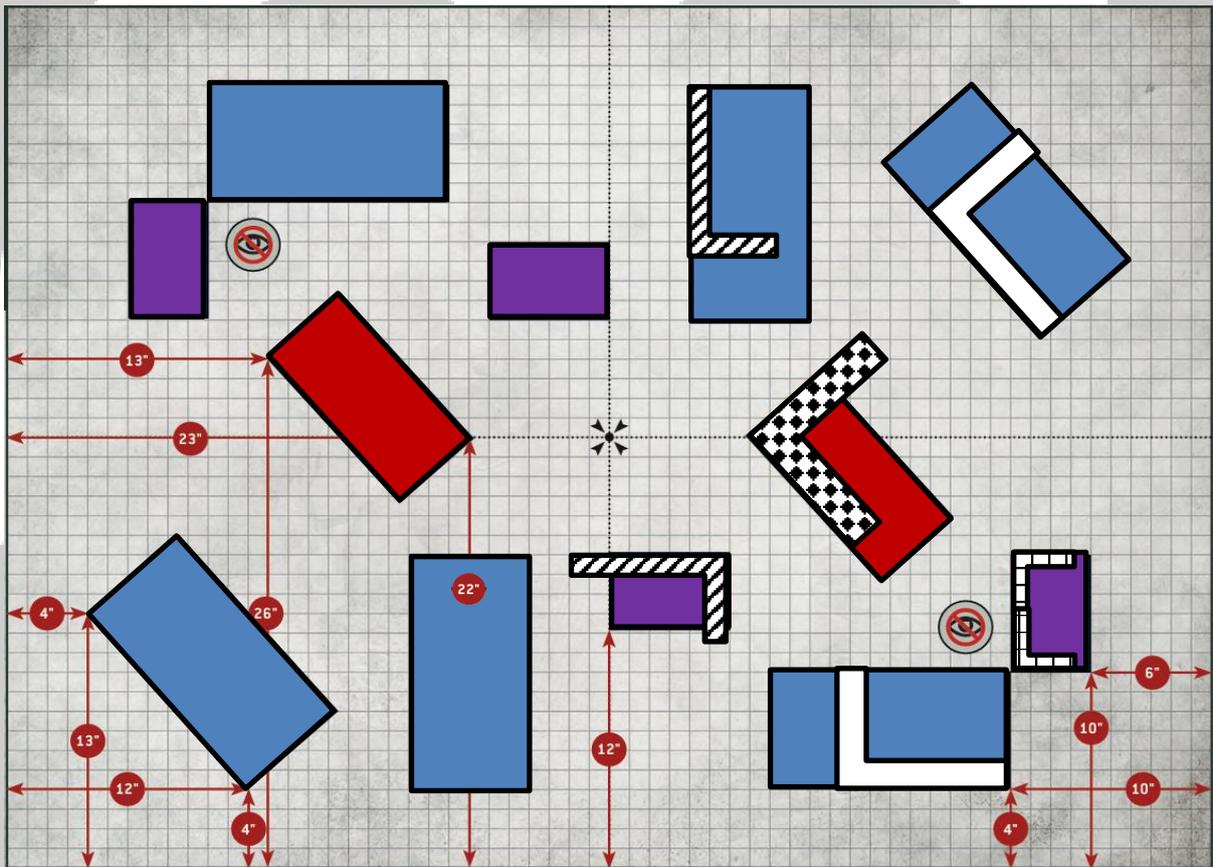


### Game 4





### Game 5





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## Terms & Conditions of Ticket Purchase

By purchasing a ticket to this event, you agree to be bound by the following Terms & Conditions:

### 1. Refund Policy

It is never fun to have to drop out of an event, but we understand that sometimes life can get in the way of playing with our toy soldiers. If you can no longer attend the event, please contact us by email ([elmominiatures@outlook.com](mailto:elmominiatures@outlook.com)) as soon as possible to let us know.

Cash refunds are not available, but we will be happy to transfer your ticket to a future event of the same value.

### 2. Safeguarding Policy Summary

This event is marketed at adults (i.e., people >18 years old) who are expected to take reasonable responsibility for their own wellbeing and safety. That being said, we are pleased to welcome younger members of the 40k community to our events. The parents or legal guardians of any event attendee under the age of 18 ('underage') are considered to have accepted the following conditions by purchasing a ticket, or by the underage attendee purchasing a ticket of their own accord:

- We cannot accept legal responsibility for the safety of underage attendees. We do not hold child specific teaching, first aid, or welfare qualifications.
- It is recommended that any underage individual be accompanied to the event by their parent/legal guardian at all times. For clarity, if this parent/guardian is not playing in the event themselves, they do not need to purchase a ticket.
- The parent/legal guardian of any underage attendee accepts the event has an 'open door' policy, during which general members of the public will be able to enter or leave the venue as they please. As such, the organisers of the Saffron Slam cannot control who comes into contact with their underage attendee during the event.
- The organisers of the Saffron Slam do not carry out any child-welfare vetting procedures on other attendees at the event, and it must not be assumed that other attendees have been deemed safe to interact with underage attendees.
- Alcoholic drinks will be available for sale at the Saffron Slam and other attendees are likely to consume alcohol during the event.

We recommend the parent/legal guardian, or any underage attendee, **contact us** to discuss the above prior to purchasing a ticket so we can help ensure you are clear on what the event entails. We will ask you to fill out and sign a Parental Consent Form prior to the event.

Our full Safeguarding Policy and the associated documents can be found here: [Safeguarding | Elmo Miniatures](#).



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## FAQS

Below are some general FAQs for how games will be organised/run at this event. Please read these and make sure you understand them before the event.

If you have any general 10<sup>th</sup> Edition or unit/rule interaction queries, please refer to the Games Workshop FAQ page here: [Warhammer 40,000 - Warhammer Community](#)

If you have any further queries not answered below or in the GW FAQ, please email us at [elmominiatures@outlook.com](mailto:elmominiatures@outlook.com) and we'll be happy to help.

- 1) If my opponent concedes, how do we calculate the scores?
  - a. Every Battle Point matters! We don't want to see anyone conceding their games, even when the situation looks hopeless. We feel that conceding games early can impact on the experience of your opponent, even if they are having some heinous dice rolls! As such, if you choose to concede your game, you will be given a 'Loss' and a Battle Points score of 0. Your opponent will be given a 'Win' and a Battle Points score of 100.
- 2) We didn't finish our game, should we 'talk out' the rest of the game?
  - a. No. It is both players' responsibility to make sure the game finishes on time. When the 10-minute warning is given, you should both work hard to get to the end of the current Battle Round. At this point, you should total up both of your scores up to that point in the battle and submit these as your final score. If you are uncertain whether you can finish your games on time, try practising with a chess clock before the event.
- 3) Are you using chess clocks, how should we use them, and what happens if one player runs out of time?
  - a. We are not enforcing the use of chess clocks at this event. That being said, if either you, or your opponent wants to use one for your game, it must be used.
  - b. To determine the amount of time each player has available to them, players should pause before making the Attacker/Defender roll off and review the remaining time in the Game. Players should deduct 5 minutes off the remaining time, then split this in two to give the individual time allocations.
  - c. The clock should be started immediately after the Attacker/Defender roll-off, when deployment begins.
  - d. During the game, the clock can be freely switched back and forth between players and it is important both players are clear on the situations where this is appropriate. Typically, the clock will be on the active player during their turn but switched to the non-active player in the following scenarios:
    - i. Rolling armour/feel no pain saves.
    - ii. Removing casualties.
    - iii. Time to consider the use of a stratagem or reactive ability.
    - iv. Acting in the active player's phase (e.g. close combat, heroic interventions, shoot on death).



- e. If one player runs out of time, they are unable to act further. If they are in the middle of a turn, they stop playing immediately. From then on, they may only make saving throws (not feel no pain rolls) and Battle-shock tests, may not fight in combat, move, shoot, use any abilities, or make any active decisions. That player must make all efforts to complete any rolls they do need to make as quickly as they can so they don't unfairly use their opponent's time.
  - f. Players who have run out of time may score Primary Objectives they hold and any Secondary Objectives they are eligible to score without active play. The player may draw new Tactical Secondary Objectives if they have space in their hand, but may not choose to discard cards they have not yet achieved (this is considered an active decision).
- 4) Can we move the terrain around to better suit mine and my opponent's game?
- a. If you are on a 'themed' board, yes. Our main focus on these boards is for you to have five great games of 40k. If there's a terrain layout that feels like it is too heavily favouring you or your opponent, or some of the pieces will look cooler orientated in a different way, please feel free to move them. Please do make sure you and your opponent both agree on the placement of terrain before you move anything. If you're not sure, just ask one of the team and we'll be pleased to help.
  - b. If you are on a fixed terrain layout board, no. These layouts have been designed to give a balanced experience, so these should be measured accurately and adhered to.
- 5) What does LOS blocking mean on the terrain rules page, and does this effect Towering/Aircraft units?
- a. Units cannot draw lines of site across LOS blocking terrain, and these terrain pieces should be considered to be infinitely high for the purposes of visibility. The Towering/Aircraft vision rules relate solely to 'Ruins' in the Core Book and so do not apply to these pieces of terrain.