UAE 40K · LEAGUE PACK

Teams Winter League

Teams of eight · 2,000 points · Three rounds · 29 January to 11 March 2027

ROUND 1
Fri 29 Jan – Tue 9 Feb
List changes Tue 9 – Thu 11 Feb

ROUND 2
Fri 12 Feb – Tue 23 Feb
List changes Tue 23 – Thu 25 Feb

ROUND 3
Fri 26 Feb – Thu 11 Mar
Final round

Where	Back to Games, Town Centre Jumeirah
Sign up	Captains register the team and its lists on Best Coast Pairings by Thursday 28 January at 21:00
Organiser	Nils Bouillard · WhatsApp +971 55 497 6419

1 How it works

- Four teams of eight, three rounds: every team plays each of the others once. Fixtures go up on BCP before round 1.
- **Friday:** the round starts and captains run the pairing.
- **Friday to Tuesday the week after:** each pair arranges and plays their game, any time in that window. Captains report all eight results on BCP by **21:00 on the Tuesday**.
- **Tuesday to Thursday:** players can change their lists on BCP, by **21:00 on the Thursday**.
- **Final round:** results due by 21:00 on Thursday 11 March. The calendar on page 2 shows every deadline.
- Without four full teams of eight, the league switches to **teams of six**, most likely six teams of six, and this pack will be updated.

2 Teams and lists

- Only one player per team can use units with a given Faction keyword, allies included.
- One exception: a team may include **two different Space Marine Chapters**, as long as those two players don't use the same Detachment or the same allies.
- Every Disposition must be taken by at least one player, and none by more than two.
- **2,000 points** each, submitted on BCP as a direct export from the app, with Leaders and Support attached and a Disposition selected.
- Lists can change between rounds, only in the Tuesday-to-Thursday window. The team rules above still apply.
- Proxies and conversions are welcome, as long as you explain clearly to your opponent what each model represents before the game.

3 The spirit of it

Play by intent: agree what can see what, the distances that matter and whether a unit is screening. It's both players against the rules, not against each other.

4 Pairing

Captains pair their players in three steps. Every choice is made in secret and revealed at the same time.

Steps one and two, each setting two games:

- Each captain puts forward one **defender**, then offers two **attackers** against the other team's defender.
- Each defender chooses which attacker to play and picks the layout. The refused attacker goes back into their team's pool.

Step three, with four players left on each team:

- Defenders and attackers as before, setting two games.
- The two refused attackers play each other.
- The last player on each team plays the other team's last player: the **Champions** game.
- These two games use layout A, B or C in rounds 1, 2 and 3.

5 Scoring

- Each game is worth 20 Battle Points, 160 per round. A team wins with **86 or more**, loses with 74 or fewer, and draws in between.
- Standings: team record, then individual wins, then total Battle Points.

6 If you can't play

- If a player needs to be substituted, anyone from the team can play their list, with the organiser's approval.
- If a match isn't played by the end of the round, the organiser decides the result.

7 League calendar

MON	TUE	WED	THU	FRI	SAT	SUN
25 JAN	26	27	28 Sign-up and lists 21:00	29 R1 pairing	30	31
1 FEB	2	3	4	5	6	7
8	9 Results 21:00	10	11 Lists 21:00	12 R2 pairing	13	14
15	16	17	18	19	20	21
22	23 Results 21:00	24	25 Lists 21:00	26 R3 pairing	27	28
1 MAR	2	3	4	5	6	7
8	9	10	11 Results 21:00	12	13	14

Play your game List changes allowed Results due and list changes open All deadlines 21:00 Dubai time

All dates and times are Dubai time. Questions go in the UAE 40k WhatsApp community. uae40k.org/events