



# BELGIAN OPEN EVENT PACK 2025

V1.2

LAST UPDATE: APRIL 18TH



ABOUT THE BELGIAN OPEN WH40K

## ENTRY FEE & REGISTRATION

Entry fee for 2025 is 60€ per player. Tickets do not include food. There will be an option to pre-order a sandwich on-site, and there will be a foodtruck on site on Sunday. You are welcome to bring your own food to the event but it is prohibited to bring your own drinks (pending medical needs, in which case of course exceptions are allowed). Tickets are available through the WTC Belgium webstore:

<https://wtc-belgium.com/product-categorie/ticketing/>

Payment preferred via SEPA or iDEAL (where available).

### REFUNDS AND CANCELLATION POLICY

All tickets are digital (confirmation of your order by email). You will not receive physical tickets. All purchases are non-refundable. In the instance the event is cancelled due to force majeure, refunds will be issued. Processing these may take up to 90 days to process and will start at the latest 30 days after the force majeure cancellation notice. All ticket refunds like this will be subject to a 15% service fee.

### VENUE LOCATION

The event will be held in **Mechelen, Belgium** at **Zaal de Loods**. For more info regarding the venue including how to get there, hotels etc, please visit the following website :

<http://www.wtc-belgium.com>



### PARKING ARRANGEMENTS



There are free parking spaces available directly at the venue.



ABOUT THE BELGIAN OPEN WH40K

# MISSION STATEMENT

With the Belgian Open 2025 we are resurrecting the Grand Belgian Open series that was last held in 2013, hopefully returning an international player base to a qualitative event organized on behalf of the Belgian WH40K scene, with the specific aim to cater to both Flemish and Walloon part of the country, but providing a competitive environment that hopefully once again attracts interest from our neighbouring countries as well.

The event will be played with WTC rules, on WTC terrain (a mix of Weyland Yutani and Bandua WTC 40K terrain). It will be a 2 day event, and will be capped at 64 players for its first edition.

## SPORTSMANSHIP AND PLAYER BEHAVIOR

Players attending the Belgian Open are expected to act in a sportsmanlike manner at all times, and this not only towards their direct opponents. This goes for all other attendees and staffing as well. All players must be able to communicate in fluent English.

Players are expected to 'play by intent.' What this means, within the context of the Belgian Open, is that players should actively talk through everything they are doing and what they intend to accomplish by doing it (i.e, I am moving these Genestealers to charge you from behind this wall to avoid your overwatch). This requires both players to ensure that it is a two-way conversation where information is not being purposefully withheld insofar that it could affect your opponent's intention (i.e. before you move those Genestealers, don't forget that my 6 Flamers can overwatch you before you begin to move as I currently have line of sight).

For clarification this does not mean that you need to reveal your game-plan, but it does mean that the game should be played openly, and that information should be freely shared at all times between players. At our events, it is the responsibility of both players to avoid any 'gotcha-moments' from happening during the game.



## ABOUT THE BELGIAN OPEN WH40K

# WCW QUALIFIER

Our event applied to be a qualifier for the World Championships of Warhammer. The event winner should receive an invitation to attend the World Championships of Warhammer (TBC).



## EVENT RULES

### WYSIWYG & 3D PRINTED MODELS

Your army has to be fully painted to basic tabletop standard, be fully based (on the appropriate base for the model) and be **WYSIWYG**. Models that do not fit the WYSIWYG profile, or considerably deviate from the norm **MUST** be presented to the Tournament Organiser prior to the start of the event before they can be played at the event.

**3D printed models** are allowed. The same applies for **third party models** and reasonable proxies/stand-ins for official Games Workshop models.

### EVENT RANKING AND METRICS

The aim is to crown one of our attendees as the sole winner of the event. To that extent, we will be running a Win-Draw-Loss format for ranking our players, using a 20-0 scoring system as a tiebreaker marker for ranking the players, with path to victory and random pairings between players of the same win track. The amount of rounds played will depend on people subscribing to the event. Since we want to have a single definitive event winner, we might ask the top 2 to play a final 6th round on Sunday evening. There needs to be a winner. To that effect, and for the finals only, if games are tied after the 5th battleround, play will continue for additional battlerounds with each player **ONLY** scoring on primary objectives at the end of their given turns, until one player has achieved a VP difference to secure the win for the game by that metric. Event administration will be managed through **Best Coast Pairings**.



# EVENT SCHEDULE

## SATURDAY AUGUST 30TH

Registration & Welcoming	7:30 - 8:30
Game 1	8:30 - 11:30
Game 2	12:30 - 15:30
Game 3	16:00 - 19:00

## SUNDAY AUGUST 31ST

Game 4	8:30 - 11:30
Game 5	12:30 - 15:30
Game 6 & FINAL (top 2)	16:00 - 19:00
Awards	19:15 - 19:30

# EVENT TIMELINES

Rules & Publication Deadline      Friday August 8th      23:59 CET

List Submission      Sunday August 10th      23:59 CET

Public Release of Lists      August 11th



# TOURNAMENT RULES

- 10th edition, 2025 Tournament Companion GT Pack.
- 2000 points Strikeforce armies, fully painted and WYSIWYG
- Round 1 players from the same club cannot be paired against each other (in order to assure this, you need to mention your club as your "team" in BCP)
- Codexes that have not received an official FAQ by list submission deadline cannot be played unless the faction specific FAQ has been released by the WTC/GW
- Swiss system for pairing after R1 (W/D/L, WTC tournament points as tiebreaker)
- Preset GT Pack missions (to be announced as soon as mission pack update is released)
- WTC terrain, played on a 60" by 44" table
- 6 round tournament. After round 5 the top 2 players play the final to determine place 1 and 2 while other players finish the 6th round to determine their final placing
- Forgeworld units are allowed
- Units of Legend may not be used
- Chessclocks advised (will be mandatory for players that are found playing too slow)
- Official language of the tournament is English

## TERRAIN OUTLINE

Tables will be randomly populated with maps from the WTC map pack.

Each player is responsible for adjusting the terrain according to the map pack at the start of a given round.

## MISSION OUTLINE

DAY 1 AUGUST 30TH		Mission	Primary Mission	Mission Rule	Deployment Type
Round 1	H	Supply Drop	Smoke and Mirrors	Hammer and Anvil	
Round 2	F	Burden Of Trust	Hidden Supplies	Hammer and Anvil	
Round 3	-	Terraform	Swift Action	Crucible of Battle	
DAY 2 AUGUST 31ST		Mission	Primary Mission	Mission Rule	Deployment Type
Round 4	P	Scorched Earth	Inspired Leadership	Crucible of Battle	
Round 5	C	Linchpin	Fog Of War	Tipping Point	
Round 6	A	Take and Hold	Raise Banners	Tipping Point	



# TOURNAMENT RULES

## PRIZE SUPPORT

There will be trophies and prizes for:

- Event winner (1st)
- Runner up (2nd)
- Second runner up (3rd)

Best in Faction:

- Chaos
- Xenos
- Imperium

Best painted awards (this must be painted by the player). Commission painted armies will have to be declared when you are nominated for this award. Find our rubric on how painting scoring is done at our event on the pages after this section. Commission painted armies are never eligible for these awards:

- Best Painted Army
- Best Miniature

## ROUND SCORING

VP DIFFERENCE	PLAYER GAME POINTS	OPPONENT GAME POINTS
0 - 5	10	10
6 - 10	11	9
11 - 15	12	8
16 - 20	13	7
21 - 25	14	6
26 - 30	15	5
31 - 35	16	4
36 - 40	17	3
41 - 45	18	2
46 - 50	19	1
>50	20	0



# PAINTING RUBRIC

Your paint score is determined in two phases. First, judges will visit every table during the first day of play. Each player will receive an initial paint score of 30 (Battle Ready), 50 (an excellent looking tabletop army), or 75 (a showcase level army). A second round of scoring will determine the final event winner in this category.

## INITIAL SCORING

<b>BATTLE READY</b>	Your army has been painted to a tabletop ready standard	30 pts
<b>TABLETOP READY</b>	Your army has been painted to a very high level using basic techniques	50 pts
<b>SHOWCASE READY</b>	Your army is gorgeous, cohesive and thematic, using advanced techniques	75 pts

**NOTE:** A visually stunning display will not be taken into account when determining your paint score, We are an internationally traveled event, and do not wish to create a divide between those people that can easily take display boards on site and those that would decide against it due to traveling restrictions, However, particularly stunning displays might be eligible for on-the spot awards.

Once initial scores have been tallied, each player that scored a confirmed 70 will be invited to a showcase presentation. This will take place on the evening of the first day for a second round of judging from all three painting judges. They conduct an in-depth, exacting review of each army presented and give it a score based on the following parameters. The three scores are then tallied together and added to the base 75, giving the player an average paint score between 70-100 awarded against the combined considerations of technical skill (conversions, freehands, ...), visual impact (theme, ...), artistic decision (colors, ...), and consistency across the army.

## DETAILED SCORING

### CONVERSIONS

<b>BASIC</b>	Army contains basic conversions (reposed models, ...)	1 pts
<b>ADVANCED</b>	Army contains conversions using hobby materials like plasticard, greenstuff, and/or LEDs and often involves multi-kit components	3 pts
<b>EXPERT</b>	Army contains difficult conversions and/or scratchbuilt/sculpted models	5 pts





## PAINTING RUBRIC

### DETAILING

BASIC	Models in the army are painted using rather basic techniques like edge highlighting, blended highlighting, ...	1 pts
ADVANCED	Models in the army are painted using OSL, Weathering, Camouflage, Glow-effects, NMM and basic freehands.	3 pts
EXPERT	Models in the army are painted with exceptional artistic freehand work	5 pts

### BASING

BASIC	Basic cohesive basing has been applied to the army.	1 pts
ADVANCED	Bases contain extra bits or elements (multiple elements like cork, leaves, water-effects, snow-effects, ...), applied in a deliberate fashion to add to the army feel.	3 pts
EXPERT	Exceptional work has been done on the bases to add to the looks and feel of the army.	5 pts

### THEME

BASIC	Army follows the basic primer for its kind but contains all the elements for a themed army like separate unit designations, etc.	1 pts
ADVANCED	Obvious effort has gone into adding a cohesive thematic look and feel to the army.	3 pts
EXPERT	The army has an exceptional appearance that goes beyond the norm.	5 pts

### WOW FACTOR

BASIC	Stunning army that is lacking in certain aspects that distract from the whole	1 pts
ADVANCED	Gorgeous army where all the pieces blend together to add to the theme or story of the army.	3 pts
EXPERT	Army is truly unique and a work of art!	5 pts