

What and where

The Belgian Open Team Event is a team tournament for 6 players per team, using the 10th edition WH40K rules, organized by Malinas Events BV.

It will take place on Saturday & Sunday December 6th and 7th at Spelfanaat Mechelen, located at:



Spelfanaat Mechelen
Putsesteenweg 17
2800 Mechelen

Parking is available in neighboring streets or at the Aldi/Colruyt located within walking distance.

Ticket includes a sandwich on site each day (pre-order forms will be shared with registered players). Drinks will be provided on site at democratic prices, so please refrain from bringing your own beverages into the gaming hall.

Subscription fee is 300€ per team (50€ per player), and team tickets are available from our webshop via the following link:

<https://wtc-belgium.com/product/wh40k-belgian-open-team-event/>

Tournament outline & team restrictions

The Belgian Open Team Event will use the 10th edition, 2025-2026 Chapter Approved Mission Deck & Tournament Companion rules for Warhammer 40K.

- 2000 points Strikeforce armies, fully painted and WYSIWYG
- Only one of each faction per team, which means only one instance of SM/DW/DA/BA/SW/... can be taken per team as they all have the Adeptus Astartes Faction Keyword. There are instances where faction keywords are replaced, in which case the final obtained keyword is taken into account for determining which factions are taken up by a given army list.
- Preset missions, played on a 60" by 44" table
- Pre-set tables, using the WTC Map Pack (see below), with Bandua/WTC Terrain sets
- Forgeworld units are allowed
- Units of Legend may not be used
- Chessclocks mandatory (every team to bring 3). Games need to finish 5 turns.
- If a codex release has not been updated with points in the MFM prior to list submission, but only has index points listed in the MFM, or no points listed in case of a new army/release, that codex is ineligible for being played or selected for team composition at the Belgian Open. Teams can of course play the index version with listed MFM points instead where applicable.
- Tournament administration will be done via BCP. Players that register their team will list their BCP account email address and be given the option to add their team members to upload their lists prior to list submission deadline.



Event Timelings:

November 16th: Registration Deadline

November 23rd: List Submission Deadline

November 27th: First Round Pairing

Timetable & Missions:

Day 1

Start time	// End time	// Activity
08.00	08.30	Introduction and registration

Round 1

Start time	// End time	// Activity
08.30	09.00	Pairing First battle
09.00	12.00	First battle – Linchpin – Tipping Point
12.00	12.30	Afternoon break, lunch

Round 2

Start time	// End time	// Activity
12.30	13.00	Pairing Second battle
13.00	16.00	Second battle – Take and Hold – Search and Destroy
16.00	16.15	Break

Round 3

Start time	// End time	// Activity
16.15	16.45	Pairing Third battle
16.45	19.45	Third battle – Terraform – Crucible of Battle

Day 2

Round 1

Start time	// End time	// Activity
08.30	09.00	Pairing Fourth battle
09.00	12.00	Fourth battle – Scorched Earth – Crucible of Battle
12.00	12.30	Afternoon break, lunch

Round 2

Start time	// End time	// Activity
12.30	13.00	Pairing Fifth battle
13.00	16.00	Fifth battle – Hidden Supplies – Hammer and Anvil
16.00	16.15	Break
16.15	16.45	Results

Tables available to each team:

We will be using a select number of tables from the WTC Terrain Pack V2.3. Each round, the following tables for the specific deployment will be available for a team to choose from (see pairing procedure outlined below).

Tables in Play:

WTC Table 1 // WTC Table 3 // WTC Table 4 // WTC Table 6 // WTC Table 7 // WTC Table 8

The WTC terrain pack can be found via this link:

<https://worldteamchampionship.com/wp-content/uploads/2025/07/WTC-2025-Map-Pack-Lite-2.3-Alt-lite.pdf>

Pairing Procedure:

Game pairings will follow the process below:

Each team will have 6 cards representing the armies on their team:

- 1.** Both teams put out 1 of their cards face down as a “defender”, these are then revealed simultaneously to both teams.
- 2.** Both teams put out 2 of their remaining cards face down as “attackers” against the opposing team's defender, these are then revealed simultaneously to both teams.
- 3.** Each team takes their 2 opposing attacker cards and selects 1 of those attackers for their defender to play against, placing their choice face down next to their own defender. These two defender/attacker pairs are then revealed as the first and second game pairings.
- 4.** Teams now roll off a dice, with the team with the highest die roll being the winner (Team A) getting the first table pick for their defender to play on followed by the team with the lowest die roll (Team B). The refused attackers are returned to their respective teams
- 5.** Repeat steps 1-4 to determine the third and fourth game pairings but with Team B getting the first table pick for their defender followed by Team A.
- 6.** The refused attackers from step 5 will be paired together as the fifth game pairing with Team A getting the table pick. The remaining 2 cards will form the sixth game pairing and will play on the only table left for the pairing.

Table Pick Order: A // B // B // A // A // remaining table

Tournament prizing

No tournament without prizes:

Best painted army award

The player with the most standout army will receive a WH40K boxset and custom glass trophy

Best Team

The players on the winning team will each receive a WH40K boxset and a custom glass trophy