

## What and where

The Belgian Open GT is a 5-rounds tournament for WH40K using the 10th edition WH40K rules, where players can individually battle it out to determine who is the most savvy general of the day! The event is organized by Malinas Events BV.

It will take place on Saturday February 28th & Sunday March 1st 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.

Registration fee is 40€ per player. Tickets are available from our webshop via the following link:

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

## Tournament outlining

The Belgian Open GT 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
- 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. 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 at the Belgian Open. Players can of course play the index version with listed MFM points instead where applicable.
- Tournament administration will be done via BCP. Players that register will list their BCP account email address and be added by the tournament organization to BCP in order to upload their lists prior to list submission deadline.

## Event Timelings:

February 19<sup>th</sup>: Registration Deadline

February 20<sup>th</sup>: List Submission Deadline

February 21<sup>st</sup>: First Round Pairing

## Timetable & Missions:

### **Day 1**

<b>Start time</b>	<b>// End time</b>	<b>// Activity</b>
08.00	// 08.30	// Introduction and registration

### **Round 1**

<b>Start time</b>	<b>// End time</b>	<b>// Activity</b>
08.30	// 11.30	// First battle – <b>Linchpin – Tipping Point</b>
11.30	// 12.30	// Afternoon break, lunch

### **Round 2**

<b>Start time</b>	<b>// End time</b>	<b>// Activity</b>
12.30	// 15.30	// Second battle – <b>Take and Hold – Search and Destroy</b>
15.30	// 15.45	// Break

### **Round 3**

<b>Start time</b>	<b>// End time</b>	<b>// Activity</b>
15.45	// 18.45	// Third battle – <b>Terraform – Crucible of Battle</b>

### **Day 2**

### **Round 1**

<b>Start time</b>	<b>// End time</b>	<b>// Activity</b>
09.00	// 12.00	// Fourth battle – <b>Scorched Earth – Crucible of Battle</b>
12.00	// 13.00	// Afternoon break, lunch

### **Round 2**

<b>Start time</b>	<b>// End time</b>	<b>// Activity</b>
13.00	// 16.00	// Fifth battle – <b>Hidden Supplies – Hammer and Anvil</b>
16.15	// 16.45	// Results

## WTC Tables played at the event:

We will be using a select number of tables from the WTC Terrain Pack V2.4

### **Tables in Play at the event:**

WTC Table 4 // WTC Table 5 // WTC Table 6 // WTC Table 7

The WTC terrain pack can be found via this link:

<https://worldteamchampionship.com/wp-content/uploads/2025/11/WTC-2026-Map-Pack-Lite-2.4-Alt-Release.pdf>

## Tournament prizing

We think it is very important to give back to the playerbase, and to make sure that players that perform well in a given metric have something to show for it. As such, we will be providing the following prizes at the event:

### **Painting Awards**

The 3 players with the most standout armies (see painting rubric below) will receive something to help them with their future painting projects. The general with the best painted army will receive a custom trophy.

### **Podium Placement**

The Top 3 players will each receive a WH40K boxset and a custom trophy.

## Painting Rubric

Your paint score is determined in two phases. First, a judge 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).

**NOTE:** A visually stunning display will be taken into account when determining your paint score. Once initial scores have been tallied, each player that scored a confirmed 75 points will be moving to the Detailed scoring phase.

### **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

Eligible generals will be subjected to a second round of judging during the event. The paint judge will conduct an in-depth, exacting review of each army presented and give it a score based on the “Detailed Scoring” parameters. The three scores are then tallied together and added to the base 75, giving the player an average paint score between 75-100 awarded against the combined considerations of technical skill (conversions, freehands, ...), visual impact (theme, ...), artistic decision (colors, ...), and consistency across the army



## DETAILED SCORING

### CONVERSIONS

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

### 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