

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 May 2nd and May 3rd 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/>

Coaching at the event

Teams can bring one or more coaches freely, at the additional charge of 20€ per coach to account for food and trophy costs. Teams that want to include this option can buy a Staff Pass from the website.

Notes about coaching at the event:

At all times, coaches should keep a respectful distance around the table and the other players, and the incentive should always be to not take any actions, direct or indirect, that may interrupt the natural flow of a game. Coaches have an observer role and shall not weaponize their presence in a game by disrupting or distracting the opposing player needlessly. For instance, coaches may not freely offer rules information but can read the relevant rule / FAQ entry at the request of (either or) both players. Coaches may not interject in any way if they perceive an in-game issue such as a player forgetting to consolidate, using a rule incorrectly, if the clock wasn't passed back correctly, etc, but must instead immediately defer the issue to a referee.

Coaches share responsibility with the players for the correct outcome of the round when they are at the table. As part of their shared responsibility for the integrity of the games being played, coaches must discreetly call upon a referee as soon as they notice a misplay at the table that may potentially affect the outcome of the game in a negative way, even if the misplay occurs from one of their own players. An example of this is when a player must do something but forgets to do so.

Coaches may ask for the score / battle round / turn status, but only when one of the players is tallying up the score at the end of a given turn and is ready to document it on the scoresheet. Players are allowed to check in with their coach on their time, during their turn, to ask about the

status of the other games/the round.

Note that non-playing team members are not allowed to write anything on the players' score sheets nor should they be involved with tallying up the scores until the moment the players have agreed upon a given game's result, at which time they may doublecheck the tally.

Tournament outlining & 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, with one exception for the Adeptus Astartes Faction Keyword. Teams can have up to two armies with this Faction keyword but with the following restrictions:
 - Only one detachment can be chosen from the Codex: Space marines.
 - At least one detachment needs to be chosen from a Codex Supplement book.
 - The unit overlap count can not be greater than 4. This means for instance that between the two Space Marine Players there could be an overlap of 4 Repulsor Executioners in a 3/1 or 2/2 divide between the two players. This is done to ensure some variety between the two lists and to make sure the any potentially too strong unit isn't spammed over the two armies.
 - The SM chapters played cannot be the same across the two lists.
- 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. Don't make horde lists for your team if your player cannot manage to finish a game in the allocated timeframe.
- 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 Timelines:

April 20th: Registration Deadline

April 26th: List Submission Deadline

April 27th: Pairing Announcement

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 Team

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

Best painted army award

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

For determining the best painted we will be using the following metrics/procedure:

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

BATTLE READY	Your army has been painted to a tabletop ready standard	30 pts
TABLETOP READY	Your army has been painted to a very high level using basic techniques	50 pts
SHOWCASE READY	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.

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

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