What and where

The Belgian Open GT is a 5-rounds tournament for WH40K using the 11th 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 September 12th & Sunday September 13th at Spelfanaat Mechelen, located at:

Spelfanaat Mechelen
Putsesteenweg 17
2800 Mechelen

The entrance is on the left side of the gaming store, via a sidedoor.

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/?p=7170

Tournament outline

The Belgian Open GT will use the 11th edition & Warhammer Event Companion version 1.1 for Warhammer 40K.

Warhammer Event Companion v1.1

- 2000 points Strikeforce armies, fully painted and WYSIWYG
- Preset missions, played on a 60” by 44” table.
- Pre-set tables, using official and WTC Killteam terrain
- Army lists need to be submitted using an export from the official Warhammer App. Forgeworld units are allowed but units of Legend may not be used
- Chessclocks mandatory. Games need to finish 5 turns
- 3rd party models and 3D-printed models are allowed, but need to be approximate the silhouette and space of the original model, else a penalty for modeling for advantage may be applied
- If a codex release has not been updated with points in the MFM prior to list submission, that codex is ineligible for being played at the Belgian Open. Players can of course play the index/older 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.

Scoring at the event

Players are welcome to use any app to score the game if both players agree to it, otherwise paper scoring will be the default. In any case, where players cannot agree on a score at the end of a game and a referee intervention is needed, the paper scoresheet will be the only one used to adjudicate a given score.

Event Timelines:

Wednesday September 9th: Registration Deadline
Wednesday September 9th: List Submission Deadline
Thursday September 10th: 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	| | 11.30	| | First battle – Layout A
11.30	| | 12.30	| | Afternoon break, lunch
Round 2		
Start time	***| | End time***	***| | Activity***
12.30	| | 15.30	| | Second battle – Layout B
15.30	| | 15.45	| | Break
Round 3		
Start time	***| | End time***	***| | Activity***
15.45	| | 18.45	| | Third battle – Layout C

Day 2

Round 1		
Start time	***| | End time***	***| | Activity***
09.00	| | 12.00	| | Fourth battle – Layout C
12.00	| | 13.00	| | Afternoon break, lunch
Round 2		
Start time	***| | End time***	***| | Activity***
13.00	| | 16.00	| | Fifth battle – Layout B
16.15	| | 16.45	| | Results

MALINAS EVENTS
EVENTS, MADE BETTER

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 or second 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

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 seperate 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 goed 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