



# **Event Schedule**

## Registration Start Time: 8-9:00am Saturday, September 23, 2023

Rounds	Start Time	End Time
Registration	8:00am	9:00am
Round 1: Crucible of Battle: Chilling Rain: Purge the Foe	9:00am	11:30am
Lunch/ Paint Judging	11:30pm	12:30pm
Round 2: Hammer & Anvil: Sweep & Clear: Priority Targets	12:30pm	3:00pm
Round 3: Search & Destroy: Secret Intel: Sites of Power	3:00pm	5:30pm

# Day 2: Sunday September 24, 2023

Rounds	Start Time	End Time
Round 4: Sweeping Engagement: Targets of Opportunity: Supply Drop	9:00am	11:30am
Lunch	11:30am	12:30pm
Round 5: Crucible of Battle: Minefields: Take & Hold	12:30pm	3:00pm
Round 6: Hammer & Anvil: Hidden Supplies: Scorched Earth	3:00pm	5:30pm
Awards & Prizes	6:00pm	7:00pm

# **FORMAT & FAQ**

#### This will be an ITC formatted event.



## **Event Specific FAQ's/Errata**

- 10th ed 40k Leviathan Rules
- Designer Commentary
- 10<sup>th</sup> Ed Indexes
- Any 10<sup>th</sup> Ed Codexes released by rules cut off.
- List Submission due date: 11:00 pm of September 19th, 2023
  - Players will submit their 2k point lists to BCP.
  - O Any late submission will incur a yellow card for sportsmanship. Lists must be uploaded in a clear, concise, and understandable format into BCP.
- The deadline to submit pictures for model conversion approval and for pre-event rules questions is midnight September 18, 2023. Conversions not submitted for approval prior to this date may be removed from play if deemed to be inadequate substitutions.
- The <a href="ITC Code of Conduct">ITC Code of Conduct</a> will be in effect for this event. You will be expected to have read and understood it prior to coming.
- No new rules material will be allowed after September 16th, 2023.

- All models must be painted to GW Battle Ready standard to claim the 10pts of Battle Ready.
  Guidelines can be found Here
- If you want your army to be paint judged, set up your army in the designated area of the Event Center after the first round of the day during lunch with your name clearly visible near it.
- If you still have questions, please submit them <u>HERE</u> for one of our judges to review and answer. The answer will then be saved and shared in the above Responses document.
- Time and Battle Rounds. A 10 min warning will be called. If you cannot finish an entire battle round. Do not start one.
- Time Clocks: Time clocks can be utilized and cannot be denied if requested. If a player requests the clock in the middle of the game, the Judges will set it to what time is remaining in the round.
- When you call for a judge, please keep your hand raised until the Judge can acknowledge you.
- Both players are required to be present when the judge makes a ruling.

### **Sportsmanship**

A card system will be in use.

- If a player earns more than one yellow card, each time he receives one past the first, the Head Judge will decide on whether to remove the player from the event.
- Only the Head Judge can make a call to remove a player from the tournament.
- Players may earn a yellow card for numerous reasons, some examples:
  - Disrespectful behavior to opponent, other players, judge, or staff
  - o Failure to respond honestly to a judge's question.
  - Cheating. There is a ZERO tolerance policy to cheating. Anyone caught cheating will be given 0 points for the event, asked to immediately leave the event, and banned for a year. In addition, their name, email and conduct will be shared with the Texas Championship Circuit, which may result in additional bans from other TCC events.

### **Terrain Guidelines**

- We will be using the following 2 terrain maps for the Warzone Houston 40k Championships event.
- The L and U shaped buildings are Ruins terrain features and follow all the normal rules for Ruins.
- The oval terrain features are Woods and follow all the normal rules for Woods.
- The large containers are Armoured Containers and follow all the normal rules for Armoured Containers. This means that you cannot move through them, but are forced to move over or around them.
- Fortifications:
  - Fortifications to be placed during deployment.
  - If you have any difficulty fitting a Fortification into the desired placement, please call a Judge for assistance.
- "L" Shaped Buildings are measured from the outline.
- The second floor of the buildings have open windows. The open doors that appear in the pictures will be closed for the tournament.
- H-Town Shuffle: Players will be allowed to rotate 1 terrain feature within their table half. (Refer to the relevant mission deployment for player table halves)
  - After rolling for Attacker and Defender, starting with the Defender, pick a Terrain Feature within your table half to rotate. The Attacker can then pick a terrain feature within their table half to rotate.
  - The rotation will occur on the central axis of the terrain piece.
  - This terrain rotation must end within the following parameters.
    - "U's" must be 4" away from battlefield edges and other buildings.
    - "L's" must be 4" away from battlefield edges and other buildings

Terrain Layout 1



Terrain Layout 2





