

WARZONE

HOUSTON'S LARGEST WARGAMING EVENT

Warhammer 40,000 Championship



Warzone Houston's biggest event - this is competitive 40K at its finest! Come battle it out with 40k's finest and see if you are worth your salt!

Warzone will take place Saturday September 28th and Sunday September 29th 2024. It will be 6 rounds of intense,

competitive 40k action, where only one will lay claim to the title, as Houston's Finest!

The event is open to all players but will follow a competitive format.

Warzone Houston is to be held at the Sam Houston Race Park Pavilion Center. They've granted us enormous 26,000 square foot of space to hold Warzone.

Hotel Address/Location:

10825 North Gessner Road Houston, Texas 77064

A huge thanks to all our sponsors for their support of this event!

[Purchase your event ticket, here.](#)

Organizer Contact Info

[Warzone Houston Facebook](#)

Tournament Organizer Names	Contact Information
Allan Bailey - Event Coordinator	WARZONEHOUSTON@GMAIL.COM
Jared Gomez- Head TO/Judge	jjtgomez@gmail.com
Nathan Glaesman - Judge	WARZONEHOUSTON@GMAIL.COM
Grant Nichols – Judge	WARZONEHOUSTON@GMAIL.COM

Event Schedule

Registration Start Time: 8-9:00am Saturday, September 28th

Rounds	Start Time	End Time
Registration	8:00am	9:00am
Round 1: Mission B: Purge the Foe, Smoke & Mirrors, Tipping Point	9:30am	12:00pm
Lunch/ Paint Judging	12:00pm	1:00pm
Round 2: Mission E: Take & Hold, Prepared Positions, Hammer & Anvil	1:00pm	3:30pm
Round 3: Swift Action, Terraform, Crucible of Battle	3:45pm	6:15pm

Day 2: Sunday September 29th

Rounds	Start Time	End Time
Round 4: Mission N: The Ritual, Swift Action Crucible of Battle	9:30am	12:00pm
Lunch	12:00pm	12:45pm
Round 5: Mission J: Linchpin, Raise Banners, Search & Destroy	12:45pm	3:15pm
Round 6: Mission K: Scorched Earth, Stalwarts, Search & Destroy	3:30pm	6:00pm
Awards	6:00pm	6:30pm

FORMAT & FAQ

This will be an [ITC formatted event](#).



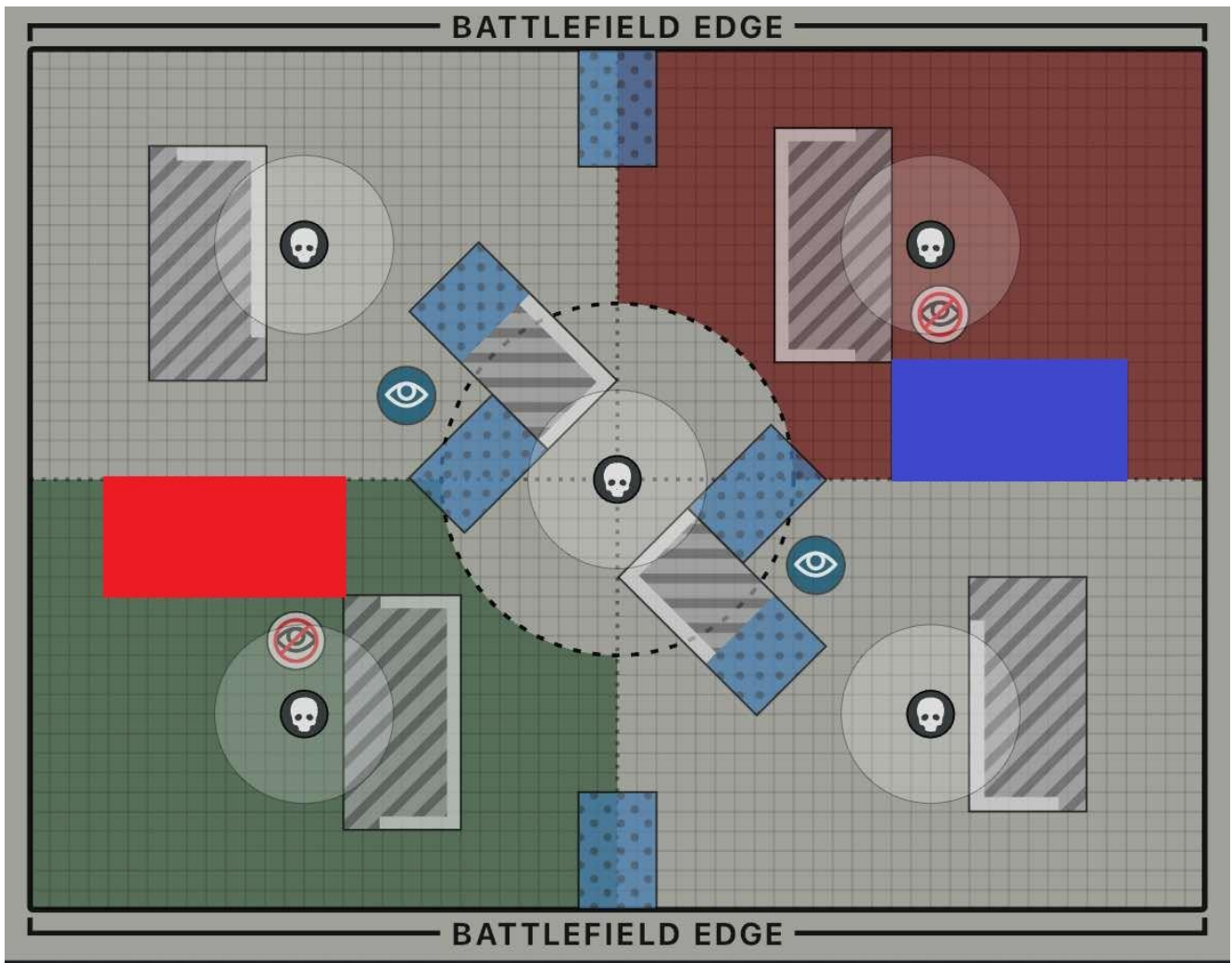
Event Specific FAQ's/Errata

- 10th ed 40k Pariah Nexus Tournament Missions
- List Submission due date: Midnight **September 20th, 2024**
- The deadline to submit pictures for model conversion approval and for pre-event rules questions is 11:59pm September 20th, 2024. Conversions not submitted for approval prior to this date may be removed from play if deemed to be inadequate substitutions.
- The [ITC Code of Conduct](#) 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 21st, 2024.

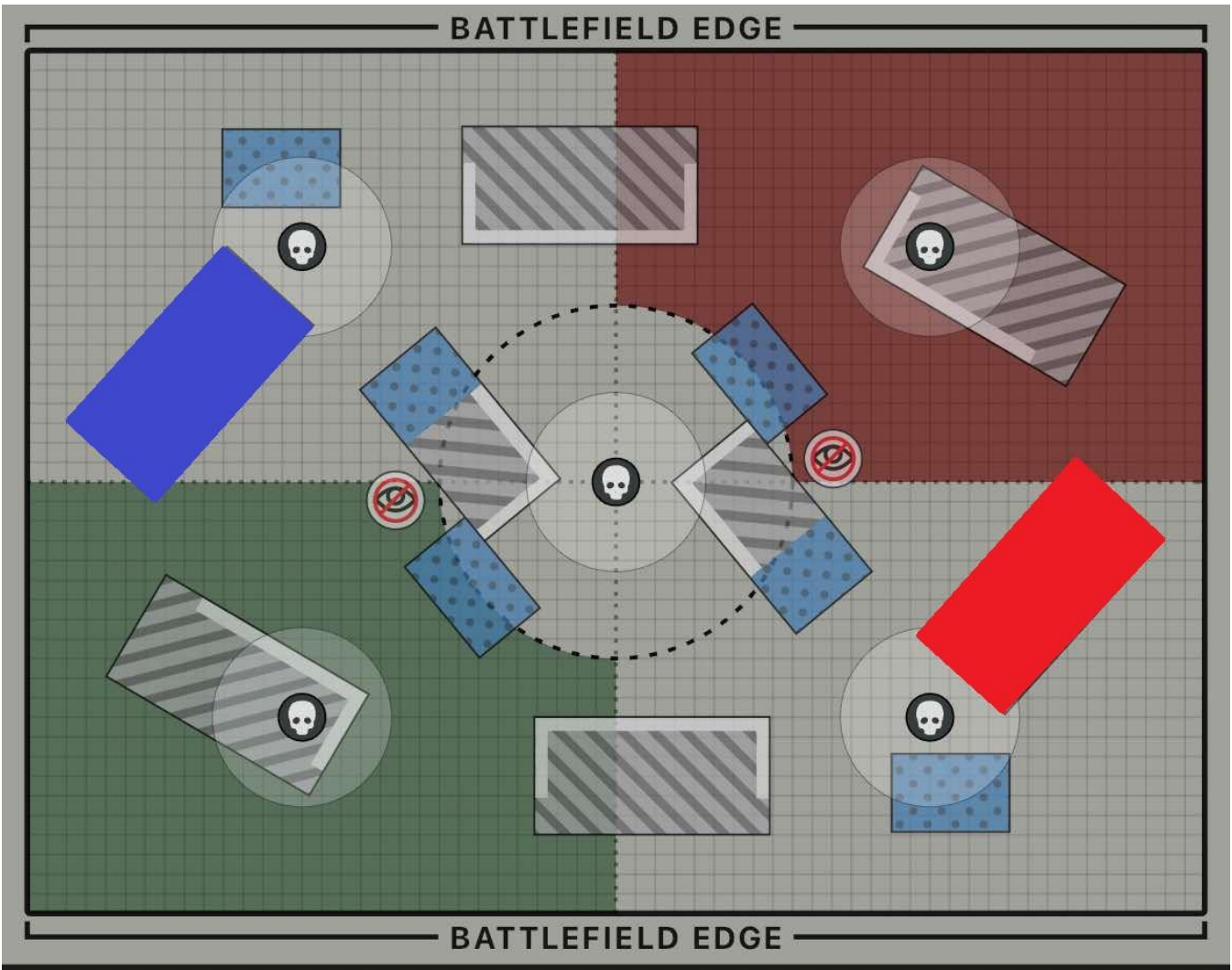
- All models must be painted to GW Battle Ready standard. Guidelines can be found [Here](#)
- If you want your army to be paint judged, set up your army in the designated area of the Event Center after the first round of the day during lunch with your name clearly visible near it.
- If you still have questions, please submit them [HERE](#) 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.
- For the 1st & 2nd table on Day 2, Time clocks will automatically be in effect.
- 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.
- Peanut Gallery: Spectating a game can be as fun as playing one, but please bear in mind that the players are in the midst of a game. Please leave room for them to get around the table (At least 4') and keep your comments to yourselves or step away from the table.

Terrain Guidelines

- We will be using GW Pariah Nexus layouts 1 on Day 1, and 3 on Day 2.
- There are windows on the second floor of the 3-storey building. The open doors that appear in the pictures will be closed for the tournament.
- The large red and blue containers are scaleable, but not breachable terrain. They are treated as Ruins for all other rules purposes.
- You will use True Line of Sight when attempting to see around or over the blue and red crates.
- All other terrain features are RUINS.
- Irregular shaped terrain is to be considered as less than 4" tall.
- The terrain may not fit the EXACT measurements as displayed in the GW layouts. Please get as close as possible.



Day 1 Layout



Day 2 Layout 3

Sample terrain: Note that the picture below is not a reflection of any layouts. It's simply a view of what terrain to expect.

