



WARZONE HOUSTON 40K GT PLAYER PACKET

WarZone Houston is the premier miniature wargaming event in Houston, Texas, attracting enthusiasts from across the country. Held annually in the fall, it offers a vibrant weekend of tournaments, hobby competitions, and community engagement.

Where: Sam Houston Race Park Pavilion B – 7575 North Sam Houston Pkwy W Gate 3, Houston, TX 77064

When: September 5th-September 7th, the 40K GT is Saturday and Sunday.

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

Allan Bailey: Owner	warzonehouston@gmail.com
John Cook: TO	crazyredpraetorian@gmail.com
Joe Beddoe: TO	joe.beddoe@gmail.com
Brandon Lucio: Head Judge	
Grant Nichols: Judge	
Nathan Glaesmann: Judge	

Saturday Registration	Mission	8:00 AM	8:45 AM
Round 1	Linchpin/ Tipping Point	9:00 AM	12:00 AM
Lunch	Hit the food trucks!!!	12:00 AM	1:00 PM
Round 2	Hidden Supplies/Hammer and Anvil	1:00 PM	4:00 PM
Round 3	Terra Form/ Crucible of Battle	4:15 PM	7:00 PM

Sunday Check In	Mission	7:30 AM	8:00 AM
Round 4	Take and Hold/ Search and Destroy	8:00 AM	11:00 AM
Lunch	Destroy some food truck food!!!	11:00 AM	12:00 PM
Round 5	Scorched Earth/Crucible of Battle	12:00 PM	3:00 PM
Round 6 (Optional/top cut)	Burden of Trust/Search and Destroy	3:15 PM	6:15 PM
Awards	Get some Sweet Swag or Eat Sadness Donuts	6:15 PM	7:00 PM

Specific FAQ's/Errata

- 10th Edition 40k Chapter Approved Rules
- Designer Commentary
- 10th Ed Index
- Any 10th Ed Codexes released by rules cut off
- List Submission due date: 11:59 PM of September 1, 2025
 - Players will submit their 2k point lists to BCP.
 - Any late submission will incur a yellow card for sportsmanship. Lists must be uploaded in a clear, concise, and understandable format into BCP – TEXT ONLY! Don't upload a pic or image, just copy and paste from the GW app.
- The deadline to submit pictures for model conversion approval and for pre-event rules questions is 11:59 PM of September 1, 2025. Conversions not submitted for approval prior to this date may be removed from play if deemed inadequate substitutions.
- The ITC Code of Conduct and TCC Code of Conduct will be in effect for this event. You are expected to have read and understood it prior to coming.
- No new rules material will be allowed after August 25th, 2025. This is subject to change.
- Time and Battle Rounds. A 10 min warning will be called. If you cannot finish an entire battle round. Do not start one.
- There will be a hard call on dice down. Once time is called, players may talk out the current round. If both players do not agree on the outcome of the current round, use the last full turn for scoring. No further rounds may be talked out.
- **If you did not complete all battle rounds of a game, both players revert to the scoring at the end of the last full turn.**
- 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.

- In order to receive Battle Ready Points, a model must be painted to the GW Battle Ready standard as defined by Games Workshop. See the below example of a Battle Ready Mini. There is NO exception to this rule!



- If you want your army to be paint judged, set up your army in the designated area of the main hall after the first round of the day during lunch with your name clearly visible near it. Additional Paint judging will be done overnight on Saturday.
- 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.
- 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.
- Yellow Cards may carry a retroactive penalty.
- Players may earn a yellow card for numerous reasons, some examples:
 - Disrespectful behavior to opponent, other players, judge, or staff
 - Failure to respond honestly to a judge's question.
 - Misplay or list infractions

There is a ZERO tolerance policy for 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 all Texas Championship Circuit TOs, which may result in additional bans from other TCC events.

Best Sport will be determined by the following: Participants will receive 2 tickets. 1 for Day 1 (Games 1-3) and 1 for Day 2 (games 4-5). Game 6 will not count for Best Sport. Players will submit the ticket at the end of each day with the players name whom they are giving their best game vote. Each vote is worth 5 points (max 25) it will then be multiplied by 5 for overall scoring. In the event of a tie, TOs will talk to each vote as to why it was given.

Best Overall will be determined by the following: A combined score of Placing, Average Battle Points, Paint/Hobby, Sports. Placing Scoring: Max 100 First Place will receive 100 points; each place following will be reduced by 1 point. (i.e. 2nd is 99, 3rd is 98 etc.) Average Battle Points: Max 100 All games Battle Points combined and divided by the total number of games played

Paint/Hobby: Max 100, based on a combined score of the judges scoring paint. Each Judge will score paint based on a 25-point matrix, which will be published

Sports Scoring: Max 100. using the above scoring system

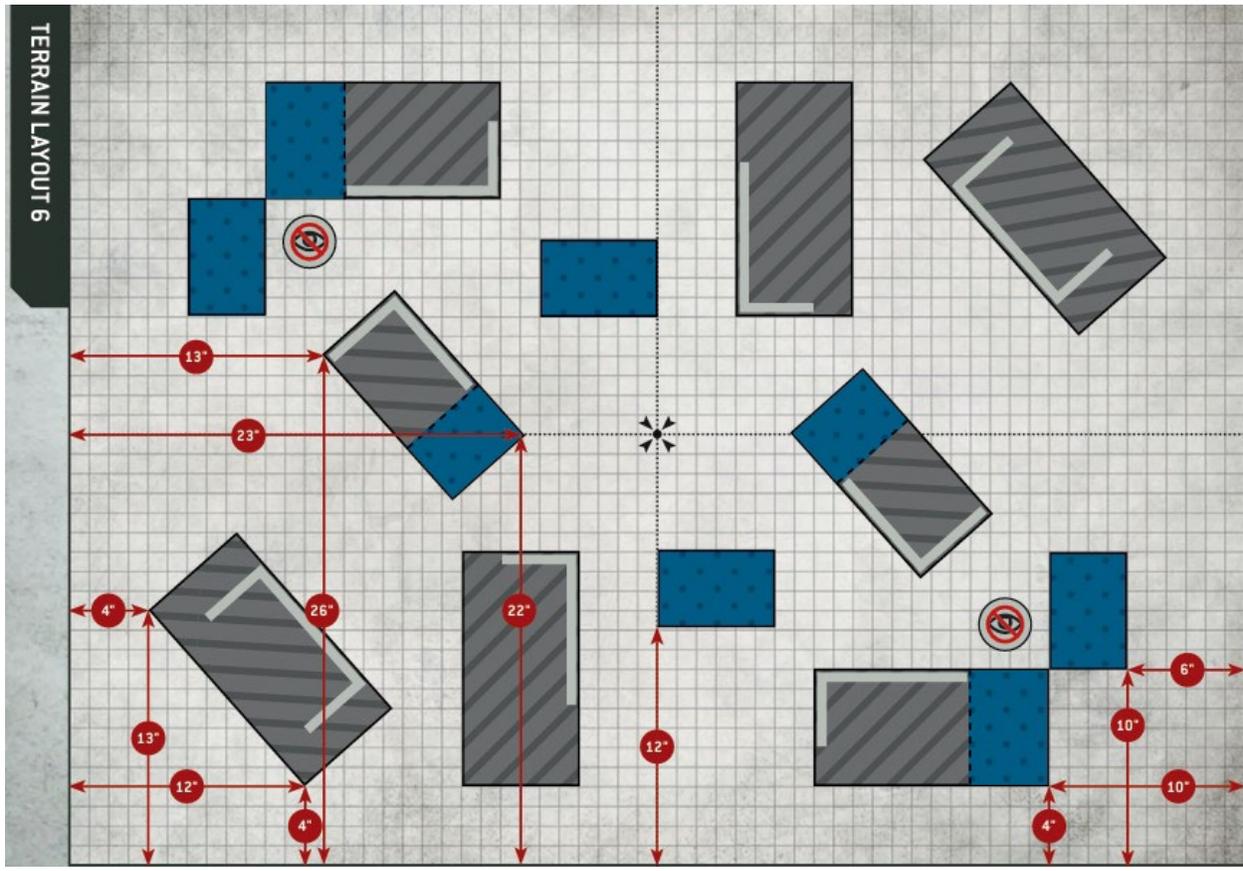
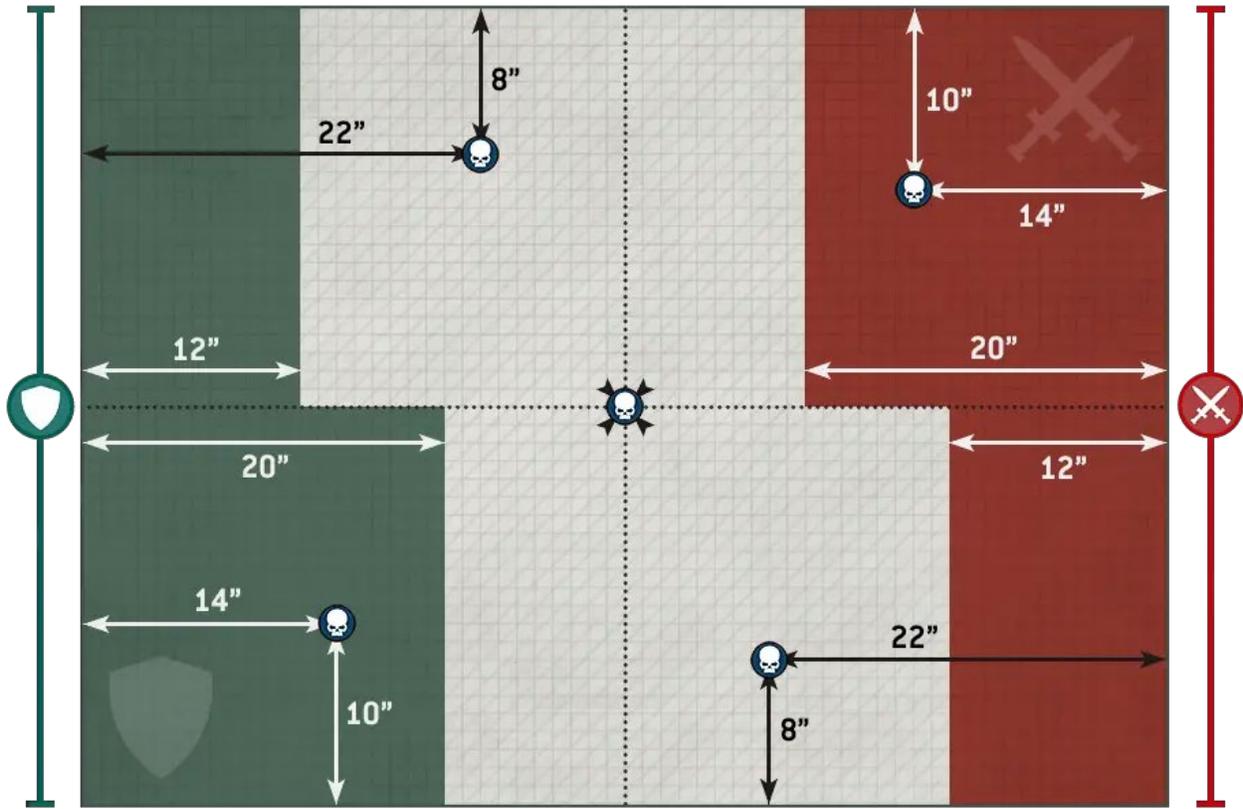
Terrain Guidelines

- We will be using the following 2 GW terrain layouts for the Warzone Houston 40k Championships – Layout 6 on Day 1, Layout 2 on Day 2
- All Ruins where walls are present are first floor line of sight blocking, even if the windows are open. Yes, it had to be said.
- The 2nd and 3rd floors have windows.

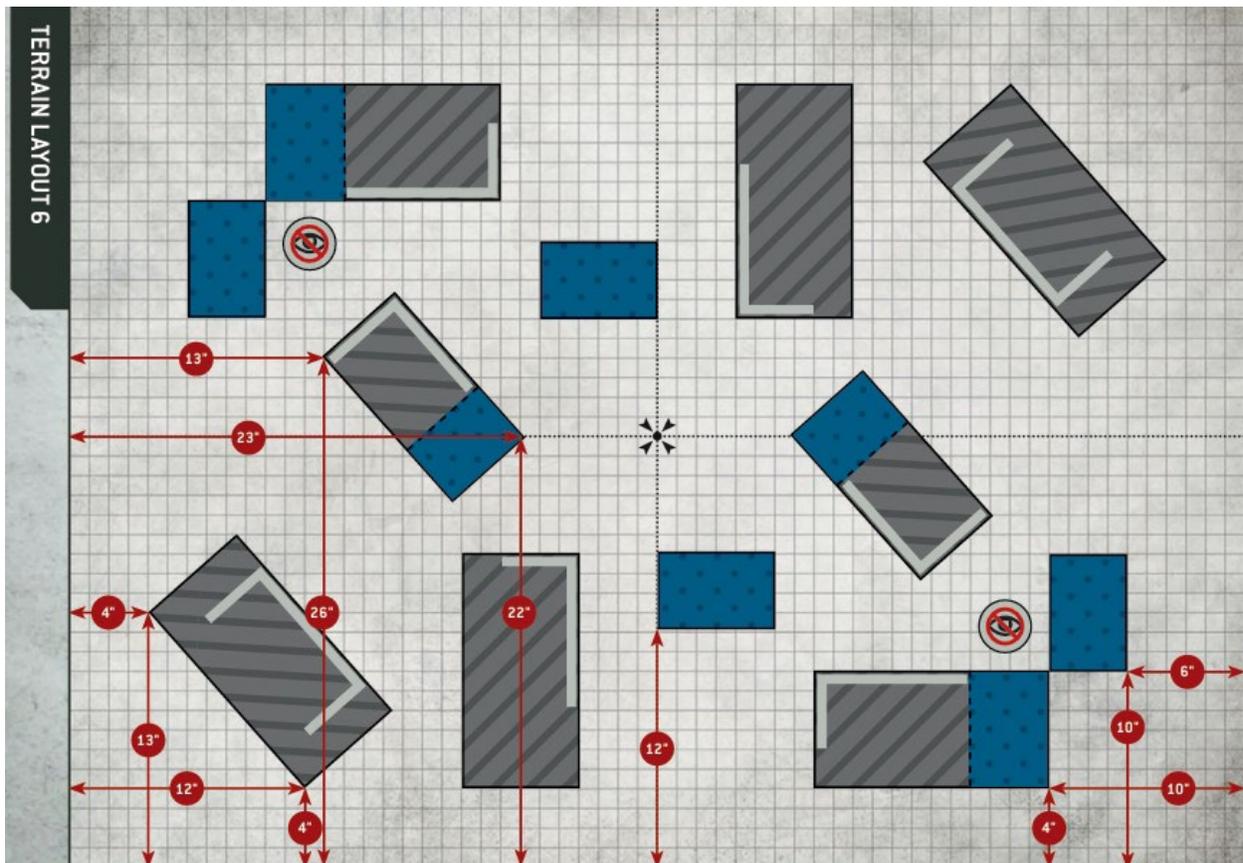
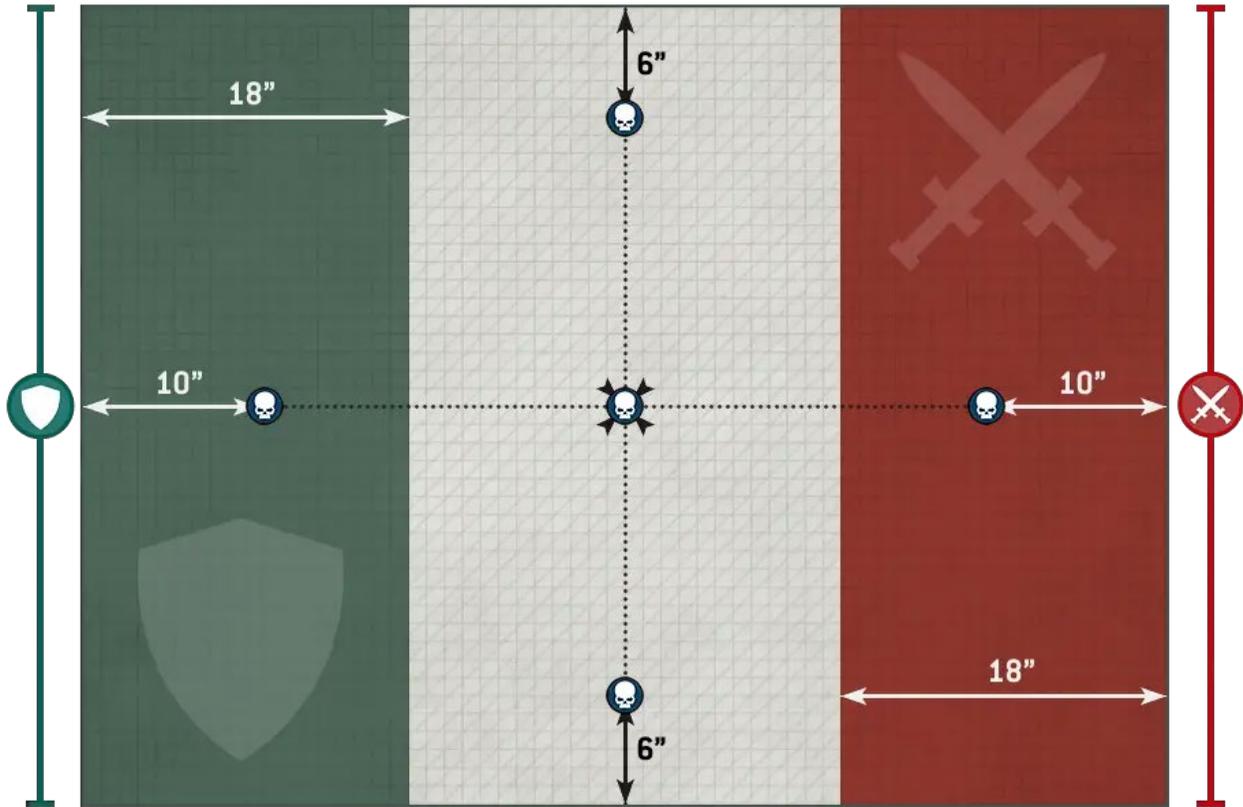
Day 1 (GW Layout 6)



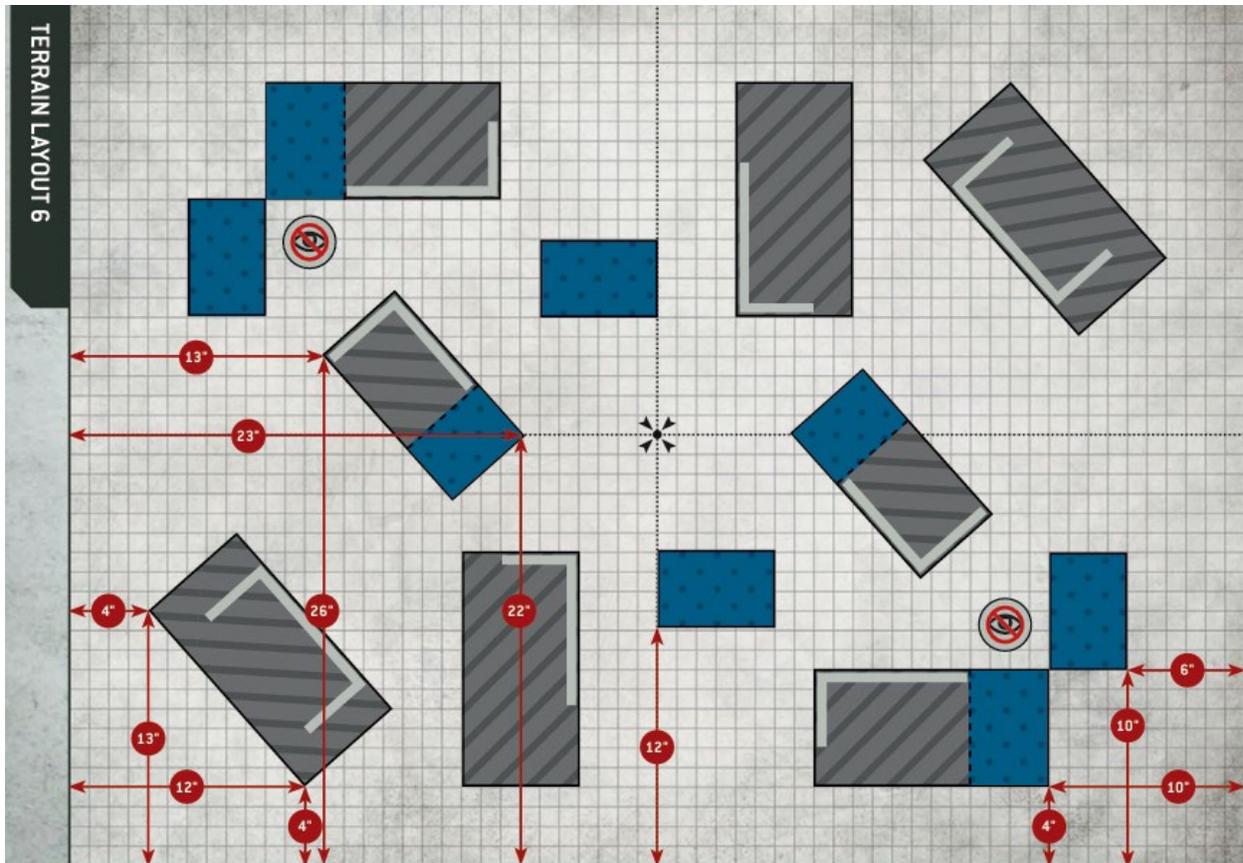
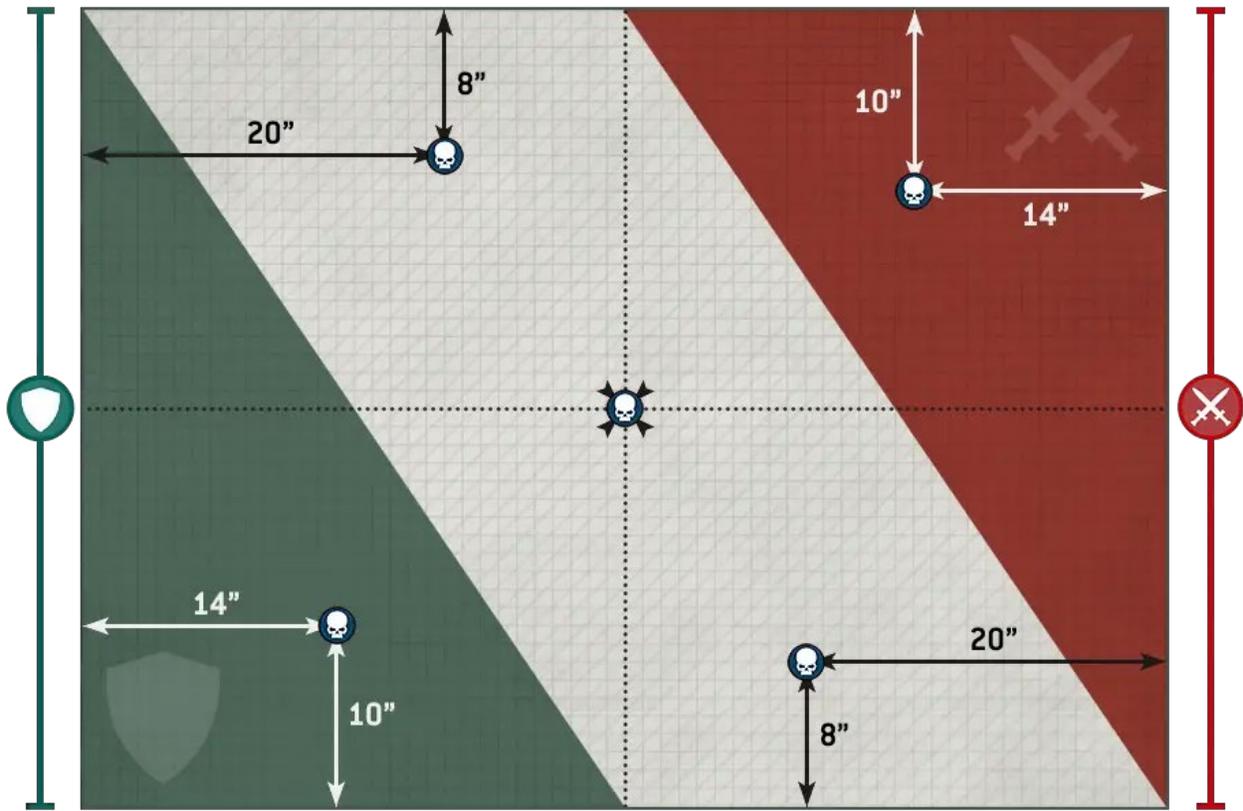
Mission 1: Linchpin/Tipping Point



Mission 2: Hidden Supplies/Hammer and Anvil



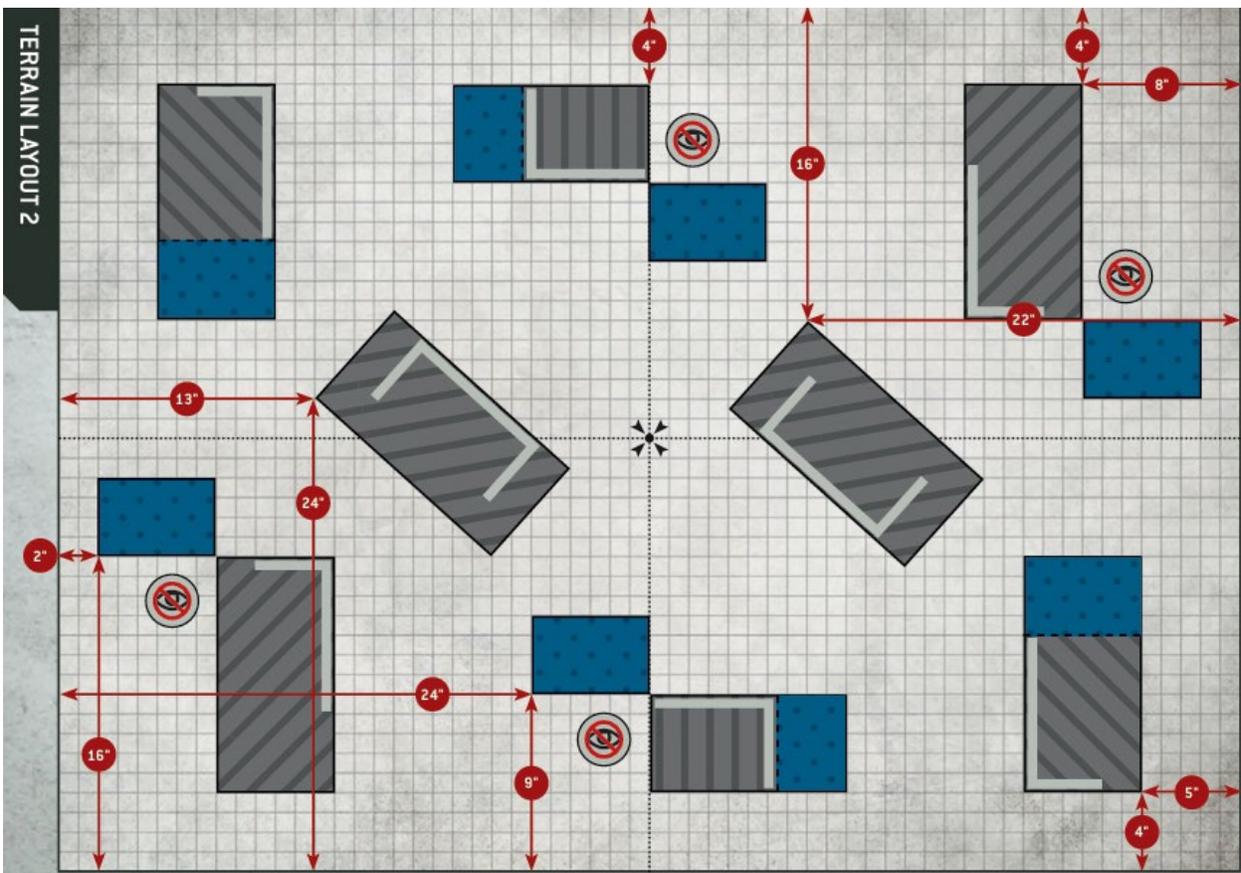
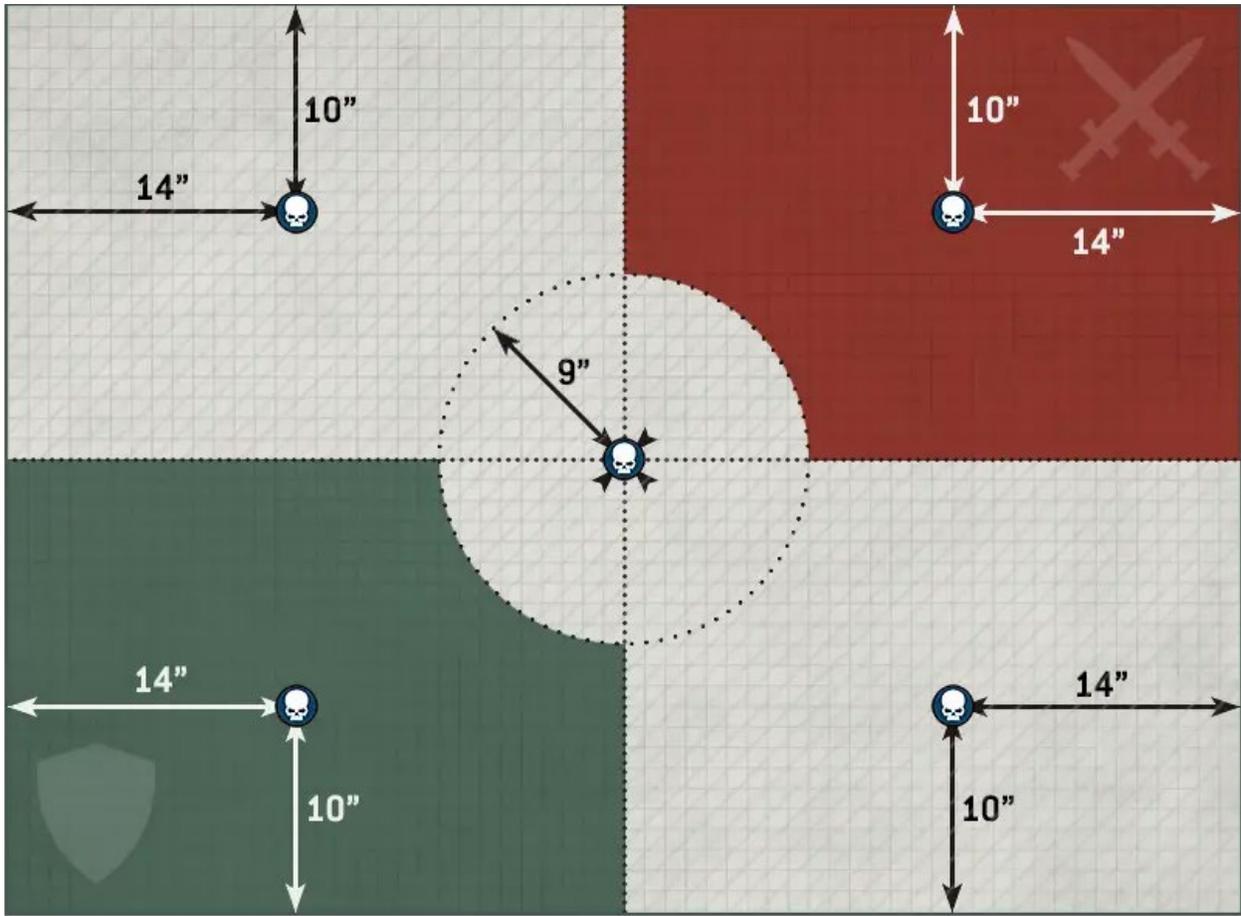
Mission 3: Terraform/Crucible of Battle



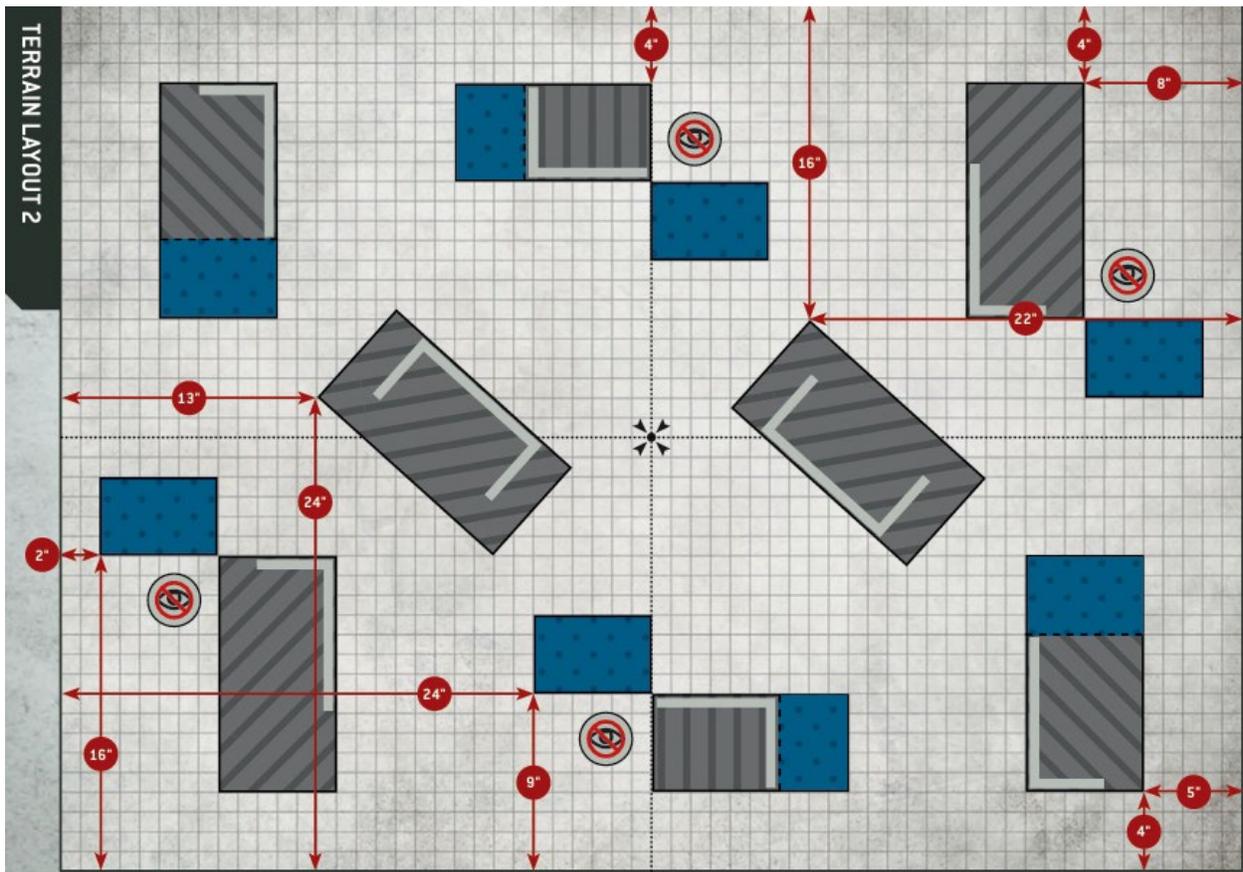
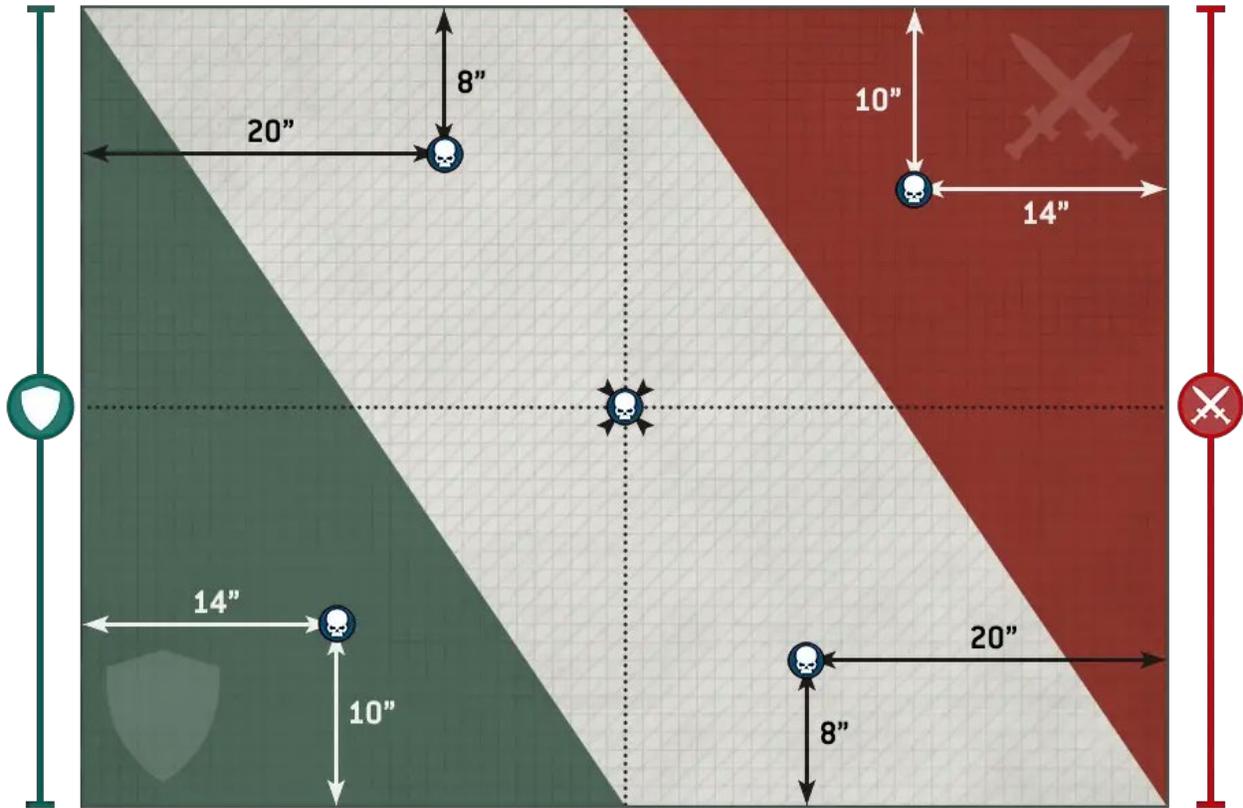
Day 2 (GW Layout 2)



Mission 4: Take and Hold/Search and Destroy



Mission 5: Scorched Earth/Crucible of Battle



Mission 6: Burden of Trust/Search and Destroy

