



Palm Springs Open
July 26-27, 2025

Grand Tournament Pack
Riviera Resort and Spa

1600 N Indian Canyon Dr, Palm Springs, CA 92262

Organized by Dicehammer



Judging and Terrain Assistance
from Green Banner Event Co.



Code of Conduct:

Dicehammer and the Palm Springs Open are committed to fostering an inclusive environment where players of all backgrounds are welcomed and respected. We stand by the principles of fair treatment and equality, ensuring that every participant, regardless of gender, sexual orientation, age, disability, religion, color, race, ethnic or national origins, political ideology, or socio-economic status, experiences a competition free from discrimination and abuse. Our commitment extends to maintaining a safe and respectful atmosphere, where the conduct of all involved reflects our core values.

We actively enforce a zero-tolerance policy towards any form of discrimination or harassment, reserving the right to refuse entry or expel participants who fail to adhere to these standards. By participating in the Palm Springs Open, attendees demonstrate their support for these principles and contribute to a positive and competitive gaming environment for everyone.

Players attending the Palm Springs Open are expected to uphold a high standard of sportsmanship at all times. This expectation extends beyond interactions with opponents; it includes all other attendees and event staff as well.

Participants are also expected to adhere to a "play by intent" philosophy. This means players should clearly explain their actions and the objectives they aim to achieve with these actions—for example, declaring, "I am moving these Genestealers to charge from behind this wall to avoid your overwatch." This approach requires ongoing dialogue between players to ensure transparency and avoid any withholding of information that could impact the game's outcome. For instance, a player should be reminded, "Before you move those Genestealers, remember that my 6 Flamers can overwatch you, and I currently have line of sight."

While revealing one's complete game-plan is not necessary, the gameplay should be conducted openly to prevent any misunderstandings or disputes from arising due to unfamiliar or obscure rules.

Painting, WYSIWYG, Proxies and Conversions

All participating armies must adhere to the following presentation standards:

1. Painting: Every model must be fully painted, meeting a [minimum standard of three colors](#), and must have a painted or textured base.

2. WYSIWYG (What You See Is What You Get): Models must accurately represent their in-game equipment and characteristics. If you use models that deviate from the standard configurations (as described on each model's or box's official Games Workshop product page), these must be approved in advance. Please submit requests for approval on the designated Discord channel, including pictures or links to pictures of your models, at least two weeks prior to the tournament.

3. Non-Official Models: Any models that are not official Games Workshop products, do not meet the WYSIWYG standards, or considerably deviate from the norm also require prior approval. Submissions for these models must be made through our Discord channel to the RULES JUDGES for approval before they can be used in the tournament.

4. Consequences for Non-Compliance: Using unapproved models during the event could result in an immediate infraction for each game where the infraction occurs (this could look like a points deduction). Additionally, such models could be removed from the table unless a compliant stand-in model is available on the spot for line of sight (LOS) purposes or other gameplay reasons.

5. 3D Printed Models: These are permitted but must always be approved in advance via the Palm Springs Open Discord in the modeling questions channel *if they do not match the current GW model*.

Compliance with these guidelines ensures fairness and enhances the visual and competitive integrity of the tournament.

Discord: Submit Rules Questions and Model Approval

We will be using the [GW FAQ for rules clarifications](#).

We will be using the [WTC 10th Edition Charge Rules](#)

Palm Springs Open Discord Link: <https://discord.gg/2YxjmhvY6d>

Create a Post in the Relevant Section (FAQ for Rules, Model Approval for... Model Approvals)...

Important Dates :

- Last date for a refund: July 13th, 11:59PM
- Rules cutoff: Sunday July 13th, 11:59PM. *Armies without an official Codex FAQ before the rules cutoff may or may not be allowed. TBD based on what is released and the level of potential abuse with rules.*
- Army Lists Due: Sunday, July 20th, 11:59PM
- Army Lists made public: Wednesday, July 23rd by 11:59PM
- Rules introduced after the cutoff will be dealt with on a case by case basis.

Schedule :

Saturday, July 26 - GW Layout 6 WTC Crucible of Battle 4	
9:30-12:30	Round 1 - Mission K Scorched Earth Search & Destroy
12:30-1:30	Lunch
1:30-4:30	Round 2 - Mission O Terraform Crucible of Battle
4:30-4:45	Break
4:45-7:45	Round 3 - Mission M Purge the Foe Crucible of Battle
7:45-8:00	Cleanup

Sunday, July 27 - GW Layout 1 WTC Tipping Point 3	
8:15-9:00	Paint Judging
9:30-12:30	Round 4 - Mission C Linchpin Tipping Point
12:30-1:30	Lunch & Finalist Paint Judging
1:30-4:30	Round 5 - Mission E Take & Hold Hammer & Anvil
4:30-4:45	Break
4:45-7:45	Round 6 - Mission D Scorched Earth Tipping Point
7:45-8:00	Awards

Everything Else:

- 10th edition, 2025 Chapter Approved 2025-26 GT Pack.
- Armies must be 2000 points Strikeforce, fully painted and adhere to WYSIWYG standards (or be approved ahead of time).
- In the first round, players from the same team cannot be paired against each other. To ensure this, you need to indicate your "team" in the Best Coast Pairings app.
- Pairings will be random during Round 1, followed by 1) Record, 2) Win Path and 3) Random
- Placings will be determined by 1) Overall Record, 2) Win Path and 3) Victory Points
- The tournament includes a total of 6 rounds and each round has a 3-hour time limit.
- Forgeworld units are allowed, but Units of Legend may not be used.
- Chess clocks are optional for all games. Please use the [Chess Clock Guidelines from WTC](#). Please set your chess clock in accordance to the time left in the round (use BCP or reference the schedule from this document). Repeated instances of going over time for the round may result in penalties. Please note - a major difference in the WTC chess clock guidelines is that you can play until your time is up (in the previous ITC version, a new turn could not be started if both players had less than 5 minutes remaining on the clock).
- Dice Rolling Apps should be approved ahead of time.
- Judges will be acting as Passive Judges throughout the event, meaning that they will adjudicate rules disputes between players when requested. Judges may also make spot corrections on tables if they see an egregious error when walking through the gaming halls (i.e. a model positioned in a way where some of its base is off the table, or otherwise positioned in a way in which it is illegal).

Prizes: To be Announced

Terrain Notes:

Confirmed: We will be using Fixed Terrain during the event. Here is the terrain breakdown:

- 20 tables of WTC terrain (medium terrain setup dependent on the mission)
- The remainder of tables will be GW terrain (55 tables)
- This means you should expect a (roughly) 3:1 ratio of GW terrain to WTC terrain