



# Ottawa Winter Open



## Event Summary

- Warhammer 10th edition - WTC FAQs in use - [WTC Specific Army FAQ](#)
- WTC Differential Scoring
- WTC layouts - medium density - see [Terrain information](#)
- Lunch provided both days
- 2000 pts, list submission deadline Sunday Feb 4th, 2024 - 11:59pm
- Rules published up to February 2nd
- Battle ready armies - unpainted models may be removed
- [Red Dragon](#) 6008 Voyageur Drive, Orleans ON K1C 2K1
- General questions / custom model approvals - Email [BreathWeaponGaming@gmail.com](mailto:BreathWeaponGaming@gmail.com)
- Register here [Event](#) | [Best Coast Pairings](#)

**DAY 1 (Saturday Feb 10, 2024)**

**DAY 2 (Sunday Feb 11, 2024)**

**Arrival/Registration:** 8:30–9:00 (checking in on BCP will greatly speed up registration)

**Game 1:** 09:00 - 11:45

B - Priority Targets / Hidden Supplies / Search and Destroy

**Lunch:** 11:45 - 12:45

**Game 2:** 12:45- 15:30

O - Vital Ground / Chilling Rain / Crucible of Battle

**Game 3:** 15:45- 18:30

G - Sites of Power / Chilling Rain / Crucible of Battle

**Game 4:** 09:00 - 11:45

H - The Ritual / Chilling Rain / Hammer and Anvil

**Lunch:** 11:45 - 12:45

**Game 5:** 12:45- 15:30

F - Supply Drop / Chilling Rain / Search and Destroy

## CHANGE LOG

Date	Sections	Description
Jan 9 2024	NIL	Initial Issue
Jan 29 2024	Missions, Event Summary	List/Rules lock updated Missions / Maps updated



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## A note on diversity and inclusiveness

Warhammer 40 000 (40k) is a game about war in the grim darkness of the far future. In game, a player's sole focus is the wanton destruction of their opponent. Out of the game, though, it couldn't be more different.

Of course, games like 40k appeal to, and are enjoyed, by a diverse group of players not unlike the diverse factions of 40k. However, unlike 40k, we aren't set to destroy each other. Our players come from different backgrounds and identify with a variety of diverse social groups and each individual has the right to belonging, dignity, safety, and respect. This is what this event stands by.

This is because Warhammer is for everyone, regardless of gender identity, sexual orientation, Indigeneity, race, ethnicity, age, ability, religion, citizenship, or experience. Our quest is to foster an inclusive environment that empowers generational diversity and creates space for everyone to have fun and enjoy!

Our goal is to build and empower a community of culturally diverse players: where everyone belongs, that helps develop Warhammer into a game that better represents our growing community.

Because of this, this event seeks to provide a safe and inclusive environment for all to enjoy. It is our hope that the environment we provide will inspire any and all to come join this incredibly fun and wild hobby of ours.

How we define D&I: Diversity – all of the ways we are unique, seen and unseen. Inclusion – Everyone feels heard, valued, and a sense of belonging. Diversity and inclusion fuels creativity, so we're creating an environment where differences are embraced, valued, celebrated and always welcomed.

Last but not least, we understand there is still work to do, and we will continue our efforts by focusing on our players, culture, content, and community.



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## A note on judging

Hi there - Jeremy here. I coordinate the judge team for Breath Weapon Gaming. I'd like to give a quick overview of what to expect with regards to judging at the event.

How I like to run events: I encourage judge calls at all levels of play. I want to normalise judge calls. What does this mean? It means that there is nothing wrong with asking for a judge to rule on something in your game. Whether it is something as small as trying to figure out if a die is cocked, what distance a charge is, or as important as whether a rule is being played correctly. The earlier and more involved judges can be in a disagreement or misunderstanding, the better chance it can be resolved amicably and the game can proceed for both players.

What this means for you: Get a judge involved, early, and often. Don't shy away from calling us over to ask questions. We will answer and rule on the situation as fairly and as objective as possible.

To achieve this you:

- must have your rules ready for us to read
- trust in our judgement and the process
- accept the ruling on the matter

If you feel an error has been made in the ruling we are open to discussion, but once the head judge rules - then the game continues.

A note on discipline: We expect respectful and sportsmanlike conduct from all players at this event. To this effect we have a zero tolerance approach for unsportsmanlike or disrespectful conduct. All events that play in the ITC circuit are subject to the ITC Code of Conduct and we encourage players to familiarise themselves with the document. Link here: <https://docs.google.com/.../1psolxaWoBvOFBljW9sKvIn.../edit>



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## Placings and Pairings

Pairings will be done through Best Coast Pairings, with the Pairing logic set as follows: **Wins then Path to Victory then Random**. This assures that players will be playing within their bracket against players of a similar record throughout the event.

Placings will similarly be done through Best Coast Pairings, with the rankings being decided first by **Wins**, then by **Path to Victory**, then by **Battle Points** (in this case the sum of the 20-0 differential score from your games) then by **Opponent Game Win %**.

A quick note on Path to Victory - players are often confused on how this is calculated. Essentially this system rewards winning games early and often, and since the pairing process puts undefeated players into each other through every round, it keeps things fairly consistent. The way that Path to Victory is calculated is simple: each round is worth a number of points equal to half the number of points the previous round is worth, up until the current round which is worth 1 point. Each game you win and/or draw, you score those points. Each game you lose, you score 0 for that round. Here's an example of Path to Victory scoring:

Round	Value	Nick	Jeremy
1	32	W - 32	W - 32
2	16	L - 0	W - 16
3	8	W - 8	L - 0
4	4	W - 4	D - 4
5	2	W - 2	W - 2
6	1	D - 1	W - 1
Total	63	WLWWWD - 47	WWLDWW - 55

As you can see, in this example both players have the same record - 4.5 wins. As a result of Nick losing earlier in the tournament, his Path to Victory is lower than Jeremy's and will be ranked below him.



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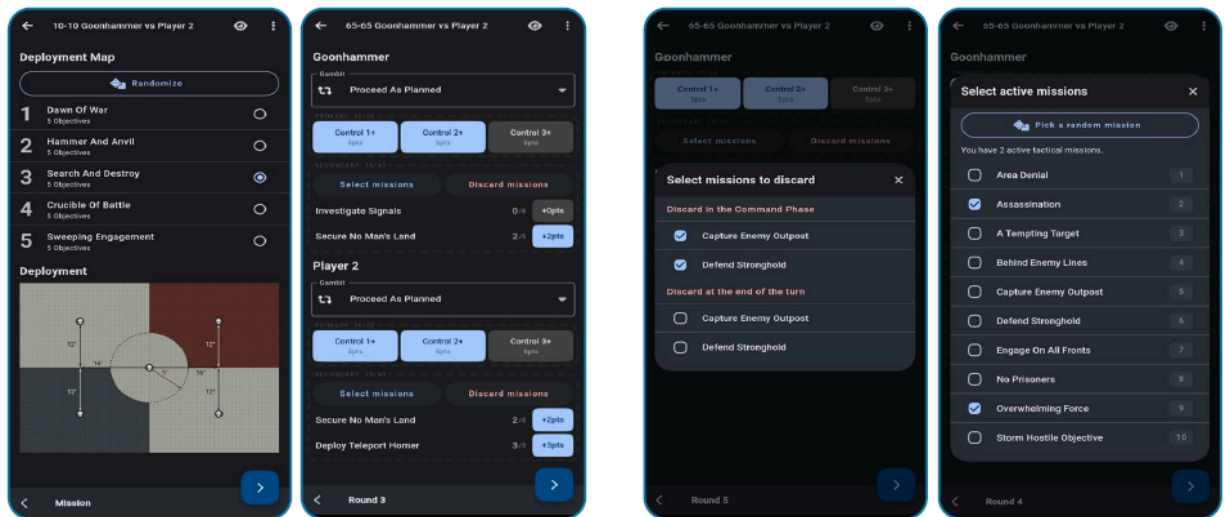
## Scorekeeping

As we enter into a new edition, this brings new challenges for game management, scoring, and keeping track of everything. To simplify these challenges, the Breath Weapon Gaming team recommend you use Goonhammer's Tabletop Battles App. It's a free app available on both iOS and Android that allows you to track everything for your games of 10th Edition Warhammer 40,000.

Tabletop Battles has many very useful features, including but not limited to:

- Deployment maps with measurements
- Primary Mission tracking
- Secondary Mission tracking (both for Fixed and Tactical)
- Player Statistics

In addition to these features, Tabletop Battles also collects gameplay results and collates them for the Goonhammer stats team (of which Head Judge Jeremy is a part) to work with and discuss the state of the game's meta.



Check it out on iOS: <https://apps.apple.com/my/app/tabletop-battles/id1636901651>  
Check it out on Android: <https://play.google.com/store/apps/details?id=com.goonhammer.ttba>

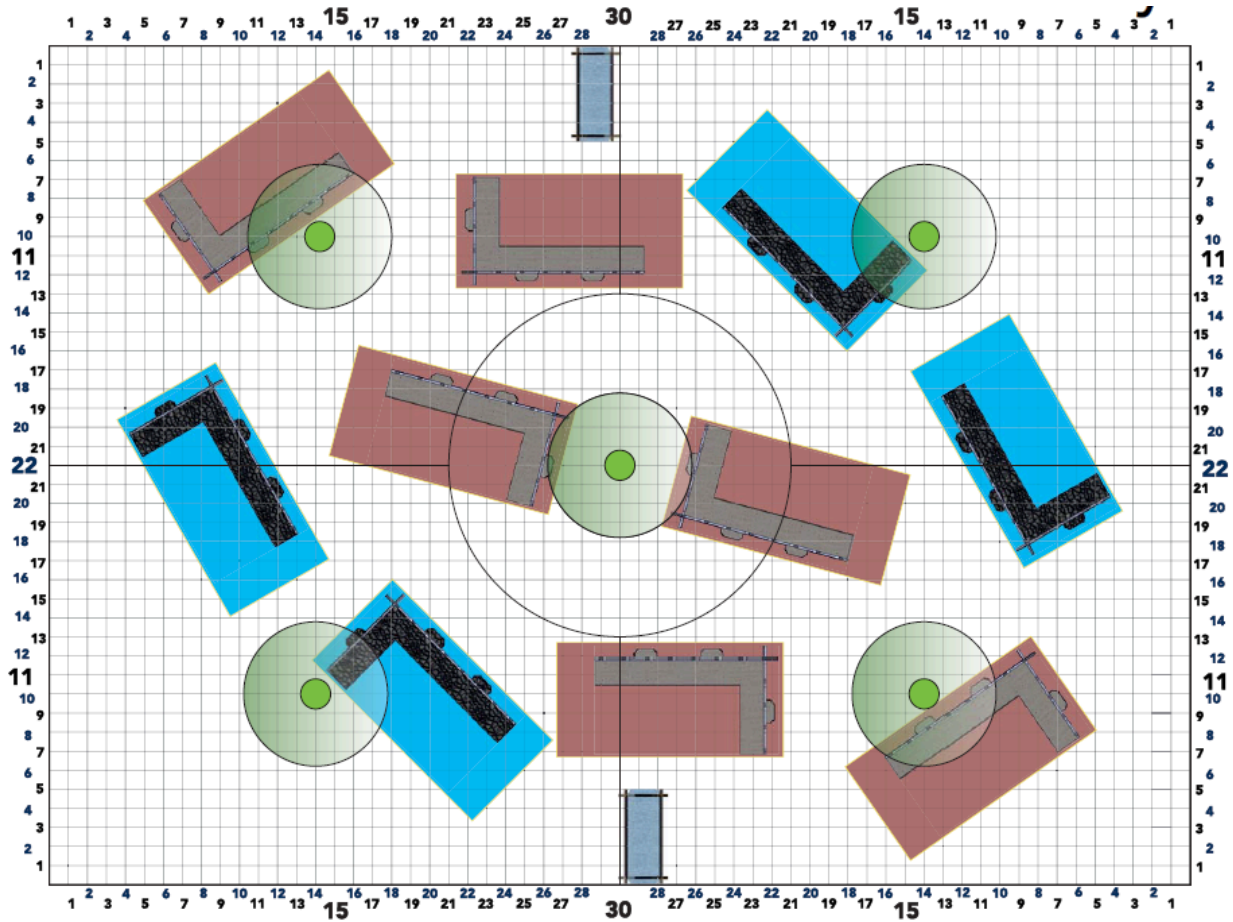


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## Terrain Layouts

### Round 1 & 5 - Search and Destroy

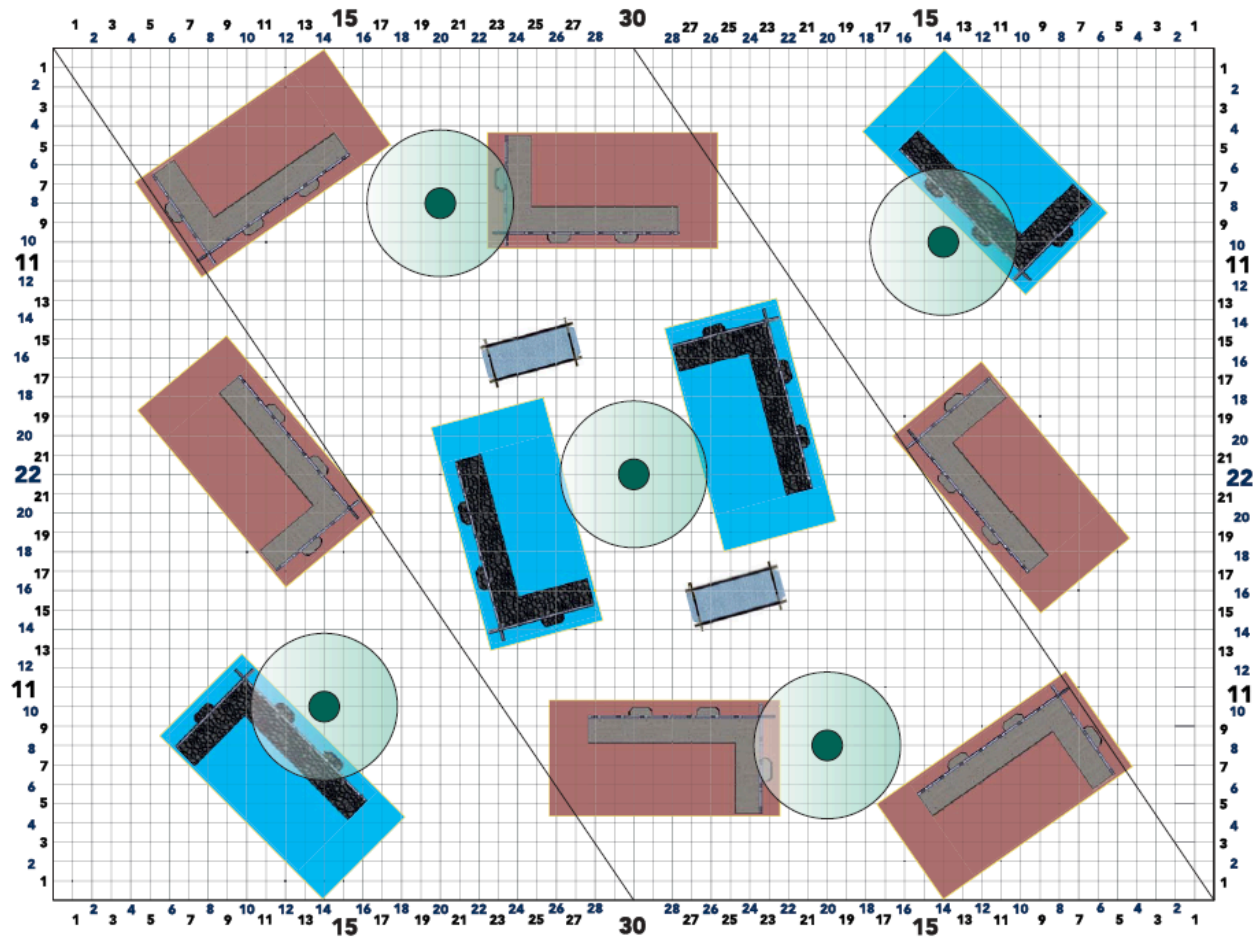




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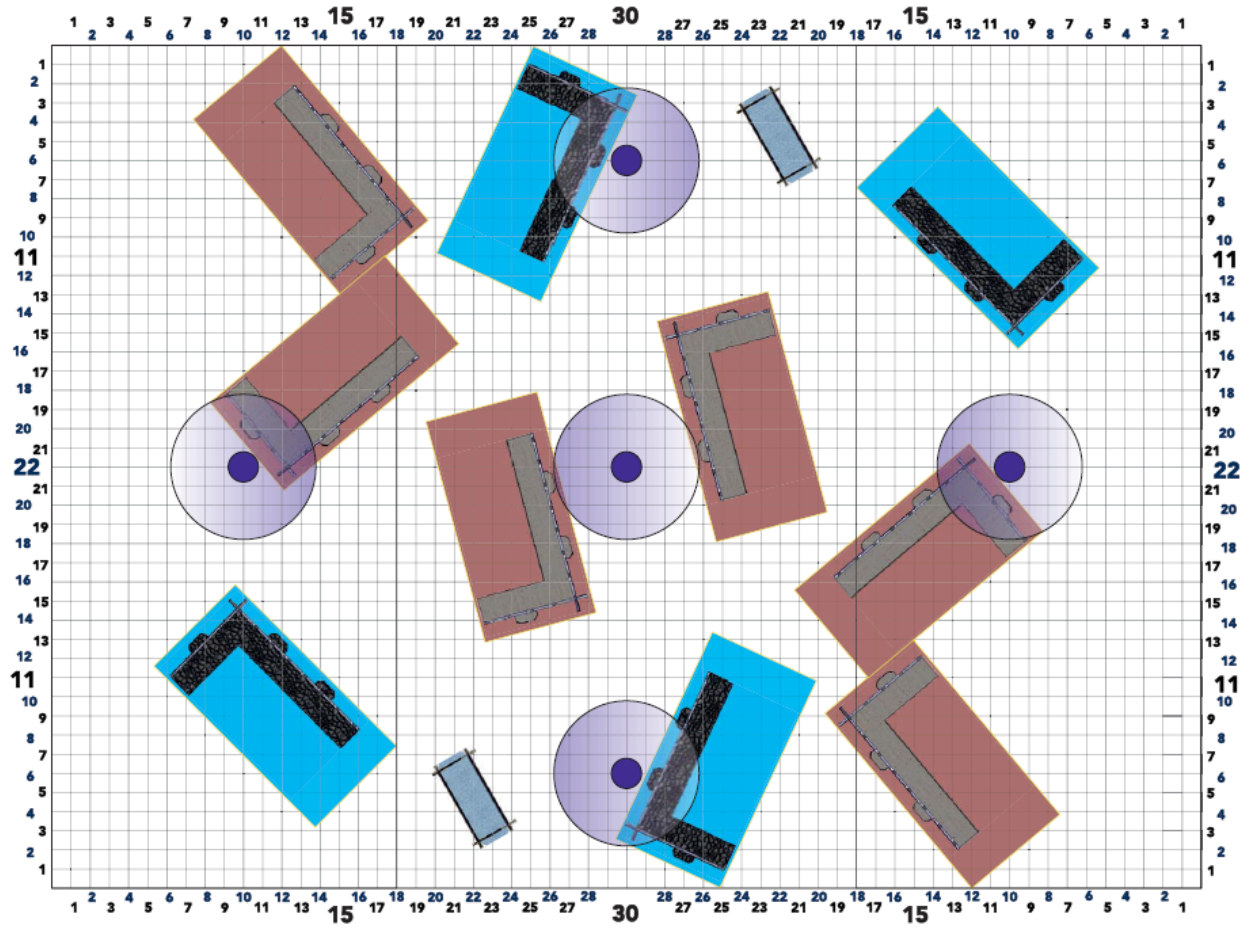
## Round 2 and 3 - Crucible of Battle





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## Round 4 - Hammer and Anvil





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## Terrain Descriptions

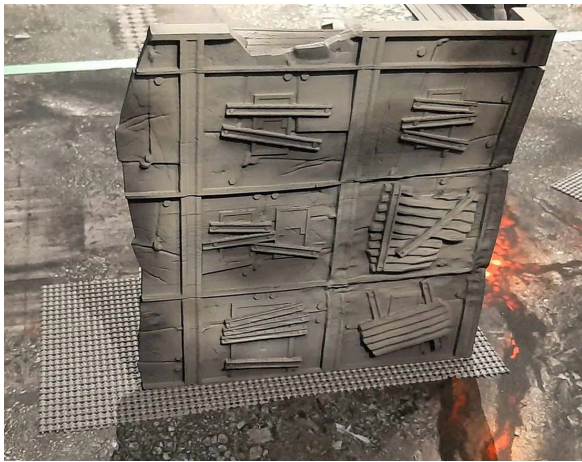
Below lists the classification of the terrain pieces according to Warhammer 40,000 10th edition.

Please note that material area markers are a part of the footprint of the ruins, and obstruct line of sight as per 10th edition ruins rules.

Please note the terrain below are examples and there may be some minor variation of the terrain on some tables.

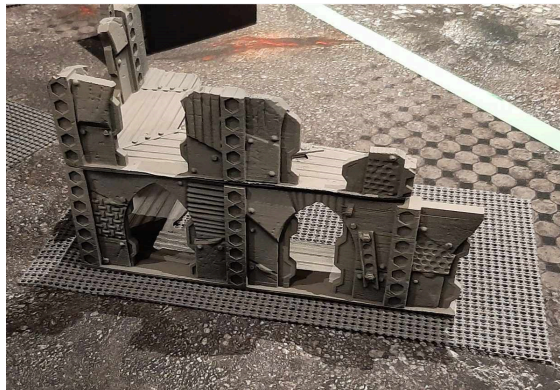
### Large Ruin

*Treat all 3 storey ruins as completely blocking line of sight (ie no windows)*

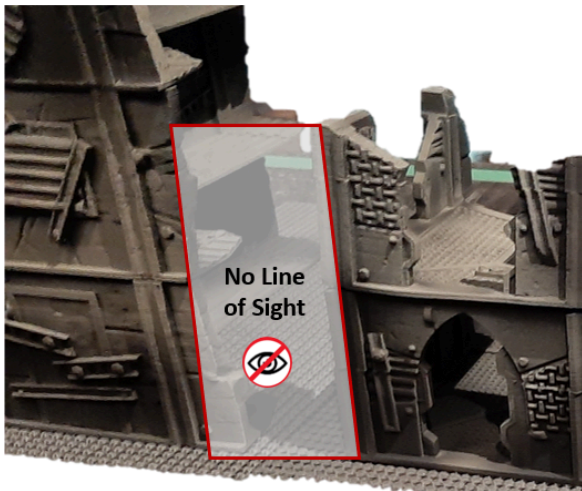


### Small Ruin

*\*\*Treat the first level as blocking line of sight\*\**



### Gap between ruins



### Crates

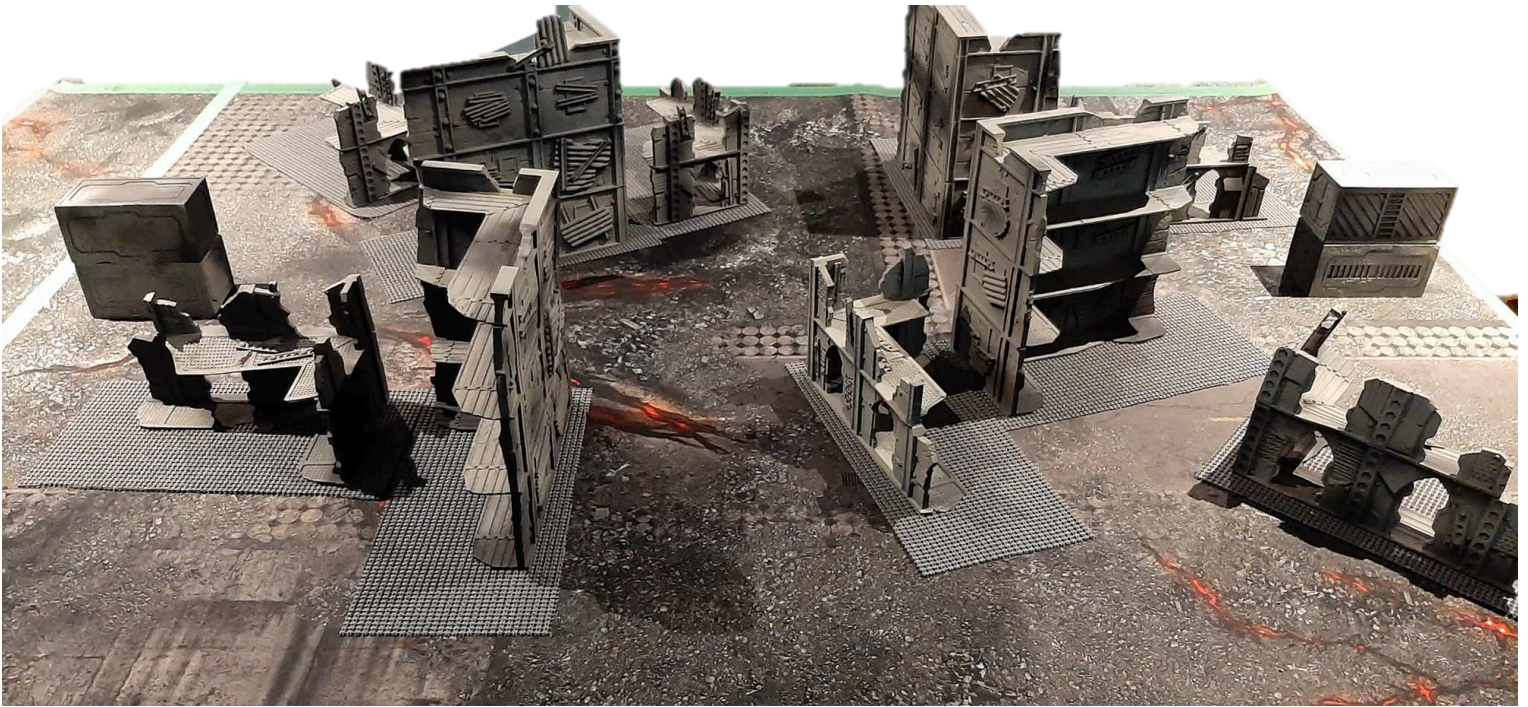




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## Example Table




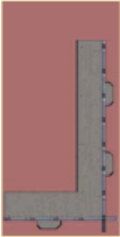






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## TERRAIN INDEX v1

<p><b>THREE STOREY RUIN</b> 3D View</p> 	<p><b>THREE STOREY RUIN</b> Map View</p> 	<p><b>Dimensions</b></p> <p>Length: 9" Width: 5" Height: 9.5"</p> <p>Footprint Size: 12"x6"</p>	<p><b>Rules</b></p> <p>Terrain Category: Ruins</p> <p>All floor widths are 35mm.</p>
<p><b>TWO STOREY RUIN</b> 3D View</p> 	<p><b>TWO STOREY RUIN</b> Map View</p> 	<p><b>Dimensions</b></p> <p>Length: 9" Width: 5" Height: 5.01"</p> <p>Footprint Size: 12"x6"</p>	<p><b>Rules</b></p> <p>Terrain Category: Ruins</p> <p>Clarification: Treat all ground floor windows as closed</p> <p>Top floor width is 51mm.</p>
<p><b>CONTAINERS</b> 3D View</p> 	<p><b>CONTAINERS</b> Map View</p> 	<p><b>Dimensions</b></p> <p>Length: 5" Width: 2.5" Height: 5"</p> <p>Footprint Size: NO additional footprint</p>	<p><b>Rules</b></p> <p>Terrain Category: Armoured Containers</p> <p>Clarification: You can NOT draw line of sight between the gaps between a container and another container or the table floor.</p>



This part of terrain feature is shorter than 4" for the purpose of allowing models with abilities allowing them to move over terrain 4" and shorter as if they were not here. This does not allow such models to end any move within a wall.



Models can not draw line of sight through gaps that has been marked with this symbol. (from ground level to the top of the shortest ruin)