

Wasteland Wars V - 2026 Player Packet

A Wild West Championship Circuit GT

Tournament Organizer (TO): Ricky Mendoza (Discord: Jonco548)

Judge: Josh Archer (josh.archer01@gmail.com)

Event Organizer (EO): Aaron Eldridge

Location: Science Spectrum. 2579 S Loop 289 Ste 250, Lubbock, TX 79423

Store Website: https://www.stormcrow-games.com

Register: https://www.bestcoastpairings.com/event/xjN00HmN93vN

Player Packet Size: 14 Pages + FAQ Additional Pages (Updated as needed).

Quick Reference	
GOLD TICKET EVENT	This is a **GW Gold Ticket World's Event** - The winner will receive a ticket to GW World's Championship 2026. (Provided that they are able to travel to it, or do not already possess a ticket - in which case the ticket will instead pass down to the next placing, and so forth). --- The Top Ranked WWCC player will also receive a Gold Ticket. This is an official WWCC Event.
Battle Size	2000 Points
Rules Packet	11th Edition Tournament Rules 2026 GT and all additional rules on or before 9/4
Paint Score	“Battle Ready” required for +10 points
Cost	$75 before 8/15 at 11:59pm. $85 After
Lists	Due 9/4 at 11:59pm
Prizes	First Overall, Best Painted Army, More TBD
Layouts by Round	R1: A, R2: B, R3: C, R4: B, R5: A

TO's Note

Hey everyone, thank you for participating in the 5th Annual installment of Wasteland Wars. We are excited to serve as your TO, judge, and event organizer for this event.

The first page contains a quick reference guide, but is by no means exhaustive. Please carefully read this entire document for more in-depth instructions. This is a "living" document that may be frequently updated with changes. We will list any important edits at the very bottom of this document so that you may easily see what's changed between each time you've viewed it. It is your responsibility as a player to be familiar with the most current iteration of this document.

Have a unique rules question? Submit it to us as early as possible and we will make an official ruling prior to the event. Please review official GW FAQs and the core rulebook before asking.

Good Luck,

Stormcrow TO's and Judges - Ricky, Josh, and Aaron

Tournament Information

Structure, Challenges, and Pairings

Tournament Structure: Five-Round, 11th Edition Chapter Approved Grand Tournament. 3 Rounds on the first day, 2 Rounds on the second day.

Round 1 pairings will be random with challenges allowed.

All other rounds will be paired by Record>Path to Victory>Battle Points>Win SoS>Random.

Placing determined by Record>Path to Victory>Battle Points>Win SoS>Wins Extended SoS>Battle Points Extended SoS.

Challenges: Any player may issue a challenge to another player prior to the release of the first round pairings. If both players agree, they will be re-paired into each other, and their opponents will be paired into each other. Challenges are only allowed in round 1.

Petitioning Pairings: While this is a competitive tournament, we recognize that players travel from far to get to Lubbock, and part of the GT experience is playing new opponents. For that reason, pairings may be petitioned with the judge. If the pairings are petitioned, both players and the opponents of the new pairings must agree for the change to take place. Players that are X-0 or X-1 will never be repaired.

Registration

COST: $75 paid to Stormcrow Games, or through BCP link. (Price increases August 16th to **$85**). If registering in person, you must contact me.

https://www.bestcoastpairings.com/event/xjN00HmN93vN

Players should register at the above link. Payment will be due at time of registration. You will need an email address and access to BCP the day of the tournament. You may register without submitting a list.

Lists

The rules cutoff is **September 4th.** Any rules or point changes that occur after this date will not be in effect at the event. FAQs may still be used. Please check with the TO if you have questions.

Lists are due September 4th at 11:59pm. Players that register after lists are due will receive a yellow card. Turning in a list late will also incur a yellow card. Lists will be

vetted and then revealed. Once lists are revealed, they are FINAL. In the event that you made an error in list-building (like incorrect wargear), you gotta live with it. Errors that result in illegal lists will be handled on a case-by-case basis using the FAFO principle.

Schedule

Friday, September 4th	
6:00pm-10:00pm	Late Event Registration
6:00pm-10:00pm	Open Gaming

Saturday, September 5th		
8:00am	Venue opens & Late Event Registration	
9:00am	Round 1	Layout: A
12:30pm	Lunch Break	
1:30pm	Round 2	Layout: B
4:30pm	Round 3	Layout: C
8:00pm	Doors Close	

Sunday, September 6th		
9:30am	Venue Opens	
10:00am	Round 4	Layout: B
1:00pm	Lunch Break	
2:00pm	Round 5	Layout: A
5:00pm	Awards	
9:00pm	Doors Close	

Security

The venue will be locked at night. The Science Spectrum has great security, and a staff member will be present until all players have left the building. However, tournament staff and security both assume no liability for lost or damaged property. If players are comfortable, they may leave their army and other belongings at the venue overnight on Friday and/or Saturday.

Rules and Guidelines

Material and Gameplay Requirements:

1. This event will be based on the most recent GW Official Tournament rules and guidelines, and use GW approved FAQs and points updates. In addition, players may find further curated FAQs for this event at the bottom of this document.
2. 2,000-point, 11th edition matched play legal armies, in accordance with Chapter Approved GT rules.
3. Dice and a measurement tool
4. 6x40mm Objective markers
5. A digital copy of your army list must be available. List writing services such as the GW app are sufficient. A simplified list needs to be input into BCP by the deadline of **September 4th.**
6. A copy of relevant army rules, including your army's codex/index and any supplemental rules you wish to use. **Wahapedia or battlescribe do not count.**
7. Players who wish to use Tactical Secondary Missions may use their decks, unless requested by an opponent to use either the GW or Table Top Battles app.
    a. Your opponent must be able to clearly witness you generate your missions. We suggest placing your device on the table and using 1 finger to click the randomizing button.
    b. For physical Mission Decks: cards should always be randomized before drawing, and drawn in the opponent's full view.
    c. If players agree to use their physical mission decks, then they may, but do so at the risk of an automatic round loss to the user if said deck is discovered to be tampered with.
8. Markers for clarity of buffs and/or debuffs.
    a. If at any point an opponent requests a player to use tokens, markers, or data cards to denote rules (within reason), the player MUST comply.

9. Chess clocks are required unless both players agree to go without them. **WARNING:** Forgoing the use of a Chess Clock does **NOT** wave the time limit rules for your game. Do so with caution. Chess Clock Rules listed further below.

10. In the event that a round ends while your game is still going on, the TO will call for "dice down." At this point, no further game actions may be taken by **EITHER** player. The game has immediately ended, and is scored as is. Step away from the table and begin tallying the score if not already done. There is no "talking it out," bargaining for points, pleading, etc.

    a. Example: The round ends during the charge phase at the top of turn 5. The player who went second would not get a final turn. The player who went first would score any objectives they actually accomplished (for example, they'd get credit for bringing it down in the shooting phase) but not score any points for actions that complete at the end of the turn or end of the game.
    b. In order to prevent players from weaponizing this, games where no chess clock is being used will be barred from starting a new battle round if there are less than 15 minutes remaining in the round. You may still finish the current battle round.

Chess Clock Rules:

1. If one player requests a chess clock, both players must use it.
2. Each player gets at least 1:20 of playing time. It is our recommendation that you pass the clock if the other player is taking any extended actions or decisions. Ultimately, it is the responsibility of both players to manage the clock and to agree on when to pass it. However, the clock should never be stopped without judge approval.
3. If you need a clock after the round has started, call a judge and they will set the clock for you.
4. If a player times-out during the course of the game, they are not allowed to make any more dice rolls except for those caused by their opponent's actions, such as saving throws, hazard tests, and battleshock/leadership checks, etc. Any other dice roll that they would normally attempt to take is considered failed (i.e. attack rolls, etc.)
5. That player may not use stratagems or activated abilities. Passive abilities still apply.
6. That player will continue to score points based on their current position on the board, so long as those points don't require an action or dice roll. (Ex - You could still score Engage On All Fronts). Players may draw secondaries but are not eligible to use the "new orders" stratagem.

Model and Paint Rules:

What You See Is What You Get Policy: This event uses lenient WYSIWYG rules. The rule of thumb is that models should be consistent, and match the profile and base size of the intended model. Your opponent should be able to know what they are facing at all times. It's always best to get TO approval for your non-wysiwyg models. If your models are not approved and do not meet our policy, you may be forced to play without them (and forfeit their points cost). In extreme cases, violation of this policy will result in disciplinary action up to and including potential disqualification.

To have a model approved, please just email or message a judge at one of the links at the top of this document.

Generally ok:

1. You have a cool conversion model on the correct base size that closely matches the dimensions and function of the official model it represents.
2. You have a squad with weapon x, you want to run them as weapons y instead. Weapons x and y are very similar in appearance, then that is likely fine. However, this must be consistent throughout the army.
    a. *ex. You want to run your tactical marine with heavy bolter as a heavy melta - this is generally fine, as long as all models built with heavy bolters in the army are also treated as a heavy meltas. However, you may NOT use a standard tactical marine with a bolter to be a heavy melta, for they do not have the same profile and it would be inconsistent with many other models in your army.*
    b. *This will not be ok if every model in your army is treated as something different than what it actually is. Don't make it complicated for your opponent to tell what is what.*

3D Print Policy: No more than 25% of your army can be 3D printed. It's our intention that players have access to rare models and maintain creative freedom when creating conversions, customizing wargear, etc. However, we still need to support local gaming stores such as Stormcrow.

Paint Policy: At the end of the battle, 10 Battle Points will be given to each player whose army was Painted Battle Ready.

- Battle Ready models are considered to be fully painted and/or primed, and include three distinct features fully painted with three different colors . **Bases must be textured**. (Clear bases do not need to be painted or textured).

- Any units or models that would be added to your army throughout the game must ALSO be Battle Ready.
- If even one model does not meet the above requirements, the player does not get any battle ready score.
- Shield drones, watchers in the dark, cherubs, etc. which do not count as models do not need to be painted.

Calling a judge:

In the event of rules questions or a dispute, please loudly call for a judge and raise your hand. The player who is challenging a rule or requesting a judge should run their clock. Both players should cease any actions and wait to be helped.

Judges will be walking around, and may stop by your game from time to time. They are allowed to make rulings whether called upon or not. Any rulings made by a judge are assumed correct and final. Please see the code of conduct for more details.

You can call a judge for any reason, and it should not be viewed as a hostile action. We are here to help. Examples of times to call a judge:

- Rules Questions or disputes
- Line of sight checks
- Setting a clock
- Talking out a game
- Model placement issues
- Cheating, angle shooting, or being pressured by an opponent

You can help judges by having text copies of rules readily available, and by coming to agreements about things like charge distances *before* rolling the dice to avoid disputes.

Stream Tables:

This event will feature stream tables, which will have their pick of any match they see fit to ask to their table. If you are assigned to a stream table, you must play at that table or withdraw from the tournament. Everyone involved in this event puts in a lot of effort, the streamers even travel to do so; we only ask you let them do what they do.

Prizes

Prizes are supported by Stormcrow Games Lubbock-Midland.

Prizes are subject to change, but will be given to categories such as Best General, Best Painted, and many more! Last year, the prizes were made up of models, monetary pools, music speakers, army cases, and more. Prize pool and number of prizes are based on attendance.

All players that participate in the event will automatically get a discount on GW products purchased at stormcrow games during the weekend. Proof of an event ticket purchase will be required at checkout.

First Place: This is what it's all about. The player that finishes in first place according to the tournament criteria. They'll take home a large amount of store credit and a custom Wasteland Wars 2026 Belt Buckle + a Gold Ticket invitation to GW World's Championship 2026.

Best Overall/Best Painted Army/Best Painted Model: These prizes will be scored by the judge team, using ITC's Paint Scoring Rubric. The winners will receive a large amount of store credit. (All hobby participants will be submitted for ITC Hobby Track.)

https://www.frontlinegaming.org/wp-content/uploads/2019/01/ITC-Hobby-Track-Painting-Rubric.pdf

Best Sportsmanship: As voted upon by other participants, judges, and event organizers. Only people competing in the tournament may vote. You may not vote for someone on your team. Voting will occur at the end of the event. Winner will receive a moderate amount of store credit.

Best in Super-Faction: Space Marines, Imperium, Aeldari, Hive Mind, and Xenos. These prizes will vary based on event participation.

Other Prizing: TBD

Terrain and Objectives

Terrain layouts will emulate those as described in the Chapter Approved Tournament Companion.

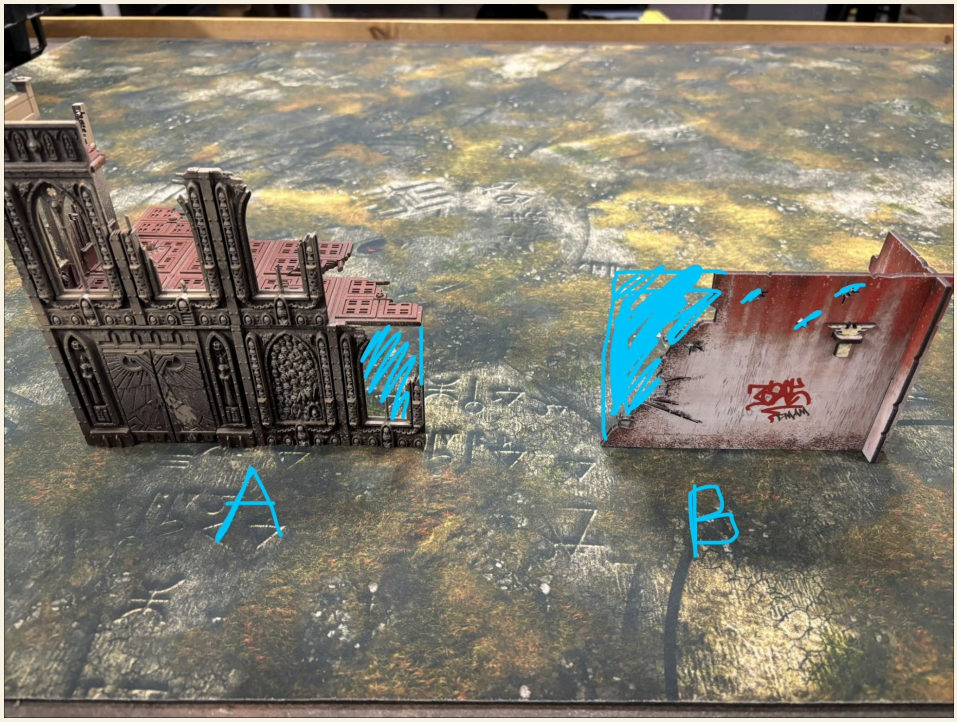
Terrain will utilize the latest definitions and rules as provided by GW, in addition to the following:

- **IMPORTANT:** Stormcrow is blessed with a large quantity of terrain, and we have done our best to procure terrain that is as accurate to the new standards as we are able, *however*, terrain features largely remain varied and will not reflect exact measurements or proportions to what is pictured in GW's terrain layout examples. Still, the rule of thumb is that terrain should be treated equally between two opponents (though terrain may vary across tables). Keep this in mind when preparing for the event and when discussing terrain features with your opponent.

- Opponents should agree on any terrain rules before deployment sides are rolled for and should ensure terrain is even.

- For further clarifications, please ask the TO.
- All ruins are considered 3" or more in height for Plunging Fire rules
- Parts of Terrain Features that hang off of their Area (bases) are ignored for Line of Sight purposes.
- Some terrain is modeled with gaps and windows. Treat such gaps on the **first floor** as a solid/flat “square” surface as demonstrated in the picture below (this is to promote more terrain equality on our tables):

(A: Window has been filled in. B: Wall and bullet holes have been filled in.)



Code of Conduct

Stormcrow Games, Games Workshop and the Tournament Leadership team are committed to providing a safe, fair, and enjoyable environment. The code of conduct gives tournament organizers and judges like us the ability to punish unsportsmanlike activities. This event adheres to the 2021 ITC code of conduct linked below:

https://docs.google.com/document/d/1psolxaWoBvOFBlJW9sKvlInCiVY0b-Q3_UIyvS-wBWM/edit

- Note that players may suffer penalties to their score or be dismissed from the tournament depending on the severity of an offense.
- **All rules are subject to a judge's discretion, and that discretion is final.** If you disagree with a judge's interpretation or ruling, you must accept the ruling as ruled at the table. If you have any questions or interactions you're unsure about, please ask BEFORE the event if possible so that we can make an FAQ ruling.
- If a player receives 3 strikes, they will be dismissed from the event and they will not score ITC points or be eligible for prizes. Any players with 2 strikes are ineligible for prizes. Yellow cards are 1 strike each. A red card results in 2 strikes and the player forfeits the current round. Players who have a history

of conduct detrimental to the competitive 40k gaming environment may be required to start the event with a yellow card, or may be barred from participating in the event.
- Lastly, our venue will not allow alcoholic beverages. If we SEE an alcoholic beverage you will be asked to pour it out or take it elsewhere.

One important aspect of the game is ensuring that both players have an enjoyable experience. Please make sure you are appropriately groomed, and please use/reapply deodorant as needed throughout the tournament... There's going to be a lot of dudes in 1 room, let's do our best to make it tolerable!

Helpful Tools

I am not sponsored by any of these businesses. The venue has an event room in the rear, and there is a rear door close to the parking lot that provides easier entry.

Recommended Apps



Highly recommended is the Tabletop Battles app from Goonhammer. Virtual scorecard that also has overlays for deployment, objective placement, and command points. Even if you already have this, you should check for updates.



Best Coast Pairing, frequently referred to as BCP, is the software used to run the tournament. This is where you'll upload army lists, see who your opponents are, and determine where you are playing. Absolutely mandatory, either as an app or on a web browser.



Battlescribe is a list-building tool which assists players in creating army lists, and also serves as a rules reference. It's a 3rd party software so information may not always be correct.



The WH 40K App from GW is another list-building app with built-in rules references. It's a little clunkier than battlescribe, but its information is more up to date.

Packet Updates and Changes