



**Warhammer 40,000
Player Packet**

Our mission is to promote education, camaraderie, and strategic thinking through the establishment and support of gaming clubs. Our goal is to create an inclusive and welcoming environment for individuals of all ages and backgrounds to engage in the art and science of gaming. We strive to foster a passion for historical and strategic games by providing venues, and mentoring opportunities for gaming enthusiasts.

WarDome takes place from April 26th through April 27th. It will be 6 rounds of casual competitive 40k action.

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

WarDome will be at the Atrium Center, located at 21575 US Hwy 59, Suite 205, New Caney, TX 77357. Please visit <https://atriumcentertx.com/getting-here/> for travel info to the venue.

Parking: Parking is conveniently located on the south side of The Atrium Center. To get there, head north on the I-69/Hwy. 59 frontage road and continue through the light at the intersection of the Grand Parkway (Texas 99). The driveway is located immediately to your right. From time to time, events will need to use overflow parking. The Atrium Center will work directly with the event to ensure guests are informed on where to park.

Hotel Addresses:

La Quinta Inn and Suites: 22025 US-59, New Caney, TX 77357. Phone: 281- 354-1904

Best Western Plus: 22033 US-59, New Caney, TX 77357. Phone: 281-354-7222

You have to call in and use the code WARDOME.

Both have a continental breakfast available.

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

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

Organizer Contact Info

Head Judge / TO: Jared Gomez	thewardomeinfo@gmail.com
Judge: Jesse Alatorre	
Judge: Walker Stevenson	
Judge: David Lima	

Event Schedule

Saturday, April 26, 2025

Registration	8- 9 AM
Round 1: Layout 1; Mission G	9:15 AM – 12:00 PM
Lunch	12:00 PM – 1:15 PM
Round 2: Layout 1; Mission A	1:15PM – 4:00 PM
Round 3: Layout 6; Mission M	4:15 PM – 7:00 PM

Sunday, April 27, 2025

Round 4: Layout 6; Mission P	9:15 AM – 12:00 PM
Lunch	12:00 P – 1:00 PM
Round 5: Layout 2: Mission L	1:00 PM – 3:45 PM
Round 6: Layout 2: Mission I	4:00PM – 6:45 PM
Awards & Closing	6:45PM -7:30PM

Event Specific FAQ's/Errata

- 10th ed 40k Pariah Nexus Rules
- Designer Commentary
- 10th Ed Indexes
- Any 10th Ed Codexes released by rules cut off.
- List Submission due date: 11:00 PM of **April 19th, 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.
- The deadline to submit pictures for model conversion approval and for pre-event rules questions is 11:59 April 19th, 2025. 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 **April 1st, 2025**. This is subject to change. If World Eaters do release before the event, we will make a decision as such.
- All models must be painted to a minimum of 3 colors and based to attain the 10pts of Battle Ready. Guidelines can be found [Here](#). This means there must be a minimum, of 3 colors painted on the model in a meaningful way and, at minimum, a painted base. A “dot” of color does not count. If you have any questions, please contact the tournament organizer or judge.
- 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.
- There will be a hard call on dice down. Once time is called and judges call for dice down, there will be no talking it out without a judge being present. If you did not complete all battle rounds of a game, your score will be what it is at that moment.
- 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.

- 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.

Sportsmanship

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.
- Only the Head Judge can make a call to remove a player from the tournament.
- 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.
 - Cheating. There is a ZERO tolerance policy to 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 Texas Championship Circuit, which may result in additional bans from other TCC events.

Best Sport will be determine 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 4 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 point, each place following ben will be reduced by 1 points. (ie 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

Combined score of the the 4 judges scoring paint. Each Judge will score paint based on a 25 point matrix.- to be posted

Sports Scoring: Max 100

Using the above scoring system

Terrain Guidelines

- We will be using the following 3 terrain maps for the WarDome 40k Championships event.
- All Ruins where walls are present, are first floor line of sight blocking.
- The 2nd and 3rd floors have windows.
- Each small “L” shaped wall is considered to be 2” and under in height.
- There is a 1” gap in the center ruins.