

WCW

2026 TEAM EVENT PACK

Presented By

**STRAIGHT
SILVER
GAMING**



SCHEDULE

**06
FEB**

8:00AM - Doors Open
9:40AM - Captain's Meeting
10:00AM-2:00PM - Round 1
2:00PM-3:00PM - Lunch
3:00PM-7:00PM - Round 2

**07
FEB**

8:00AM - Doors Open
8:40AM - Captain's Meeting
9:00AM-1:00PM - Round 5
1:00PM-2:00PM - Lunch
2:00PM-6:00PM - Round 6

**08
FEB**

8:00AM - Doors Open
8:40AM - Captain's Meeting
9:00AM-1:00PM - Round 5
1:00PM-2:00PM - Lunch
2:00PM-6:00PM - Round 6
6:30PM - Award Ceremony

MISSIONS

Round 1

Mission A | Take + Hold | Tipping Point

Round 2*

Mission F | Hidden Supplies | Hammer + Anvil

Round 3

Mission L | Take + Hold | Search + Destroy

Round 4

Mission P | Scorched Earth | Crucible of Battle

Round 5

Mission O | Terraform | Crucible of Battle

Round 6

Mission C | Linchpin | Tipping Point

Find a more printer-friendly packet on the **WCW website**.

TEAM REQUIREMENTS

Team Composition

A team for the 2026 West Coast Warbands is made up of eight (8) players and any number of non-playing team members and/or coaches. One member among the team shall be designated as Captain and will be their team's representative at West Coast Warbands.

Throughout the Round

Captains may share and request information about round points, including points needed to win or tie, and ask general questions about game progress. However, they are prohibited from giving any tactical advice during games. ALL MID-ROUND DISCUSSIONS WITH PLAYERS MUST BE AUDIBLE TO THEIR OPPONENT AT THE TABLE.

After pairings are complete and games have begun only one (1) non-playing member of the team may be present in the playing area for each team.

TEAM REQUIREMENTS

Team Factions

At West Coast Warbands, each of the factions listed below may be selected for at most one army per team:

Adeptus Sororitas
Adeptus Custodes
Adeptus Mechanicus
Aeldari
Agents of the Imperium
Astra Militarum
Chaos Daemons
Chaos Knights

Chaos Space Marines
Death Guard
Drukhari
Emperor's Children
Genestealer Cults
Grey Knights
Imperial Knights
Leagues of Votann

Necrons
Orks
Space Marines
T'au empire
Thousand Sons
Tyranids
World Eaters

For instances of armies that change the faction keywords of certain units, only the final faction keyword is used for team makeup. Teams may take Datasheets of the same name so as long as they are apart of different final factions. For example: Shelaxi Helbane (Emperor's Children | Chaos Daemons), Captain Artemis (Space Marines | Agents of the Imperium).

For purposes of Space Marines, only one instance of Adeptus Astartes may be taken as they share the same Faction keyword. For example, you may not take Deathwatch and Blood Angels on the same team roster.

FORMAT RULES

What's Allowed on the Table

10th Edition Warhammer 40,000 | Chapter Approved 2025-2026 Mission Deck & Games Workshop published Tournament Companion, WTC Battlefield Layouts.

2,000 Point Strike Force Armies, Fully Battle Ready Paint & Basing requirement, with What You See is What You Get (WYSIWYG) requirements.

Imperial Armor Units are Allowed. Units of Legends will not be allowed.

Armies must be fully painted and based following Battle Ready Standards. 3D Printed Models are allowed, 3rd Party Models are also allowed as counts-as of official Games Workshop models as long as they constitute reasonable substitution for the original model. If they deviate considerably from the existing model they must go through model approval process before being played at the Event. Proxies are not allowed.

Submit model approval questions on Straight Silver Gaming's Discord: [HERE](#)

Models that do not meet the Battle Ready minimum standard may be removed from play by a Judge, even mid-game. If you're unsure whether your army meets these standards, please reach out in advance for clarification. Judges will have final say on what qualifies as Battle Ready minimum.

For an example of battle ready, please see [click here](#).

FORMAT RULES

Rules Cutoff and Submission

- **Rules and Publication Cutoff Date:** End of Day Saturday, January 17TH 2026
- **List Submission Deadline:** End of Day Saturday, January 31ST 2026
- **Public List Release:** Tuesday, February 3RD 2026
- **List Checking Period:** Sunday, February 1ST 2026 through Monday, February 2ND 2026
- **Round One Pairings ahead of Event:** Tuesday, February 3RD 2026

Round Pairings

Round 1 pairings will be randomly determined and announced before the event begins, allowing teams time to prepare. Round 2 - 6 will be paired randomly based on Win | Loss | Tie Record.

Final Placings during the Event will be determined by the following metrics:

1. Win | Loss | Tie Record
2. Total Game Points
3. Win Path (Tertiary Tie-Breaker)

FORMAT RULES

FAQ's and Format Questions

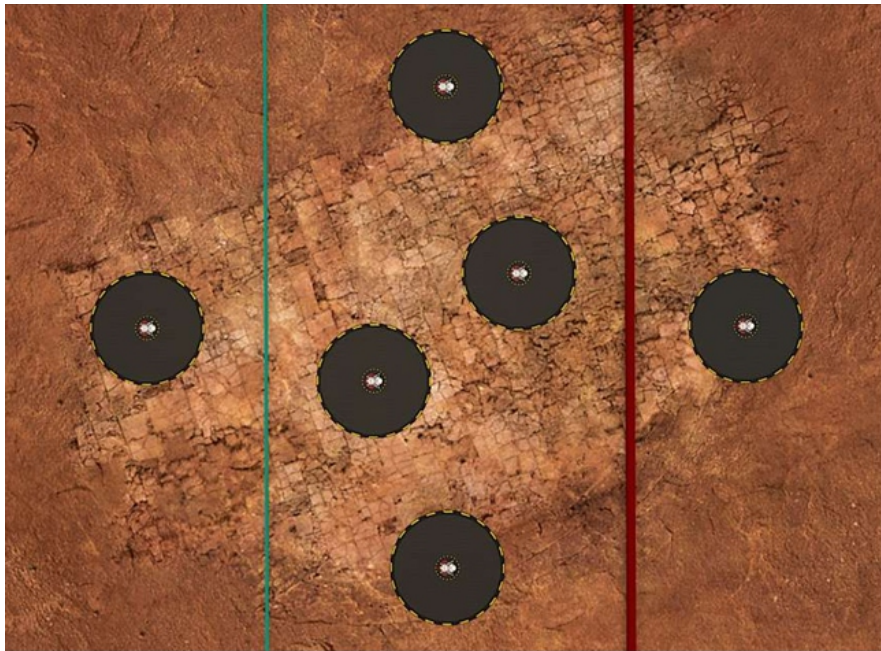
This event will be using the WTC Modified Charge Rules found [HERE](#).

Players are encouraged to reach out with format and event questions to Straight Silver Gaming's Discord [HERE](#)

*Round 2 - Mission F

During Round 2 - Mission F | Hidden Supplies | Hammer & Anvil the middle objective will split the same across every table.

This will mean that no die will be rolled to determine which direction the middle objective will split during the "Place Objective Markers" Step. The Middle Objective will be split in the direction of the upper left and bottom right direction as shown below:



CAPTAIN'S ROLE

Team Captains

Team Captains will serve as their team's representative at West Coast Warbands, acting as the primary liaison between their players and the event's Tournament Organizers (TOs). Their key responsibilities include ensuring list submission deadlines, round timing, and team communications are all met. Captainship is a serious role, and Captains must be both capable and committed to fulfilling their responsibilities to the team.

Prior to the Event

- **Submit final team information, including:**
 - **Army lists**
 - **Team roster details as requested by the TOs**
- **Make corrections or updates to submitted information**
- **Vote on key decisions when necessary**

At the Event

- **Attend all daily Captain's meetings**
- **Responsible for score reporting and record keeping for team throughout each round**
- **Responsible for all team conduct**
- **Responsible for team pairings, regardless of who conducts them**

NON-PLAYING ROLES

Non-Playing Members

Teams may include any number of non-playing members serving as Team Support or Coaches. Coaches and non-playing members are subject to specific restrictions during the event. Non-playing members may:

- **Be the Team Captain**
- **Assist with Pairings**
- **Be a player replacement**
- **Support both teams in setting up terrain, retrieving refreshments, meals, etc.**
- **Assist in guiding overall team strategy during the round**

Code of Conduct

During rounds, non-playing team members must maintain a respectful distance from playing tables and participants. They are prohibited from intervening, directing, or otherwise disrupting the natural flow of the game. Failure to comply may result in penalties.

Player Substitution

If a player must be replaced between list submission and the event—or during the event itself—due to circumstances beyond the team’s control (such as illness, injury, or emergencies), replacements may be allowed with prior approval from the TOs. Replacement players must use one of the eight armies submitted during list submission. Each case of player replacement will be reviewed individually.

JUDGES

Event Judging

The West Coast Warbands will have several Judges throughout the ballroom available to resolve rules questions, adjudication, and assist in resolution of tabletop procedures. Judge's decisions are final. All official complaints must be submitted through the Team Captain following the conclusion of a round. In the event of a complaint, both Team Captains and two Judges must be present for the resolution process. Each Captain will be granted the opportunity to provide a single statement addressing the circumstances leading to the complaint. Upon hearing both accounts, the Judges will render a final and binding decision, and issue any applicable infractions as deemed necessary.

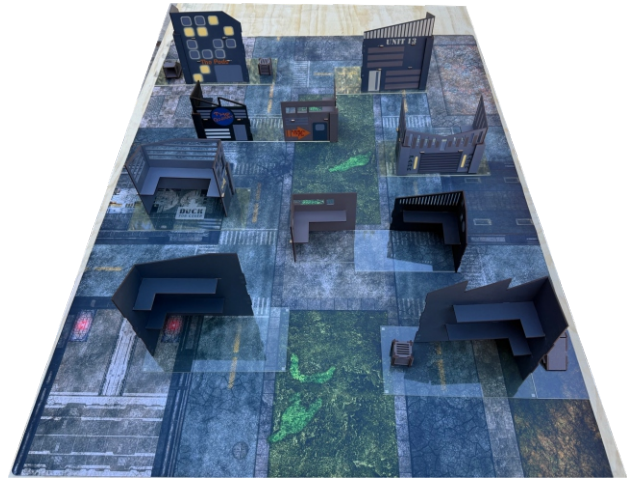
Event Judging

All players are entitled to request a Judge for rules clarification, impartial measurements, or assistance with dispute resolution or de-escalation. Coaches and other non-playing team members may locate a Judge and direct them to the appropriate table.

Any form of abuse or harassment directed at Judges—whether during or after a ruling—will not be tolerated.

EVENT TERRAIN

Duck For Cover Terrain



Straight Silver Gaming Terrain



PAIRING PROCESS

Round Timing

All rounds at West Coast Warbands are four (4) hours in length to give every team plenty of time for planing, pairing, and playing the games. The round timer will be broken out as such:

- 20 minutes to plan matchups and overall round strategy
- 40 minutes for pairing process
- 3 Hours (or more) to play games to completion

AI Assisted Pairings

Use of AI tools for pairings is strictly prohibited. Teams attempting to gain an unfair advantage through such means will be penalized.

PAIRING PROCESS

Pairings Sequence

Once both teams have completed their twenty (20) minutes of pre-round planning, the pairings process will begin. If both teams are ready early and mutually agree, pairings may start before the full 20 minutes have elapsed.

Step 1: Team A and Team B secretly choose their DEFENDER and reveal them simultaneously

Step 2: After that, Team A and Team B secretly choose their two ATTACKERS for the given opposing DEFENDER and reveal them simultaneously.

Step 3: Team A takes the two ATTACKERS given by Team B, and secretly chooses which one is refused. Team B does the same with the two ATTACKERS selected by Team A. The refused ATTACKERS are revealed simultaneously and return to the pool of available armies

Step 4: At this point, two DEFENDERS know their ATTACKERS; this identifies two games. Log this on the score sheet. Captains now roll off to determine which team will get to choose its table first. That team gains the “table choice” token. The Team with the “table choice” token lets his DEFENDER choose the table first followed by the DEFENDER who's team doesn't have the table choice token.

Step 5: Repeat Step 1 to 4 with the difference that the Team without the “table choice” token now becomes the owner of this token throughout this pairing step.

Step 6: The following steps will identify the remaining 4 games: 2 games “ATTACKER vs. DEFENDER”, 1 game between refused ATTACKERS and 1 game with the remaining players.

Step 7: Team A and Team B secretly choose their DEFENDER and reveal them simultaneously. After that, Team A and Team B secretly choose their two ATTACKERS for the given DEFENDER and reveal them simultaneously. At this point there is only one last player available remaining in each team. These are automatically designated as being the last matchup. Each team immediately notes this on their round pairing log-sheet.

PAIRING PROCESS

Pairings Sequence

Step 8: Team A takes the two ATTACKERS given by Team B, and secretly chooses which one is refused. Team B does the same with the two ATTACKERS selected by Team A. The refused ATTACKERS are revealed simultaneously. They are atomically be designated to play the 7th game of the round and face each other. DEFENDERS know their ATTACKERS; this identifies two matches. Log this on the score sheet. Team with the “table choice” token chooses the table and then teams alternate choosing the remaining four tables.

Click [here](#) for a visual representation

TABLE CHOICE REFERENCE

As a quick reference, please see the below breakdown for Table Choice during the pairings process:

Matchup 1: Layout chosen by the WINNER of the Roll-Off

Matchup 2: Layout chosen by the LOSER of the Roll-Off

Matchup 3: Layout chosen by the LOSER of the Roll-Off

Matchup 4: Layout chosen by the WINNER of the Roll-Off

Matchup 5: Layout chosen by the WINNER of the Roll-Off

Matchup 6: Layout chosen by the LOSER of the Roll-Off

Matchup 7: Layout chosen by the WINNER of the Roll-Off

Matchup 8: Last table not chosen during matchups 1 through 7

ROUND SCORING

Game Scores

An individual player scores an amount of points for his team based on the VP differential outcome from the game with his opponent. To determine Game Points, each player counts their victory points, subtracts their opponent's victory points and consults the table below. If the score is negative, the player who has a negative difference counts his points from the 'opponent' table.

VP DIFFERENCE	PLAYER GAME POINTS	OPPONENT GAME POINTS
0 - 5	10	10
6 - 10	11	9
11 - 15	12	8
16 - 20	13	7
21 - 25	14	6
26 - 30	15	5
31 - 35	16	4
36 - 40	17	3
41 - 45	18	2
46 - 50	19	1
>50	20	0

To determine the round score, players from each team count their combined Game Points. The combined total of all game point scores from all the players on a given team will give the result for the Team as a whole.

TEAM GAME POINT TOTAL	TEAM WIN CONDITION	TEAM TOURNAMENT PTS
<75	ROUND LOSS	0
75 - 85	TIE	1
>75	ROUND WIN	2

If two or more teams have the same number of Round points (2/1/0), game points gained from all battles will be used as tie-breaker.

THE REST OF IT

Chess Clock Policy

Chess clocks are NOT required or provided, though they are highly encouraged. If a clock is present and one player wants to use it, the other must agree.

When setting up your clock, split the remaining round time evenly, using the BCP round timer as a guide. The round time is posted on the BCP pairings page. TO's and judges will announce time updates regularly.

When Judges call “dice down” at the end of each round, players must finish the current activation and conclude their game. Players using a chess clock may continue until their clock runs out. However, Judges reserve the right to adjust clock times if they differ significantly from the official round timer.

A player who is clocked out may not take any game actions and must adhere to the following restrictions:

- May only roll dice for saving throws
- May draw secondary cards (but only score those they are already in position for)
- May not perform actions
- Score primary based on their current position on the table
- May not use active abilities on datasheet, such as, “Once Per Battle...” etc.

Judges have the right to clock any table at any time during the match if they deem it necessary.

Streaming

Teams might get the spotlight on a Twitch or YouTube stream—but don't worry, you can always politely say “no thanks.”

If you do end up on camera, remember: you're basically the event's ambassadors of awesomeness and good sportsmanship. So, keep it classy and save the trash talk for off-stream.

THE REST OF IT

Game Etiquette + Rules Reminder

Transparency is key: Players must fully disclose their army list and the current game state (including CPs, units in reserve, etc.) to their opponent at any time. Clear and open communication ensures a smooth and fair game.

Base sizes matter: Models must be mounted on the base size listed on their datasheet, as shown in the official Warhammer 40,000 app by Games Workshop. If you want to use a different base size, you must get approval from the judges beforehand.

Model measurements: In situations where a model's size affects gameplay, the dimensions of the most current Warhammer 40,000 miniatures will be used as the standard.

No dice apps allowed: Only physical dice are permitted. Digital dice-rolling apps are not allowed during matches.

Visible dice rolls: Always roll your dice where your opponent can clearly see them. If a roll isn't visible or can't be verified, your opponent has the right to request a reroll.

Handling dice correctly: When picking up dice after a roll, always remove the failed results first. This lets your opponent confirm the successful rolls without confusion.

THE REST OF IT

Trophies, Titles, and Bragging Rights

Who doesn't love a little glory? At the end of the event, we'll be handing out awards (and eternal bragging rights) to the teams who truly rose above the rest:

- **Best Overall Team** - For those who mastered the battlefield and played like champs. Strategy, sportsmanship, and style all rolled into one.
- **Best General Team** - For the warlords who brought the heat and crushed it on the tabletop. Pure tactical domination.
- **Highest Hobby Award** - Given to the team with the best painted armies. Show-stopping minis that made everyone else consider picking up a paintbrush... or giving up entirely.
- **Best in Faction** - Awarded to individual players who not only brought hobby excellence to the table, but also fought their way to the top of the battlefield in their faction. A true champion of both brush and blade.

So whether you came to win, paint, or just flex your dice-rolling muscles, there's a title waiting—if you've earned it.

TERRAIN + MAP LAYOUTS

Need to Know

At West Coast Warbands, Teams will refer to the Layouts listed below to set up their tables. Players should set up their tables terrain after their captains have declared which layout their match will be on. If the table has been pre-set, it is the responsibility of both players to verify it is correct before they begin their match.

There will be 4 WTC and 4 GW map layouts. GW Layouts will be used from the Chapter Approved 2025-2026 Mission Pack. Map layouts will vary round to round. GW Layout 7 will always be played on the Duck For Cover MDF Terrain.

Map Layouts

Round 1 - Mission A | GW 1, 2, 6, 7 | WTC 1, 4/5, 6, 8

Round 2* - Mission F | GW 1, 2, 7, 8 | WTC 1, 3, 4/5, 8

Round 3 - Mission L | GW 1, 2, 3, 6 | WTC 1, 4/5, 6, 7

Round 4 - Mission P | GW 1, 2, 6, 8 | WTC 2, 3, 4/5, 8

Round 5 - Mission O | GW 2, 3, 6, 8 | WTC 1, 4/5, 6, 8

Round 6 - Mission C | GW 1, 2, 6, 7 | WTC 2, 3, 4/5, 8

***See Page 7 for how to split middle objective**

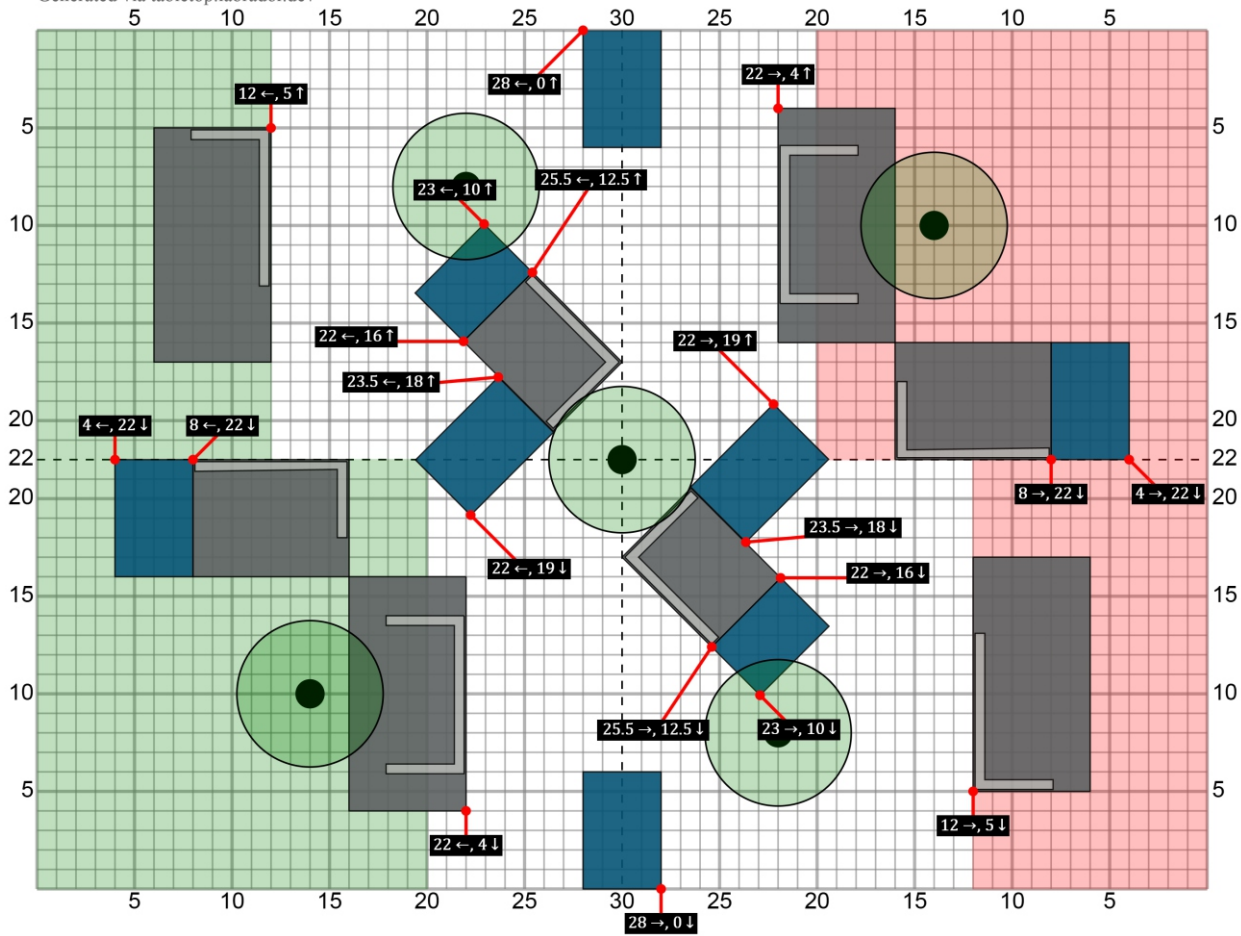
Layouts found at <https://tabletop.labrador.dev/>

TERRAIN + MAP LAYOUTS

ROUND 1 - Mission A

GW Chapter Approved 2025-2026 - Terrain Layout 1 - Tipping Point

Generated via tabletop.labrador.dev

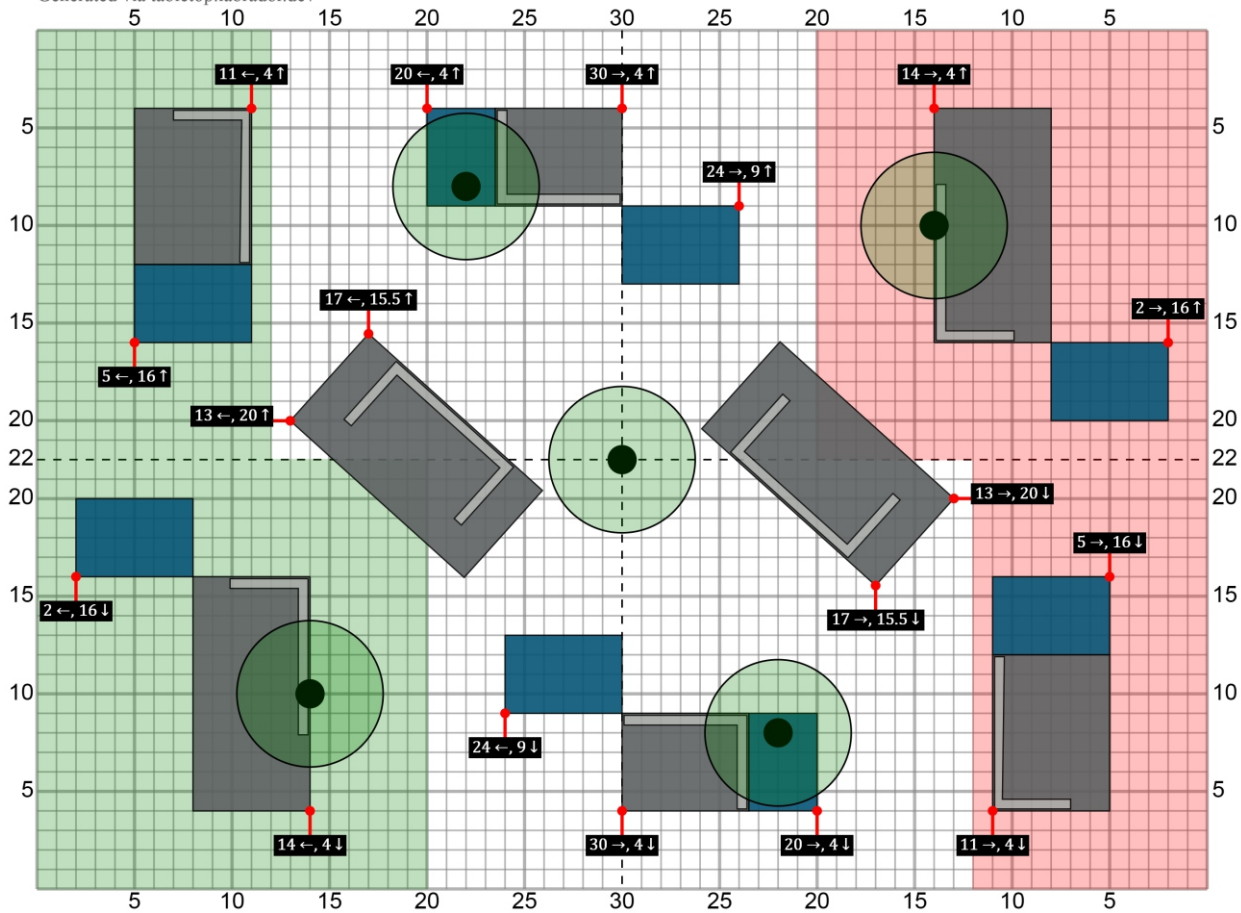


TERRAIN + MAP LAYOUTS

ROUND 1 - Mission A

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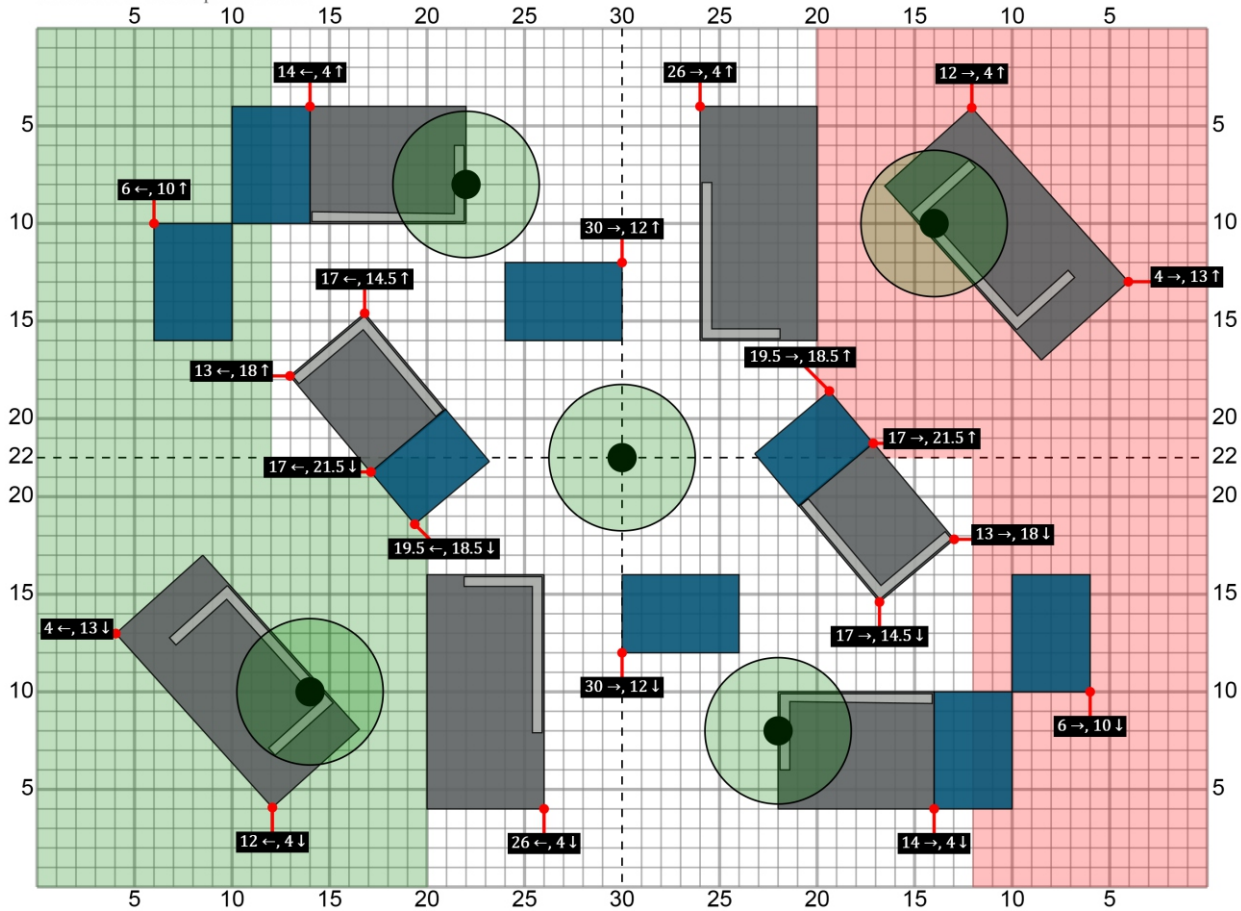


TERRAIN + MAP LAYOUTS

ROUND 1 - Mission A

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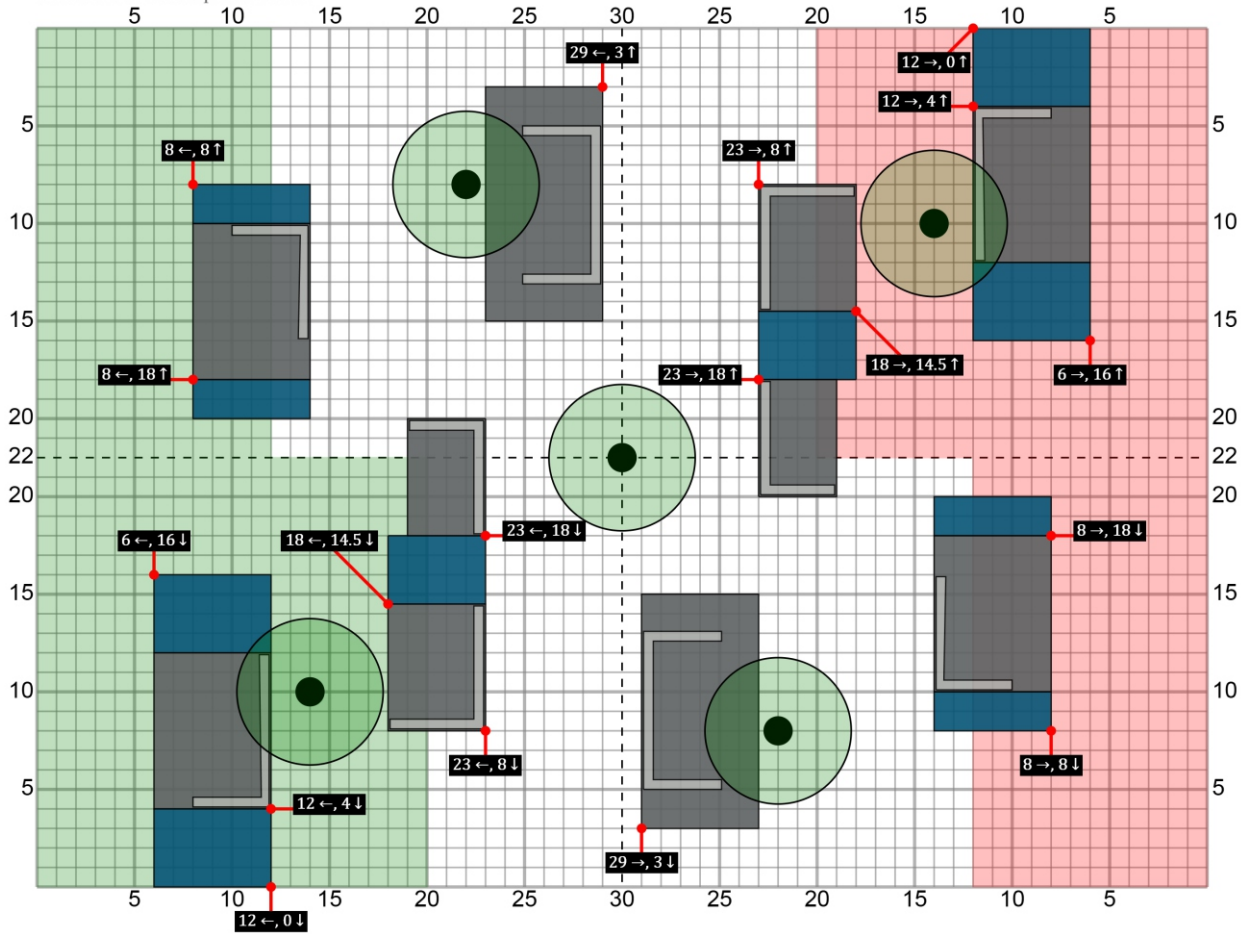


TERRAIN + MAP LAYOUTS

ROUND 1 - Mission A

GW Chapter Approved 2025-2026 - Terrain Layout 7 - Tipping Point

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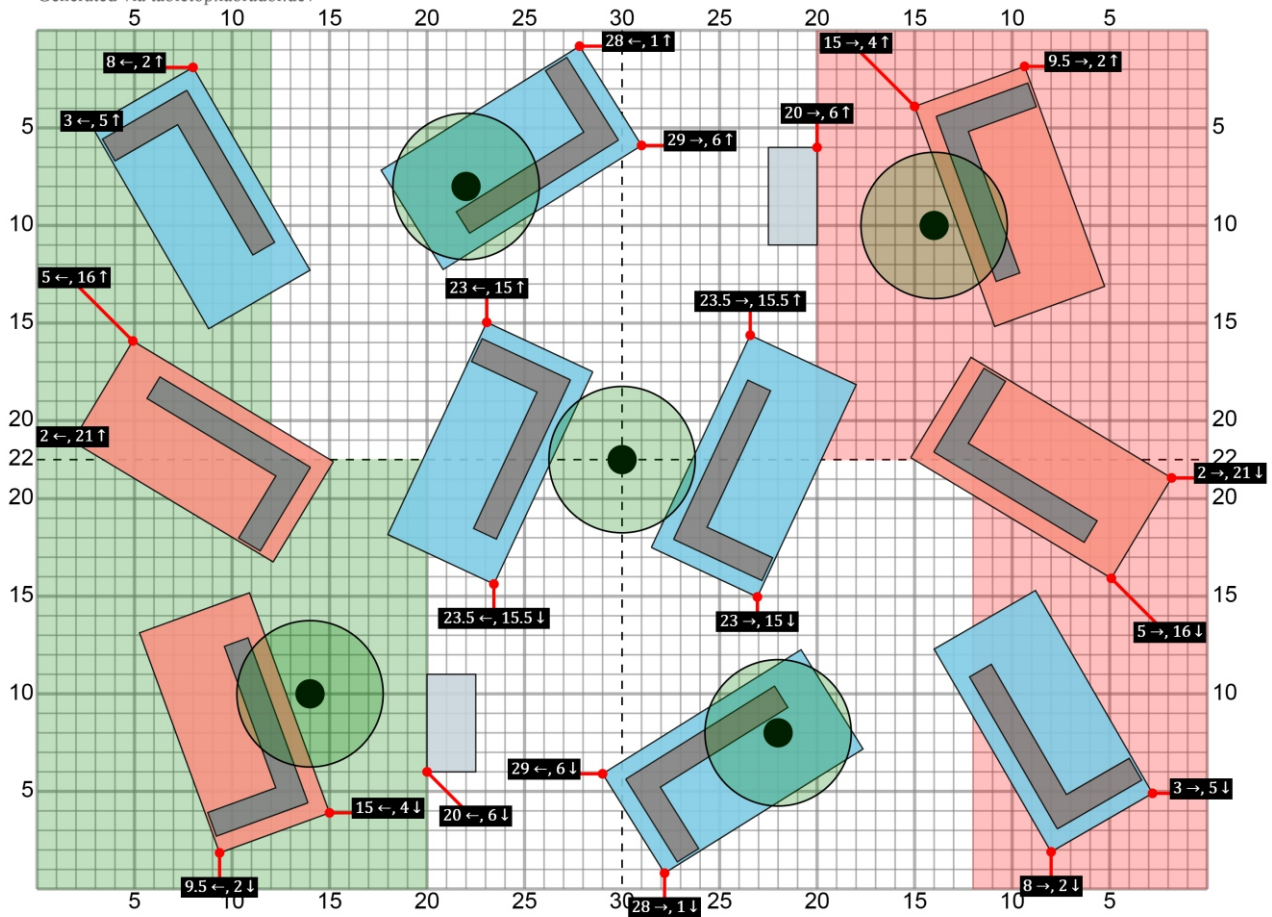


TERRAIN + MAP LAYOUTS

ROUND 1 - Mission A

WTC 2025 v2.3 - 1 - Tipping Point

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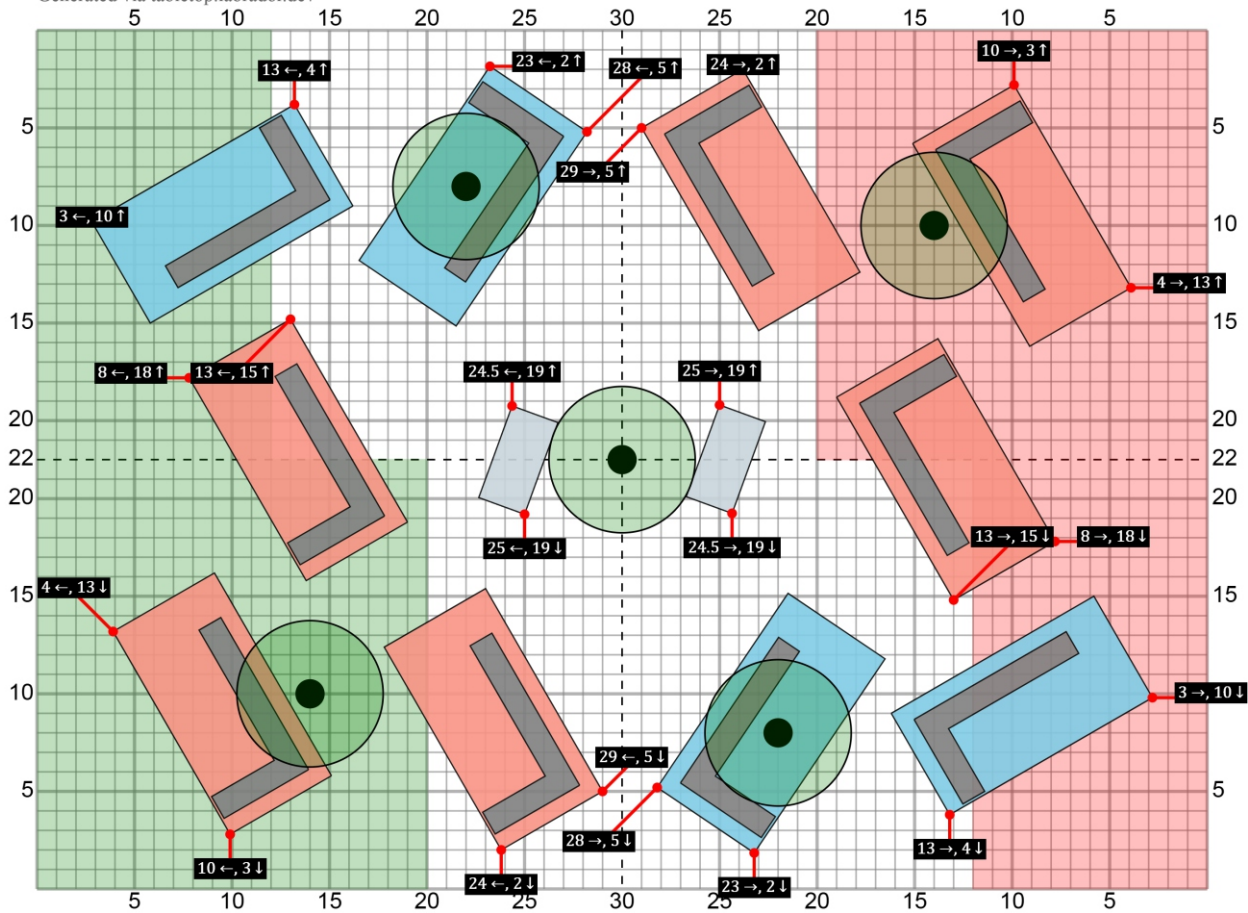


TERRAIN + MAP LAYOUTS

ROUND 1 - Mission A

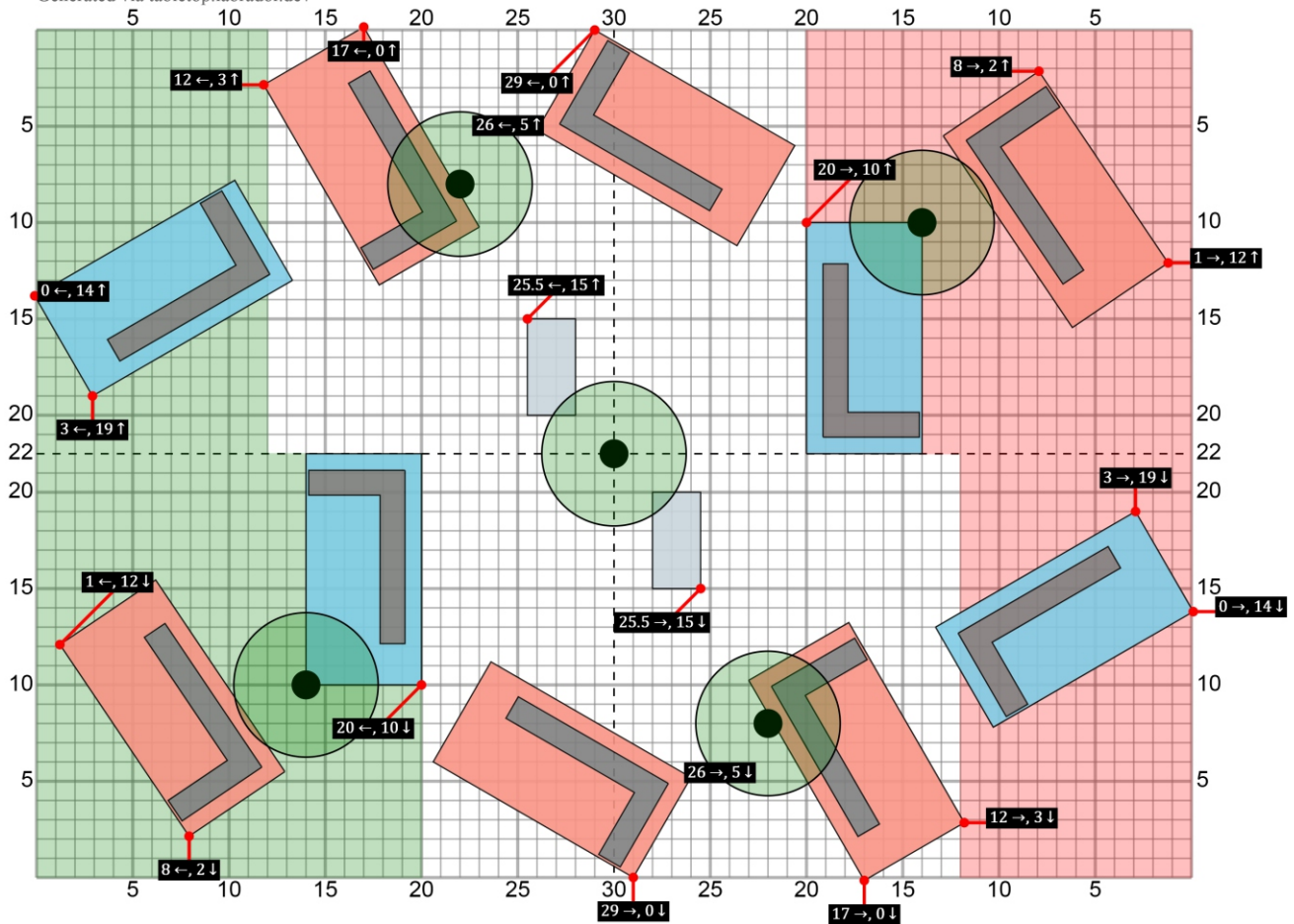
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ROUND 1 - Mission A

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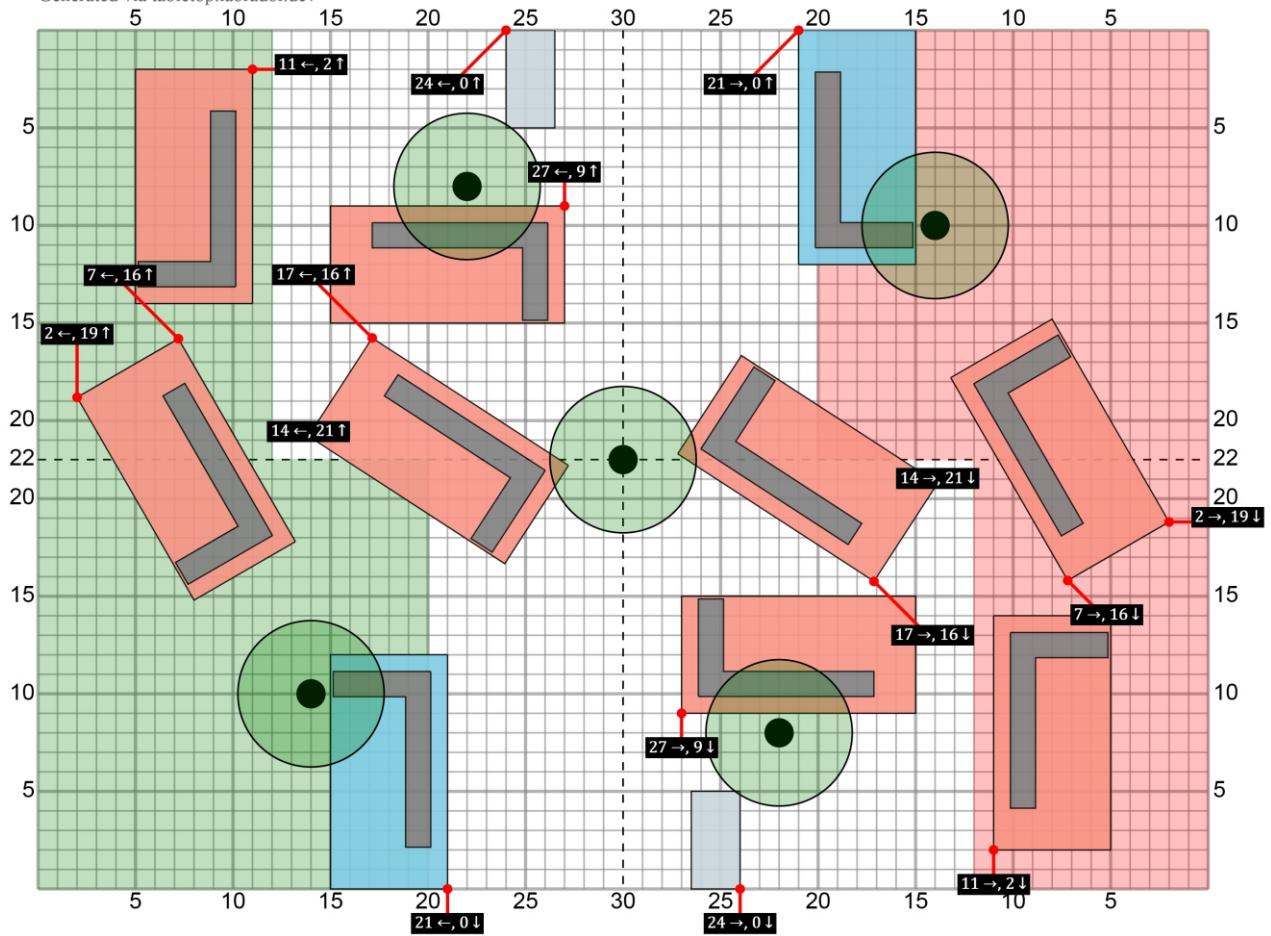


TERRAIN + MAP LAYOUTS

ROUND 1 - Mission A

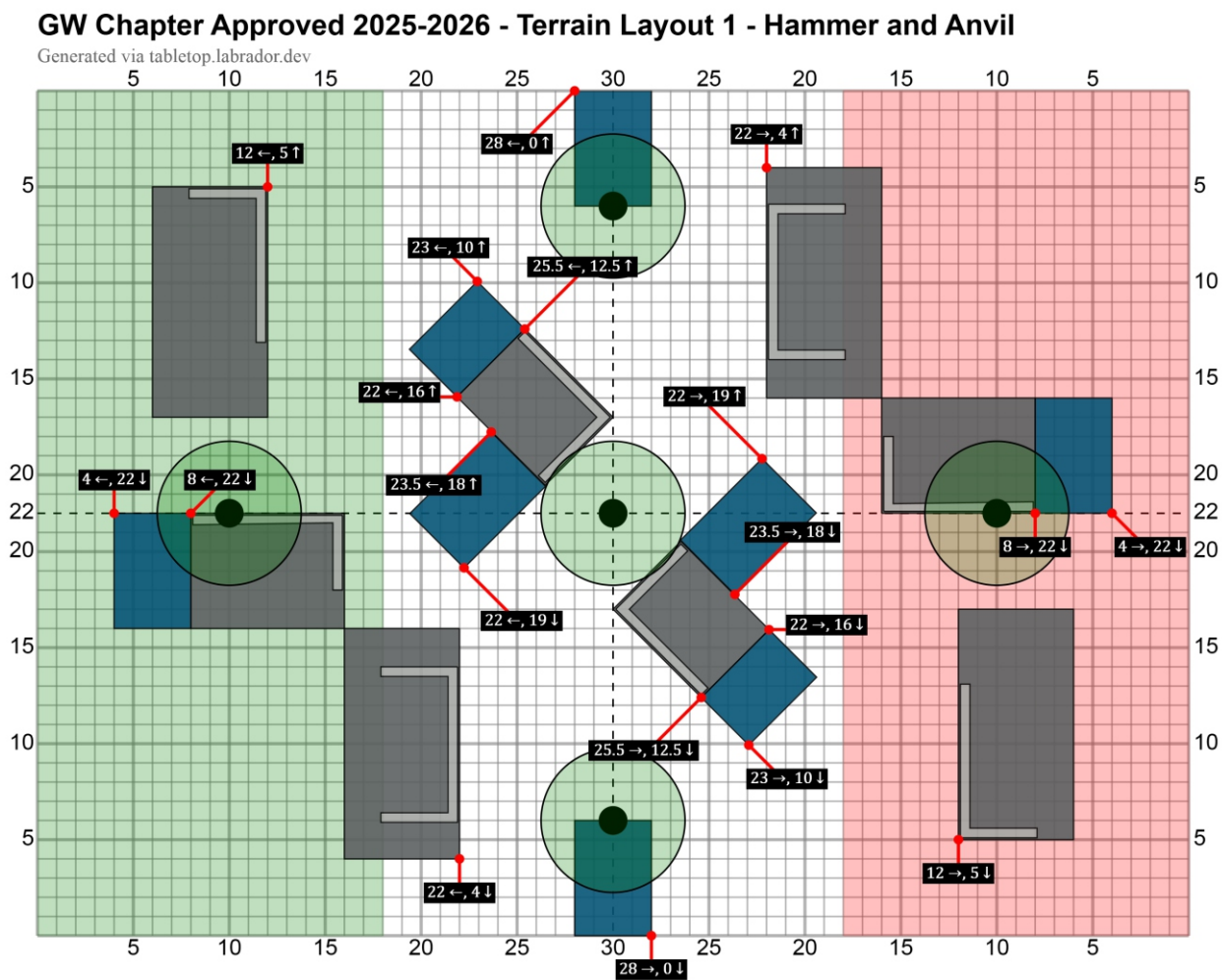
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TERRAIN + MAP LAYOUTS

ROUND 2* - Mission F



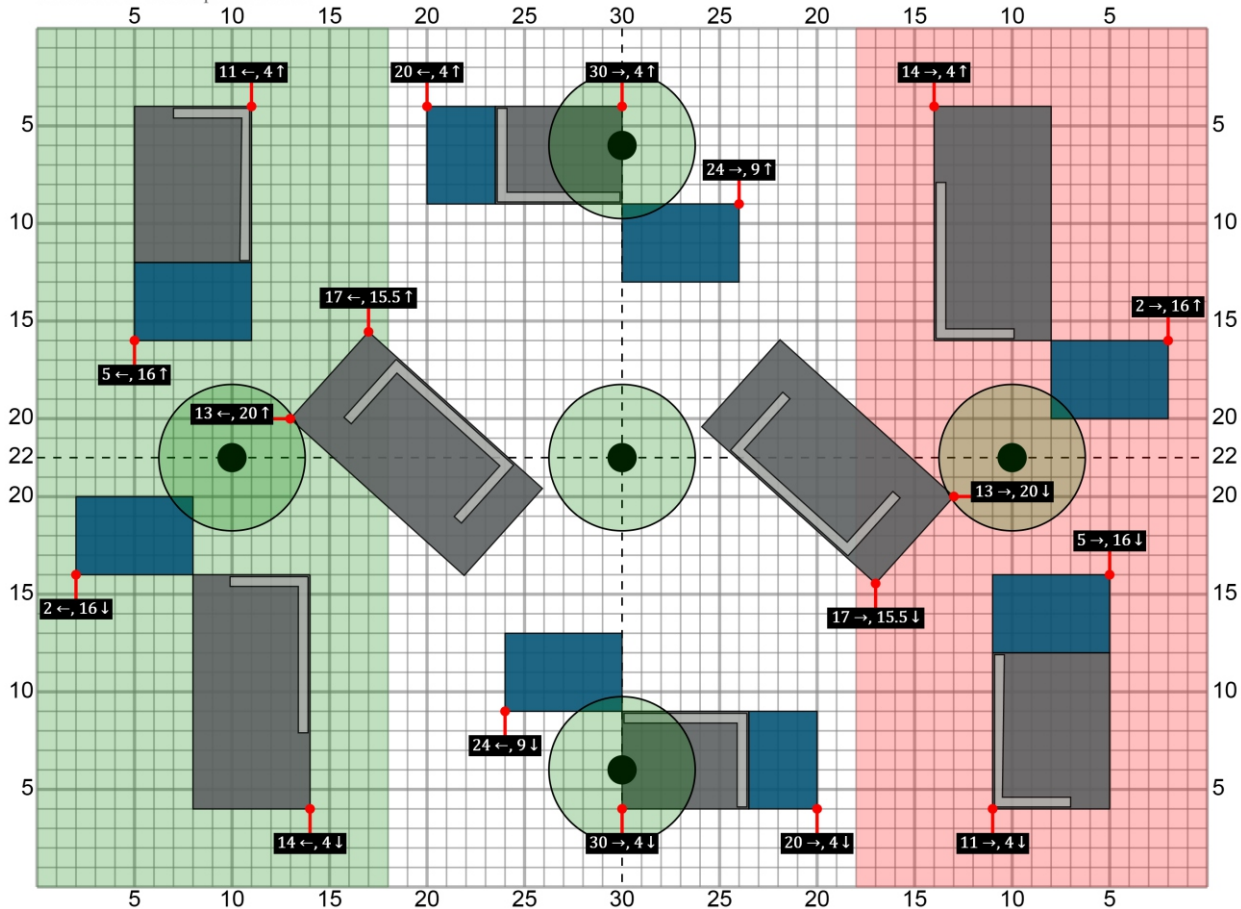
***SEE PAGE 7 FOR HOW TO SPLIT MIDDLE OBJECTIVE**

TERRAIN + MAP LAYOUTS

ROUND 2* - Mission F

GW Chapter Approved 2025-2026 - Terrain Layout 2 - Hammer and Anvil

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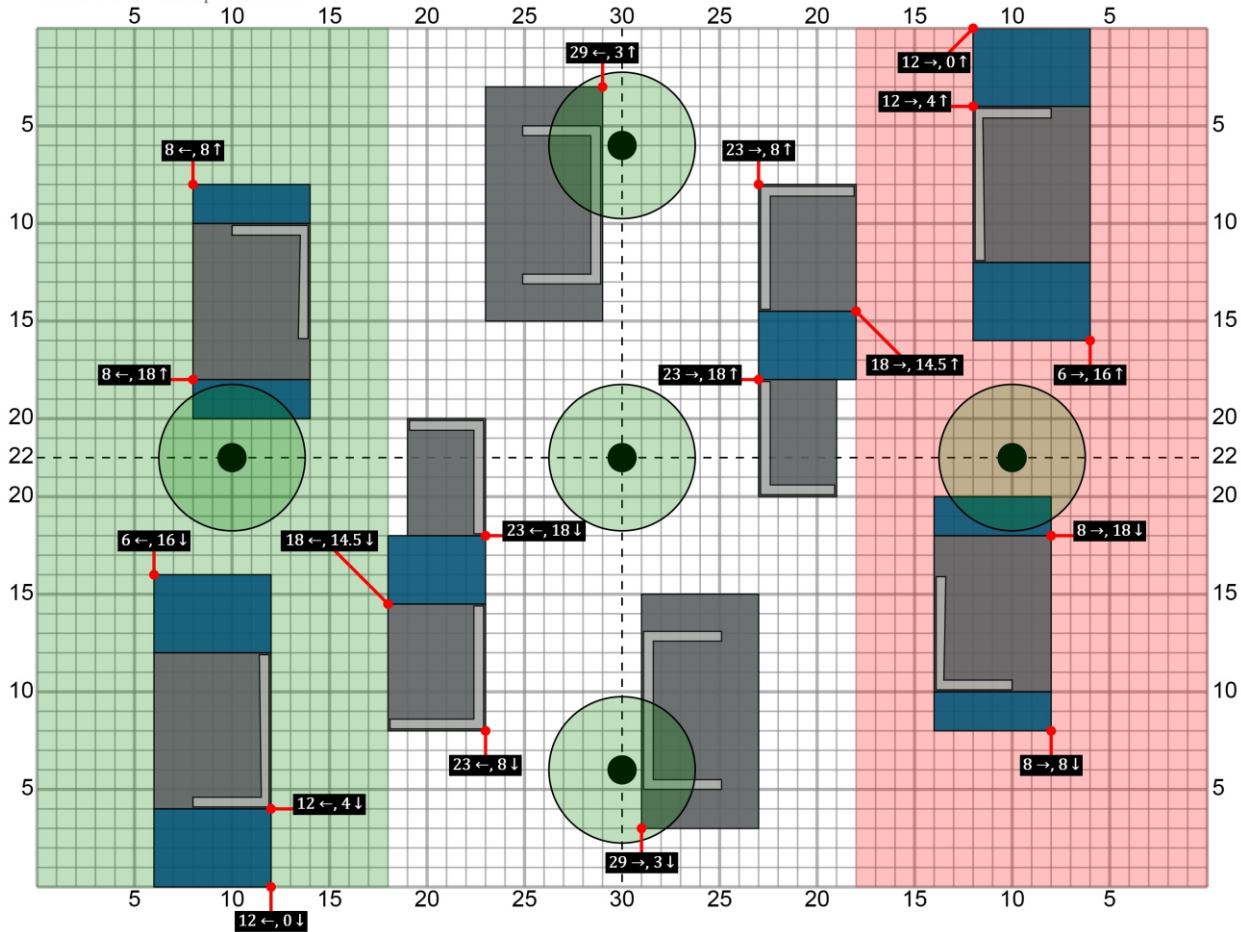
***SEE PAGE 7 FOR HOW TO SPLIT MIDDLE OBJECTIVE**

TERRAIN + MAP LAYOUTS

ROUND 2* - Mission F

GW Chapter Approved 2025-2026 - Terrain Layout 7 - Hammer and Anvil

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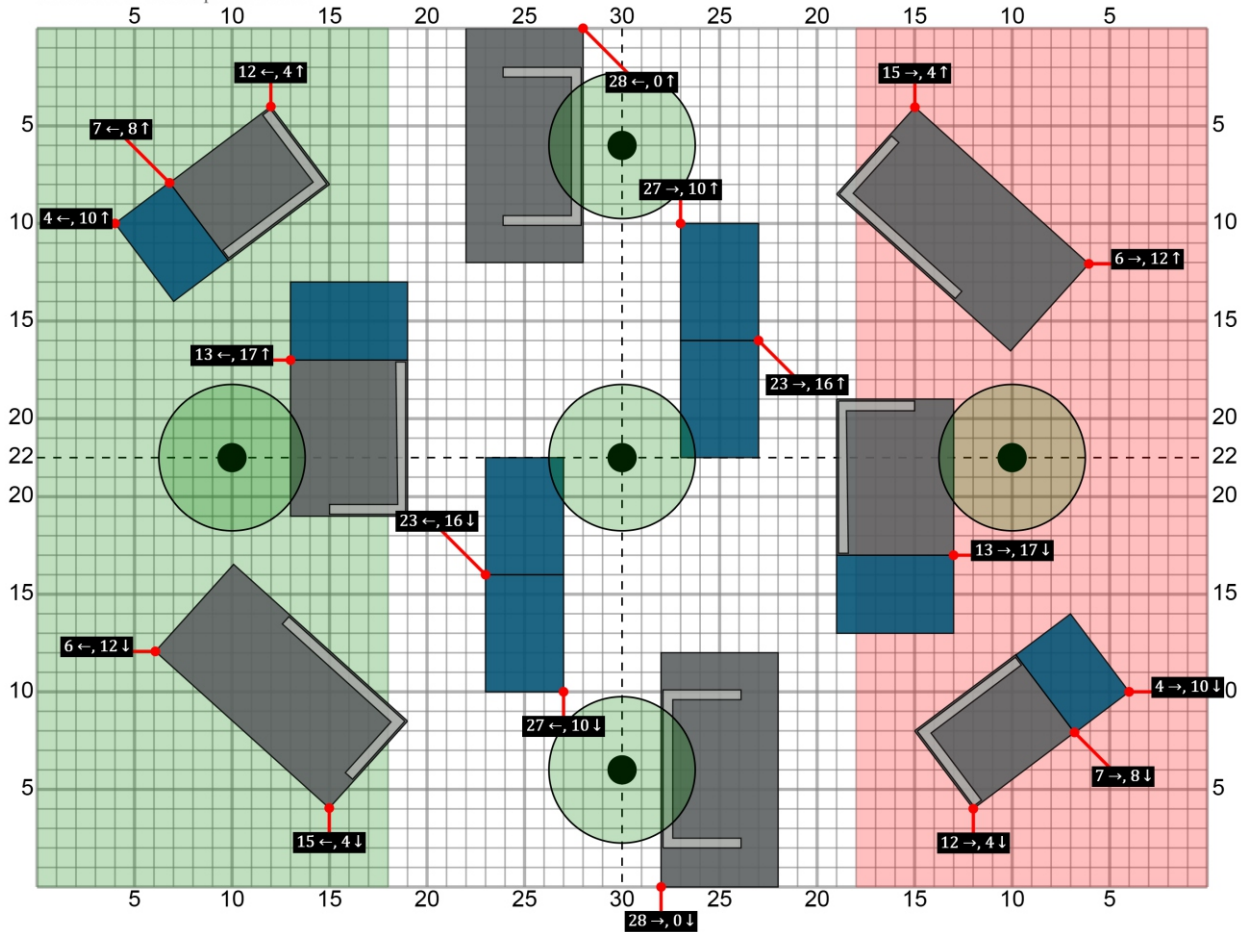
***SEE PAGE 7 FOR HOW TO SPLIT MIDDLE OBJECTIVE**

TERRAIN + MAP LAYOUTS

ROUND 2* - Mission F

GW Chapter Approved 2025-2026 - Terrain Layout 8 - Hammer and Anvil

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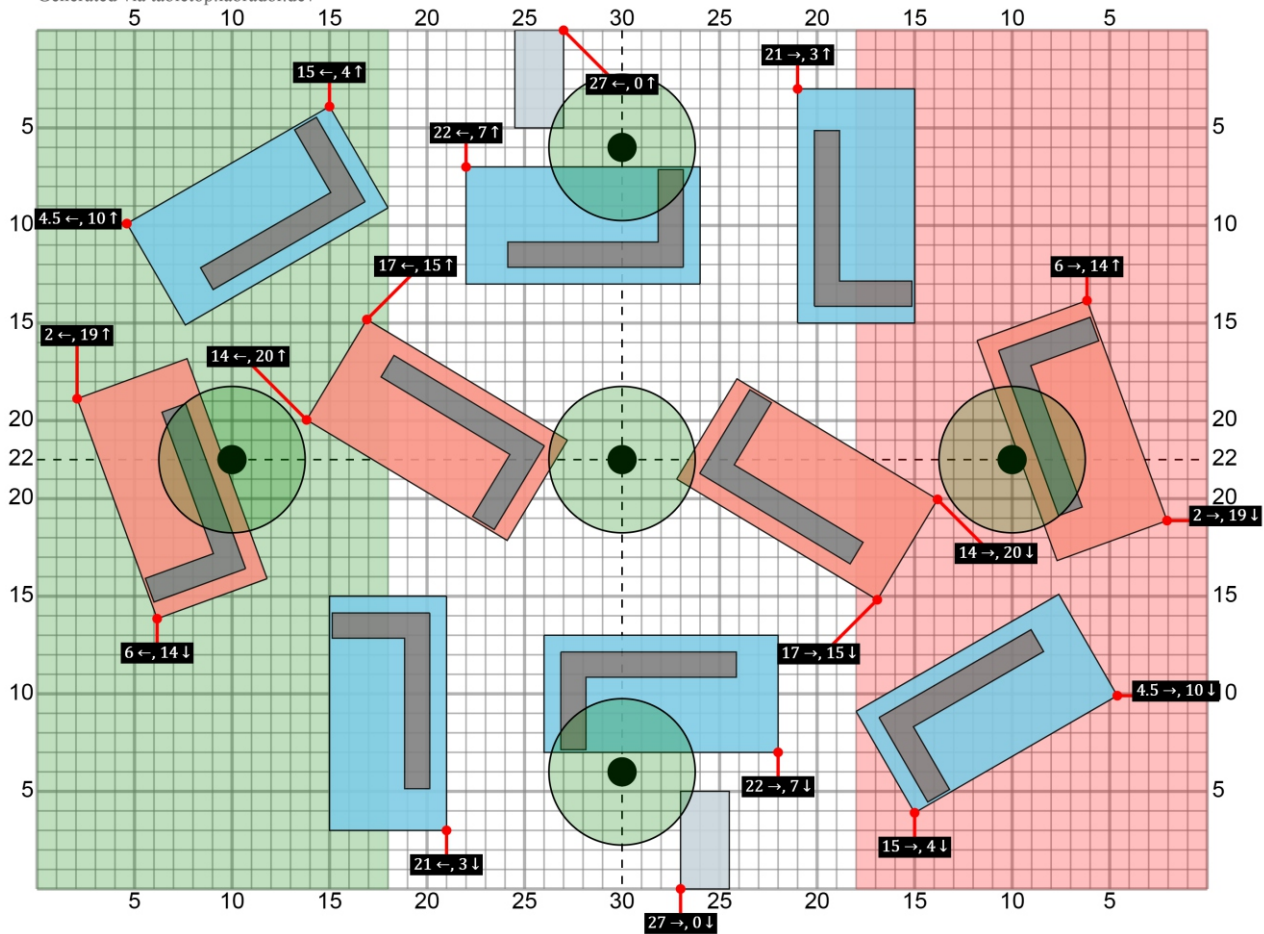
***SEE PAGE 7 FOR HOW TO SPLIT MIDDLE OBJECTIVE**

TERRAIN + MAP LAYOUTS

ROUND 2* - Mission F

WTC 2025 v2.3 - 1 - Hammer and Anvil

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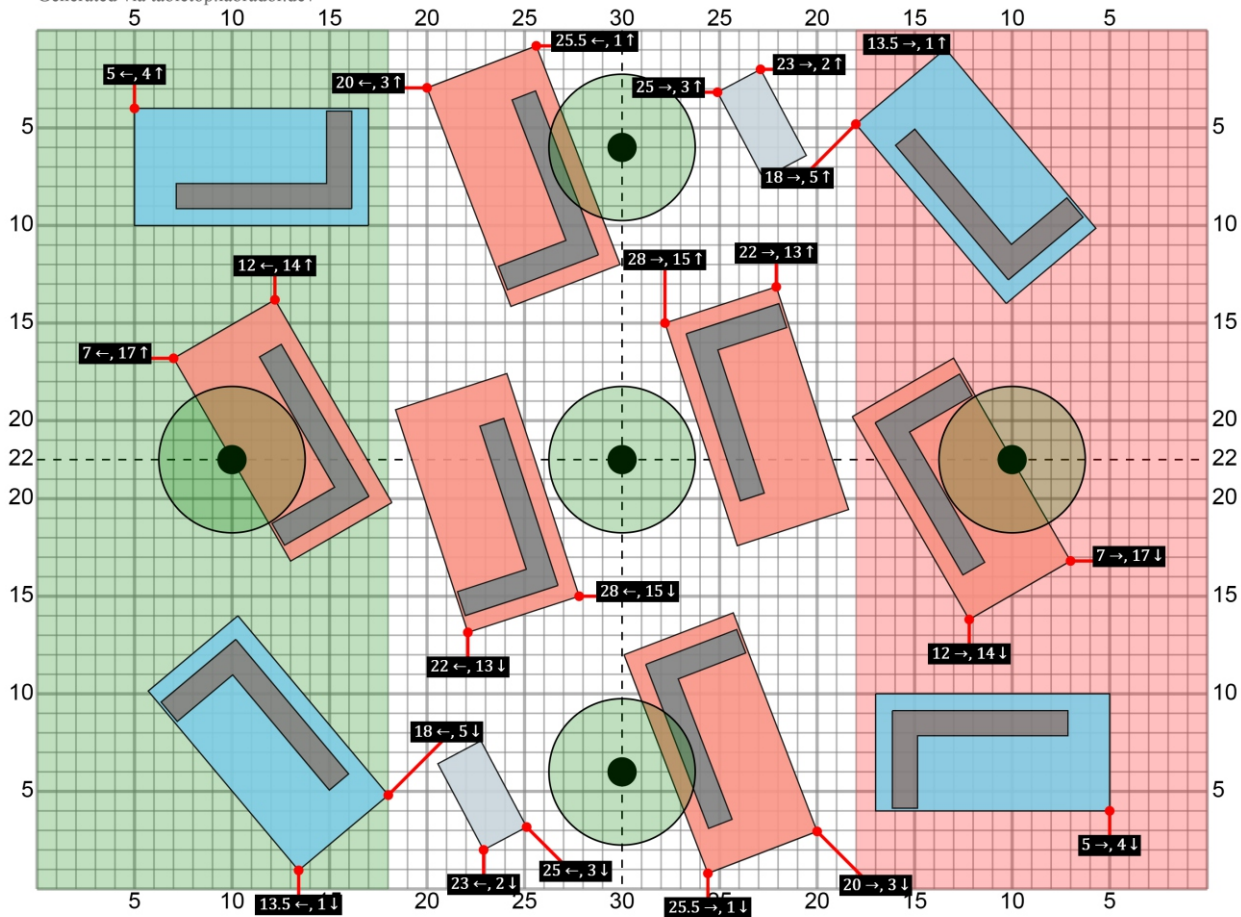
***SEE PAGE 7 FOR HOW TO SPLIT MIDDLE OBJECTIVE**

TERRAIN + MAP LAYOUTS

ROUND 2* - Mission F

WTC 2025 v2.3 - 3 - Hammer and Anvil

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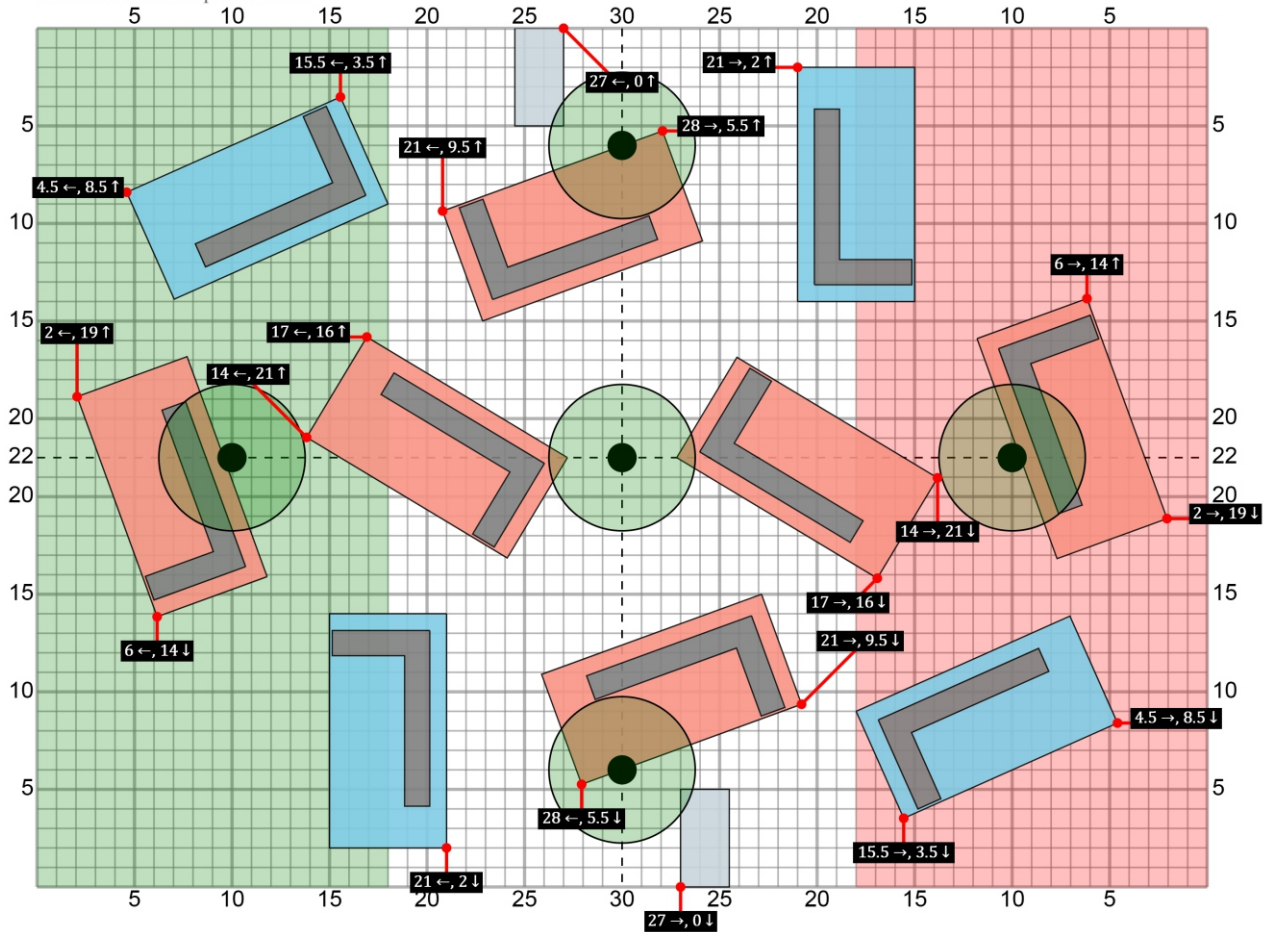
***SEE PAGE 7 FOR HOW TO SPLIT MIDDLE OBJECTIVE**

TERRAIN + MAP LAYOUTS

ROUND 2* - Mission F

WTC 2025 v2.3 - 4 - 5 - Hammer and Anvil

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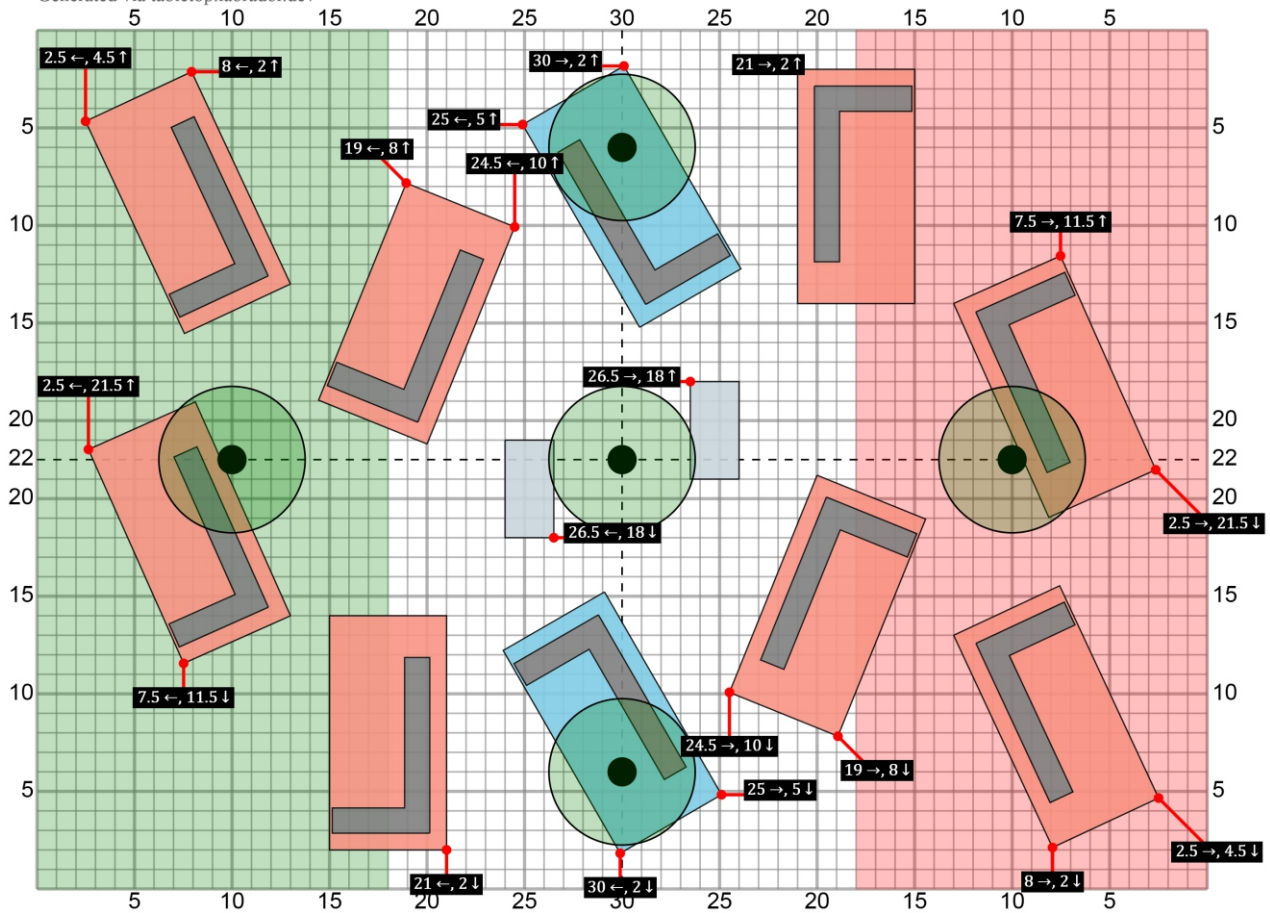
***SEE PAGE 7 FOR HOW TO SPLIT MIDDLE OBJECTIVE**

TERRAIN + MAP LAYOUTS

ROUND 2* - Mission F

WTC 2025 v2.3 - 8 - Hammer and Anvil

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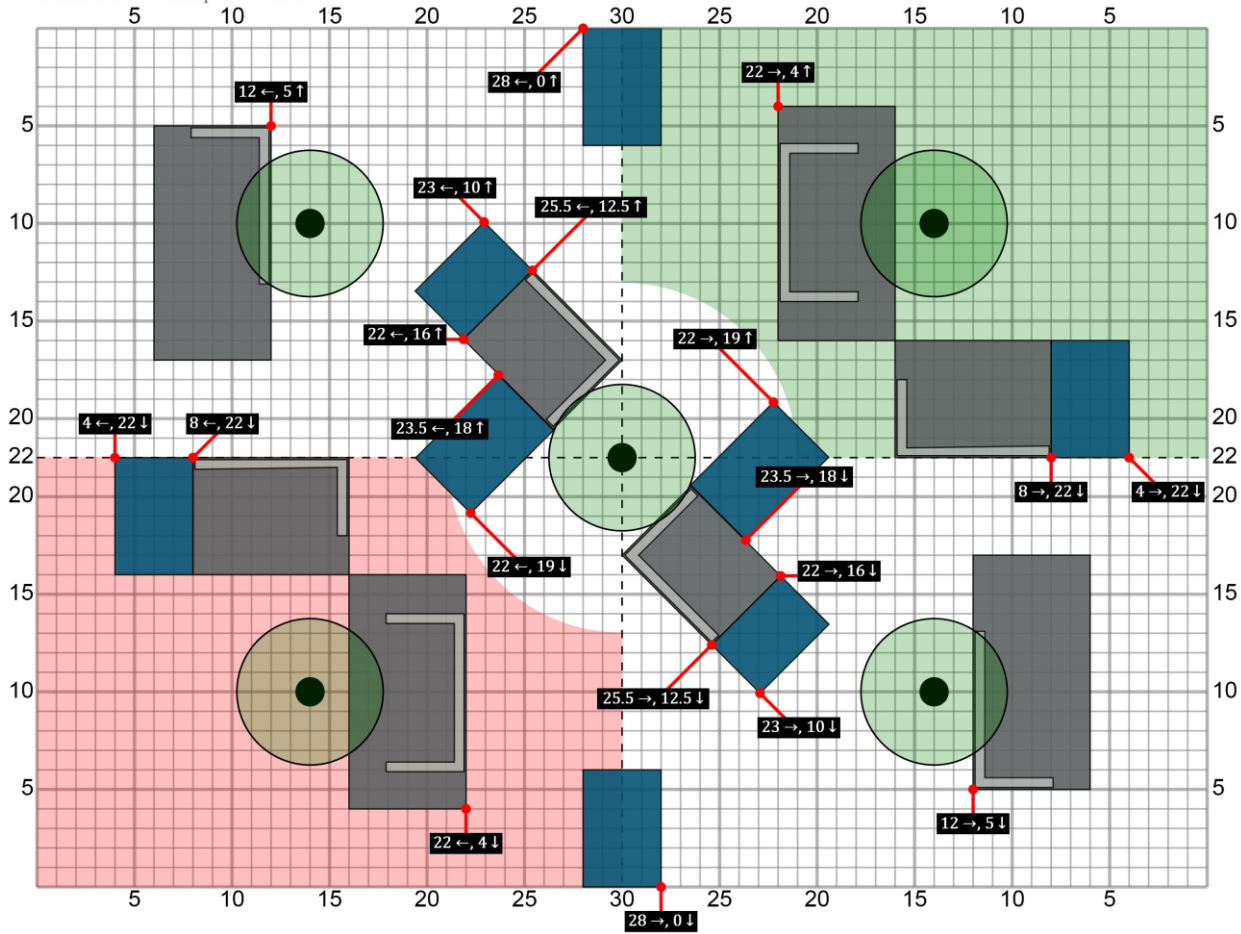
***SEE PAGE 7 FOR HOW TO SPLIT MIDDLE OBJECTIVE**

TERRAIN + MAP LAYOUTS

ROUND 3 - Mission L

GW Chapter Approved 2025-2026 - Terrain Layout 1 - Search and Destroy

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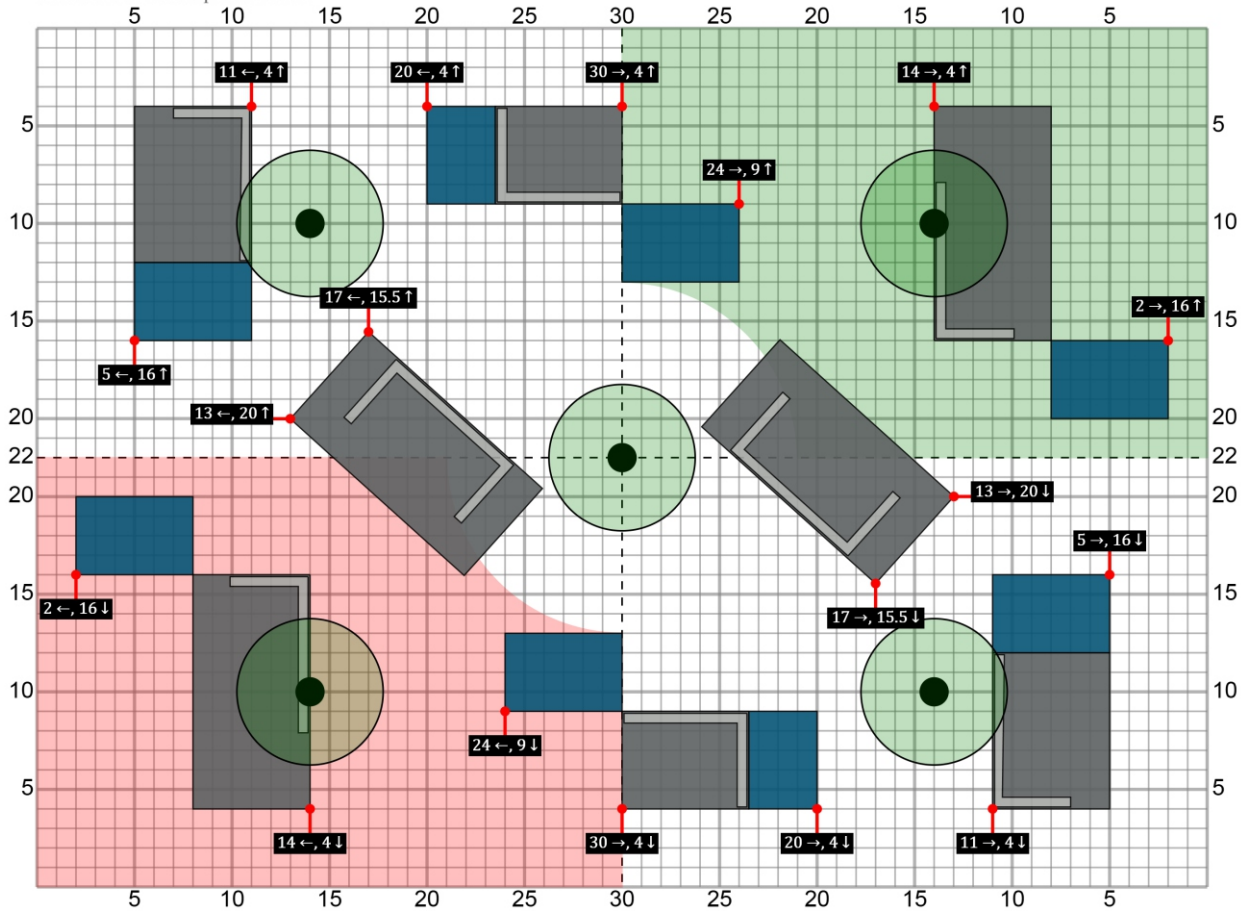


TERRAIN + MAP LAYOUTS

ROUND 3 - Mission L

GW Chapter Approved 2025-2026 - Terrain Layout 2 - Search and Destroy

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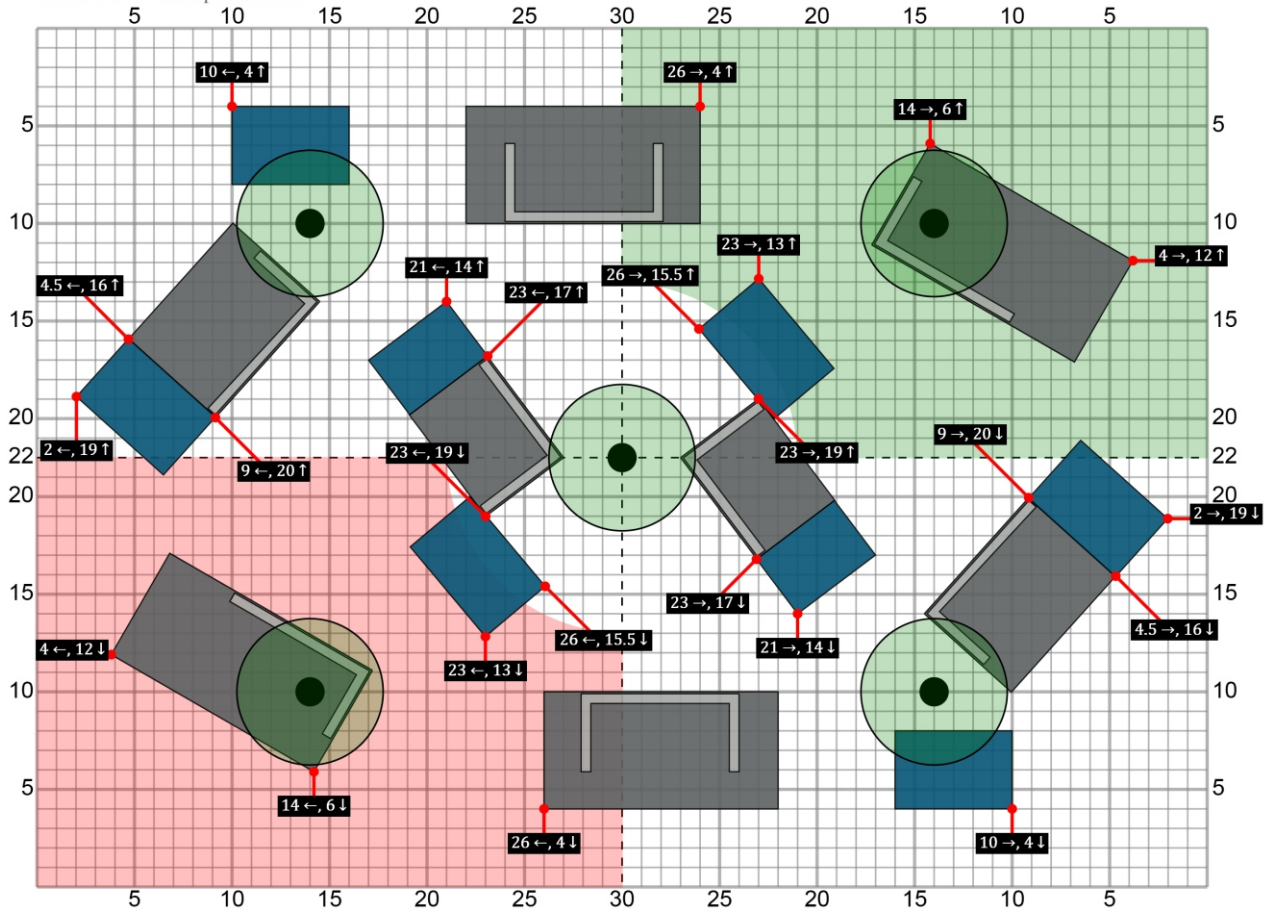


TERRAIN + MAP LAYOUTS

ROUND 3 - Mission L

GW Chapter Approved 2025-2026 - Terrain Layout 3 - Search and Destroy

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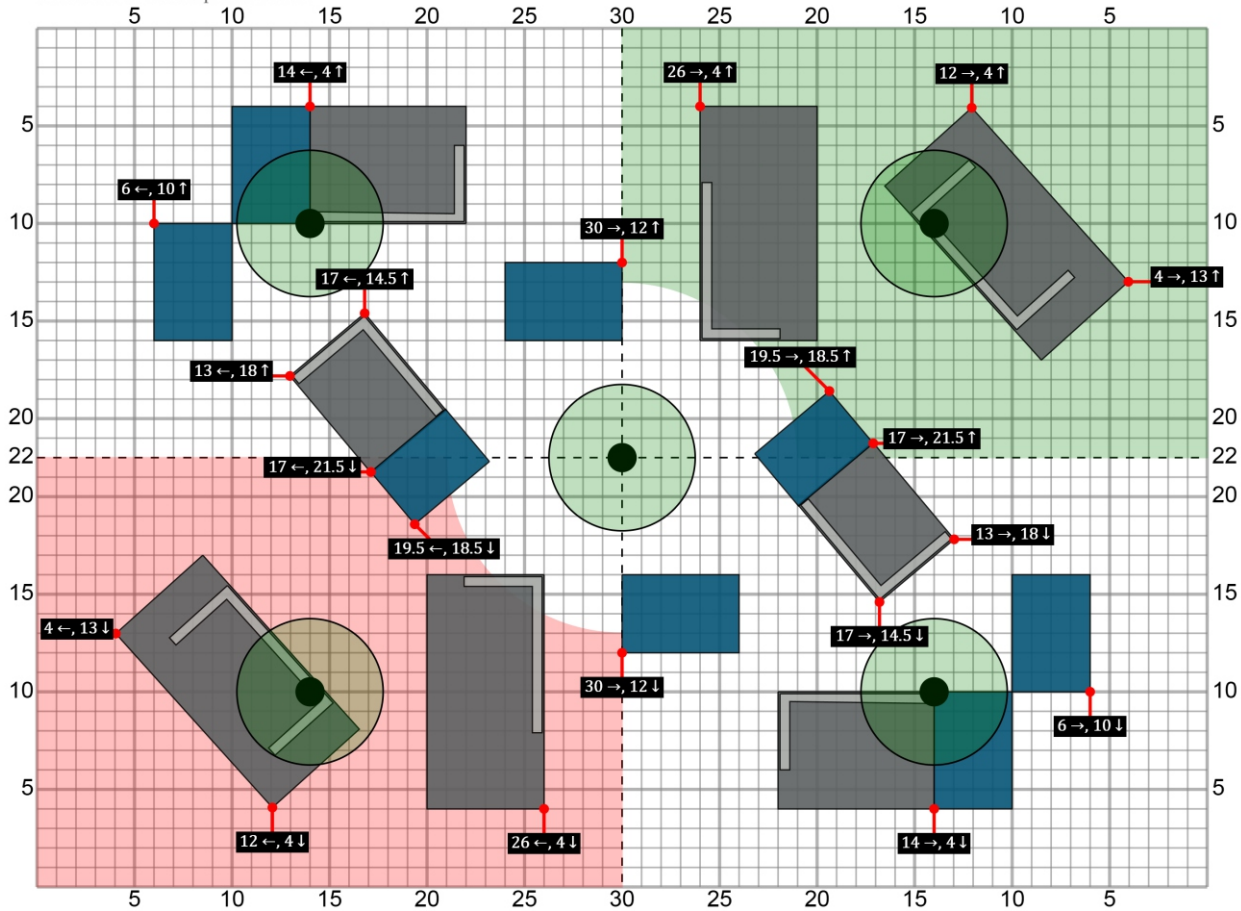


TERRAIN + MAP LAYOUTS

ROUND 3 - Mission L

GW Chapter Approved 2025-2026 - Terrain Layout 6 - Search and Destroy

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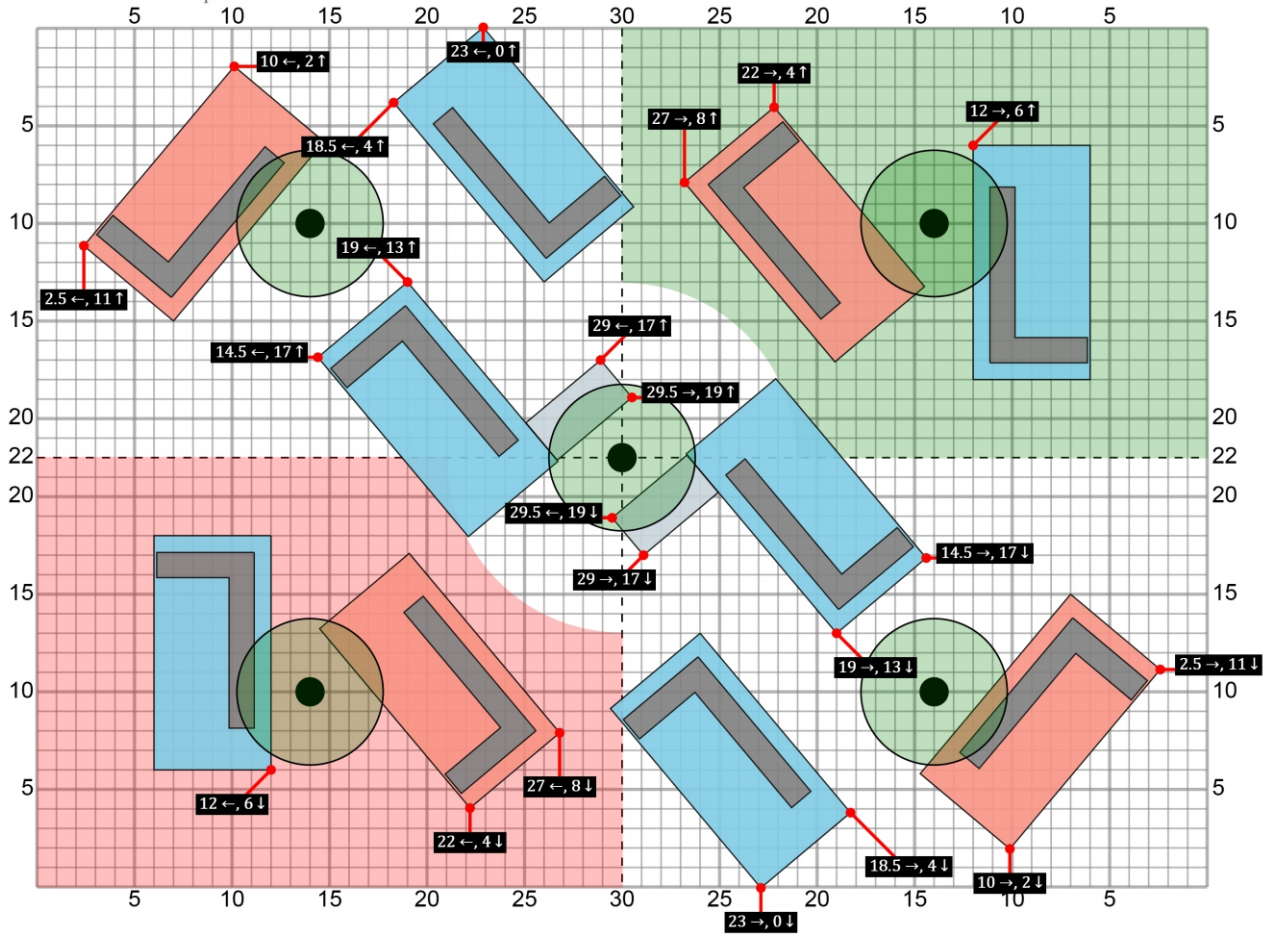


TERRAIN + MAP LAYOUTS

ROUND 3 - Mission L

WTC 2025 v2.3 - 1 - Search and Destroy

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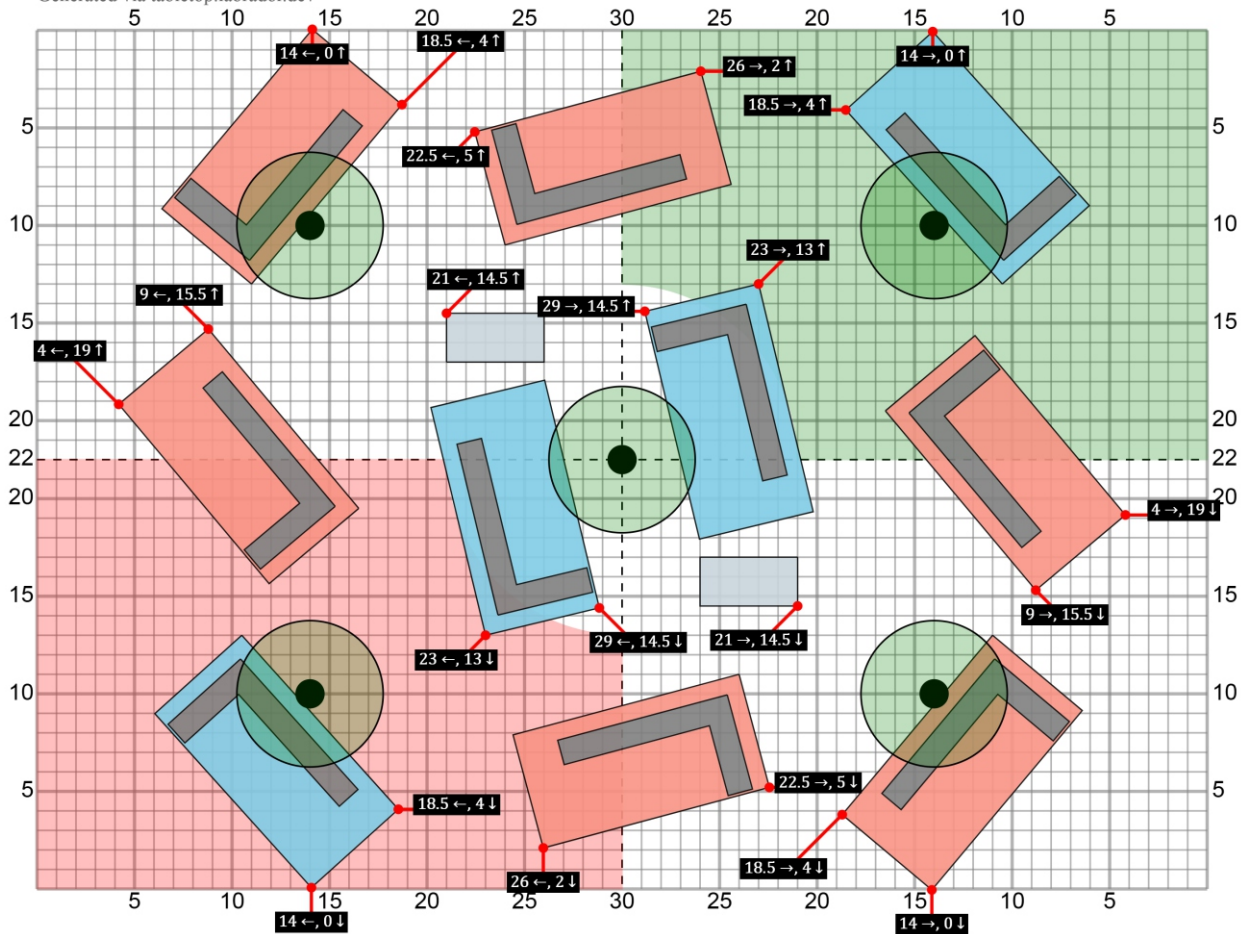


TERRAIN + MAP LAYOUTS

ROUND 3 - Mission L

WTC 2025 v2.3 - 4 - 5 - Search and Destroy

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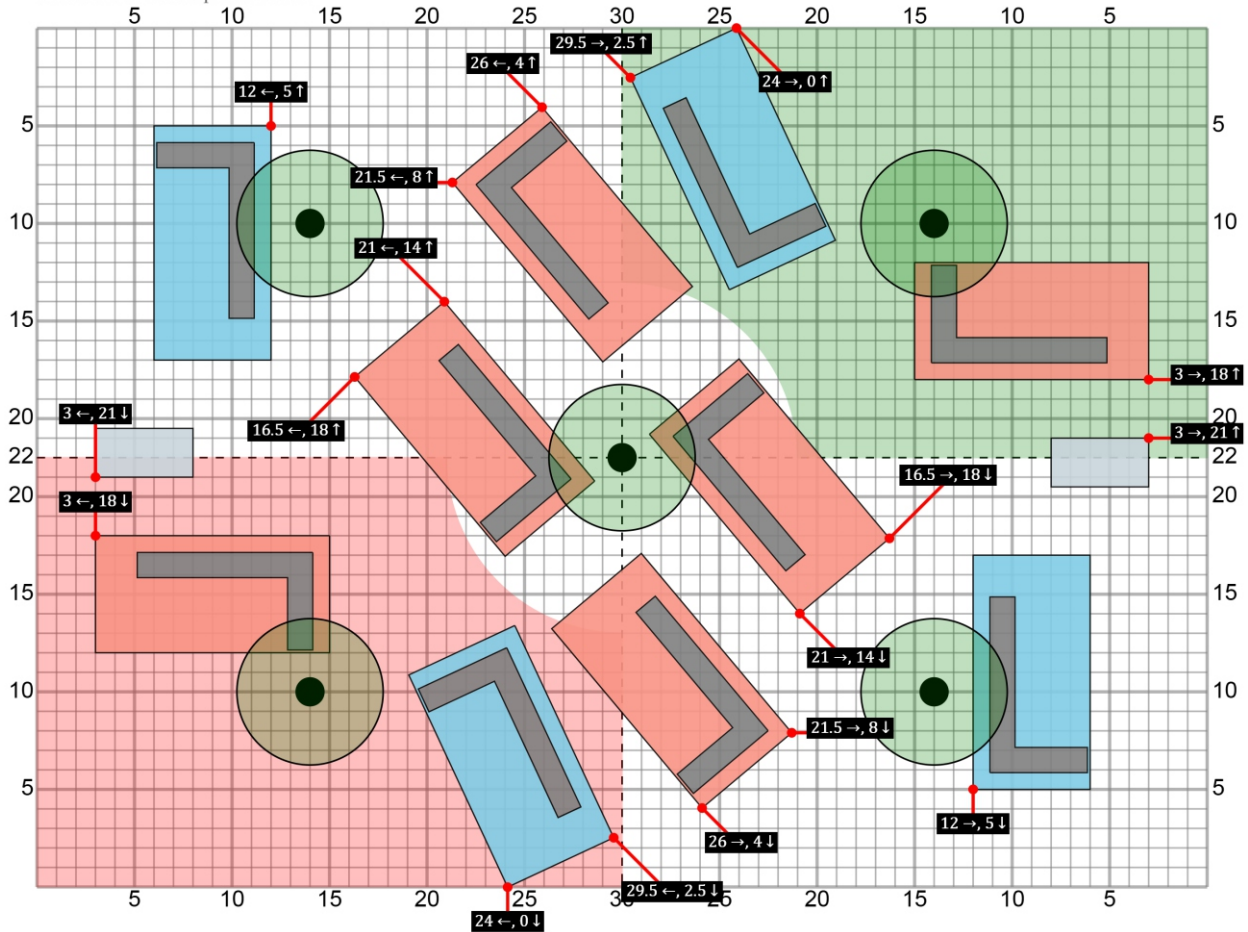


TERRAIN + MAP LAYOUTS

ROUND 3 - Mission L

WTC 2025 v2.3 - 6 - Search and Destroy

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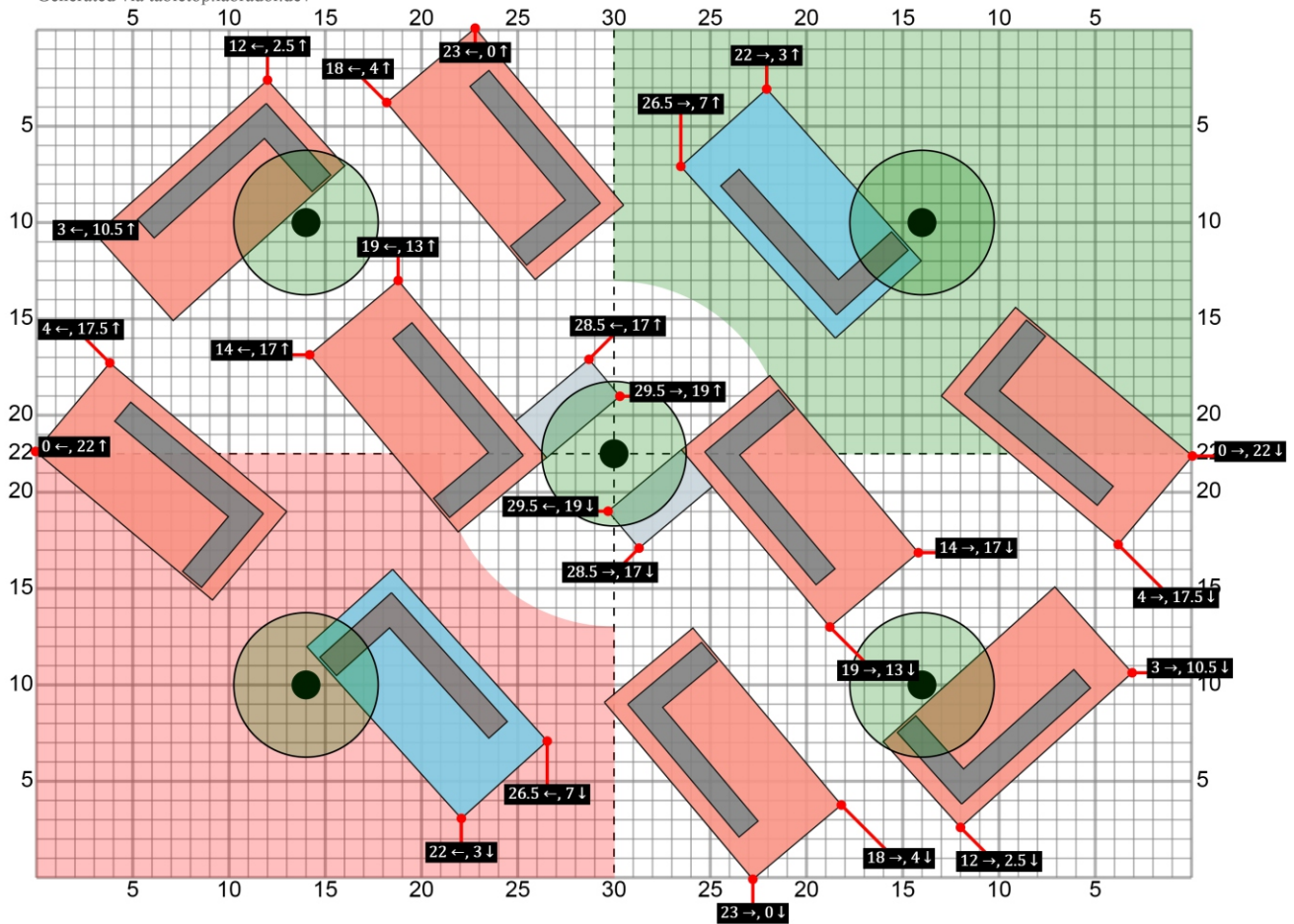


TERRAIN + MAP LAYOUTS

ROUND 3 - Mission L

WTC 2025 v2.3 - 7 - Search and Destroy

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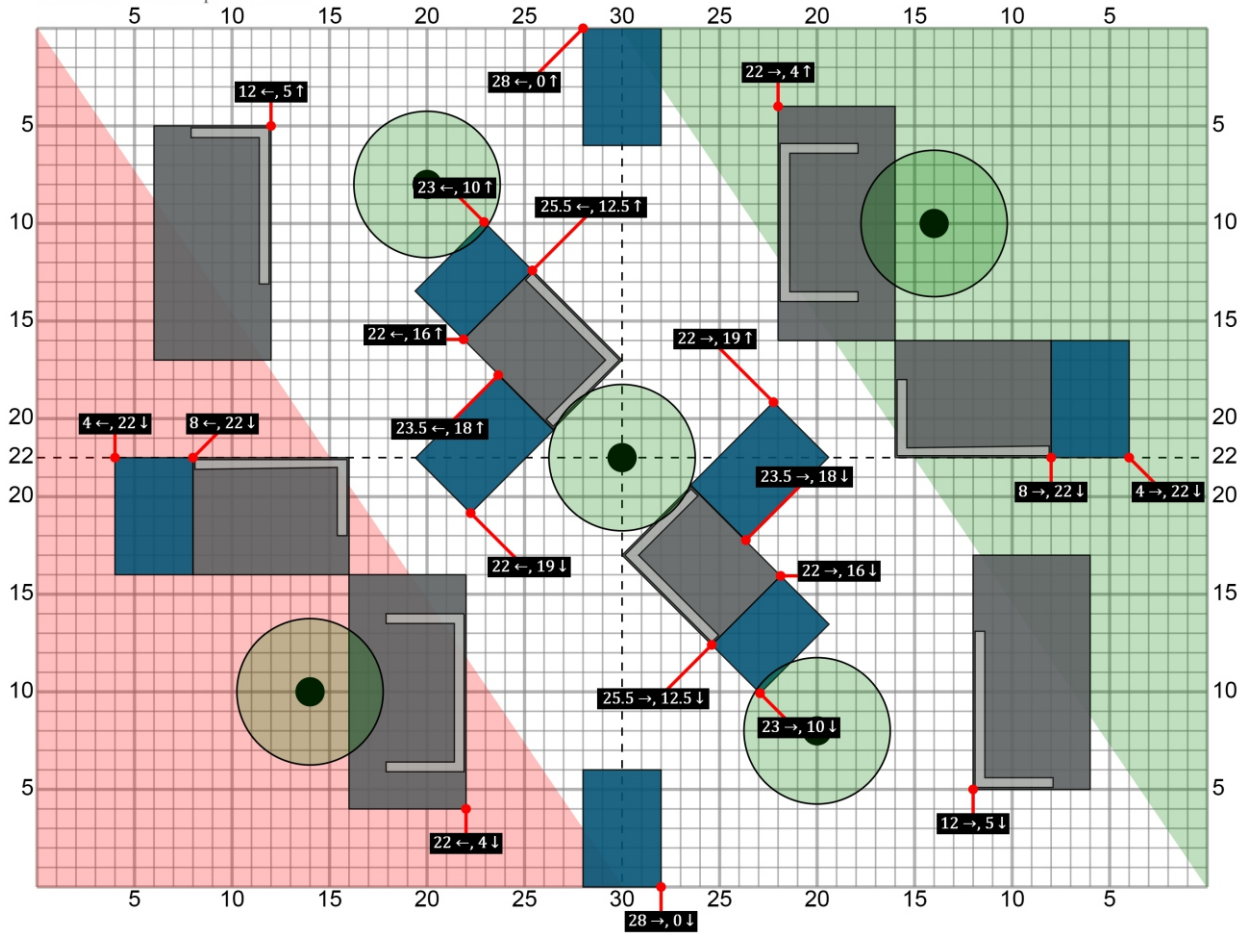


TERRAIN + MAP LAYOUTS

ROUND 4 - Mission P

GW Chapter Approved 2025-2026 - Terrain Layout 1 - Crucible of Battle

Generated via tabletop.labrador.dev

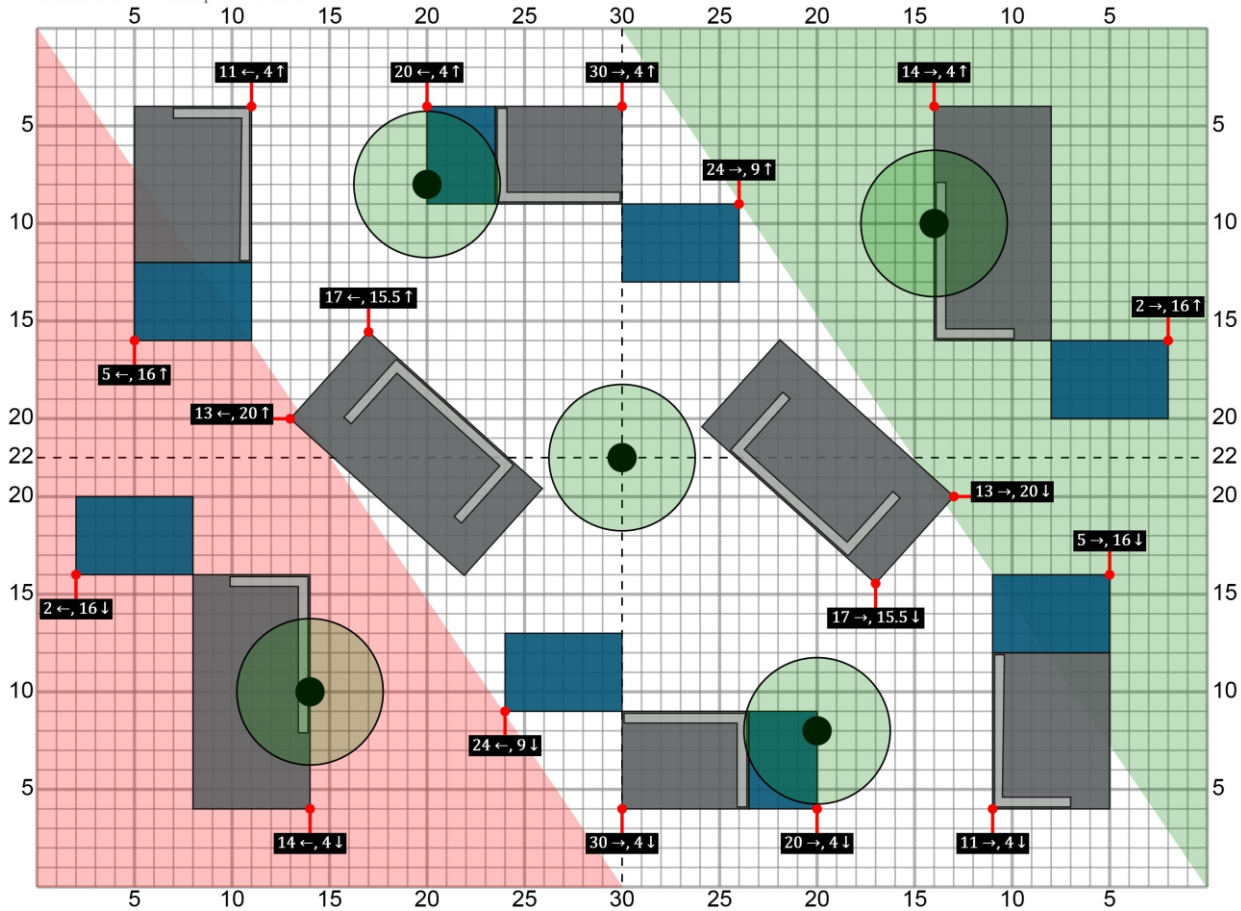


TERRAIN + MAP LAYOUTS

ROUND 4 - Mission P

GW Chapter Approved 2025-2026 - Terrain Layout 2 - Crucible of Battle

Generated via tabletop.labrador.dev

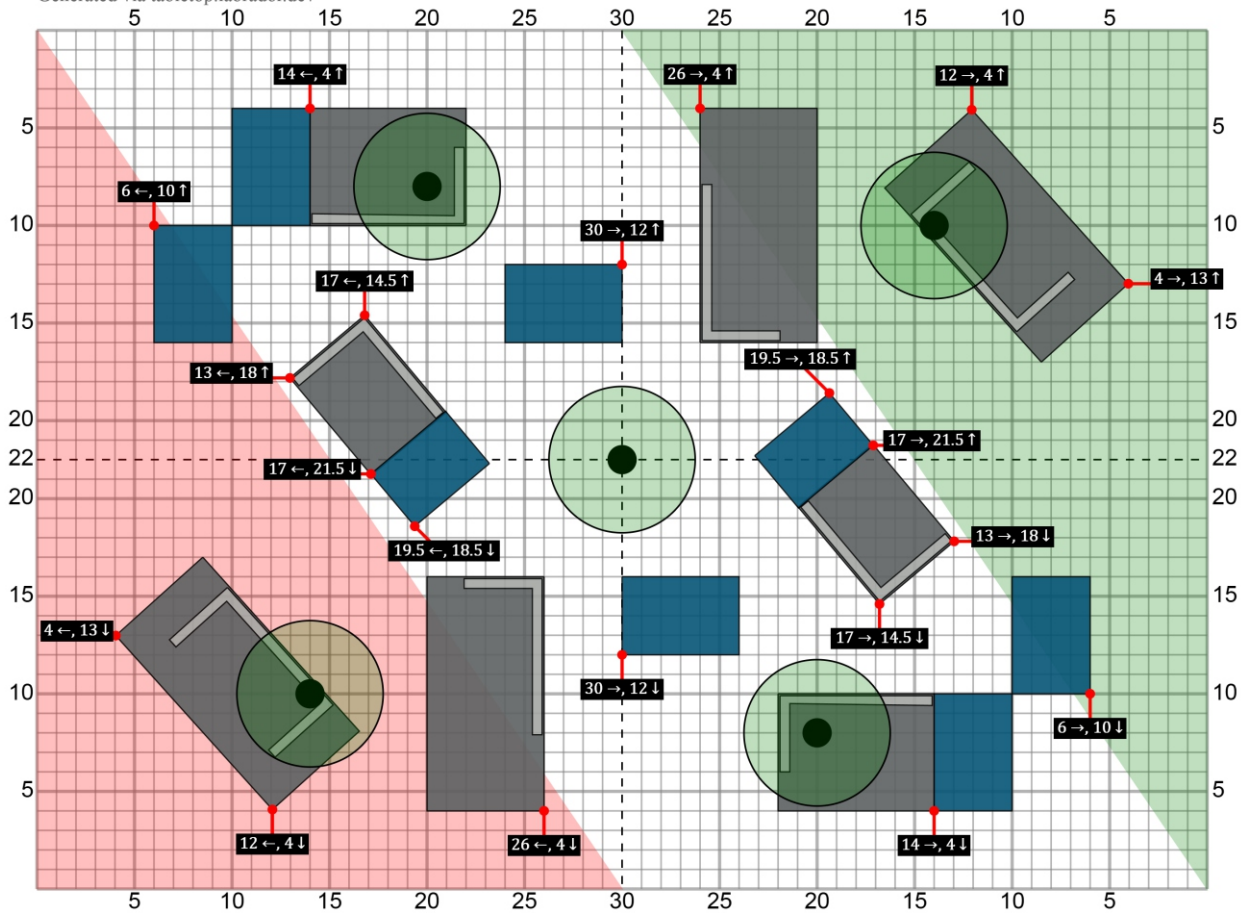


TERRAIN + MAP LAYOUTS

ROUND 4 - Mission P

GW Chapter Approved 2025-2026 - Terrain Layout 6 - Crucible of Battle

Generated via tabletop.labrador.dev

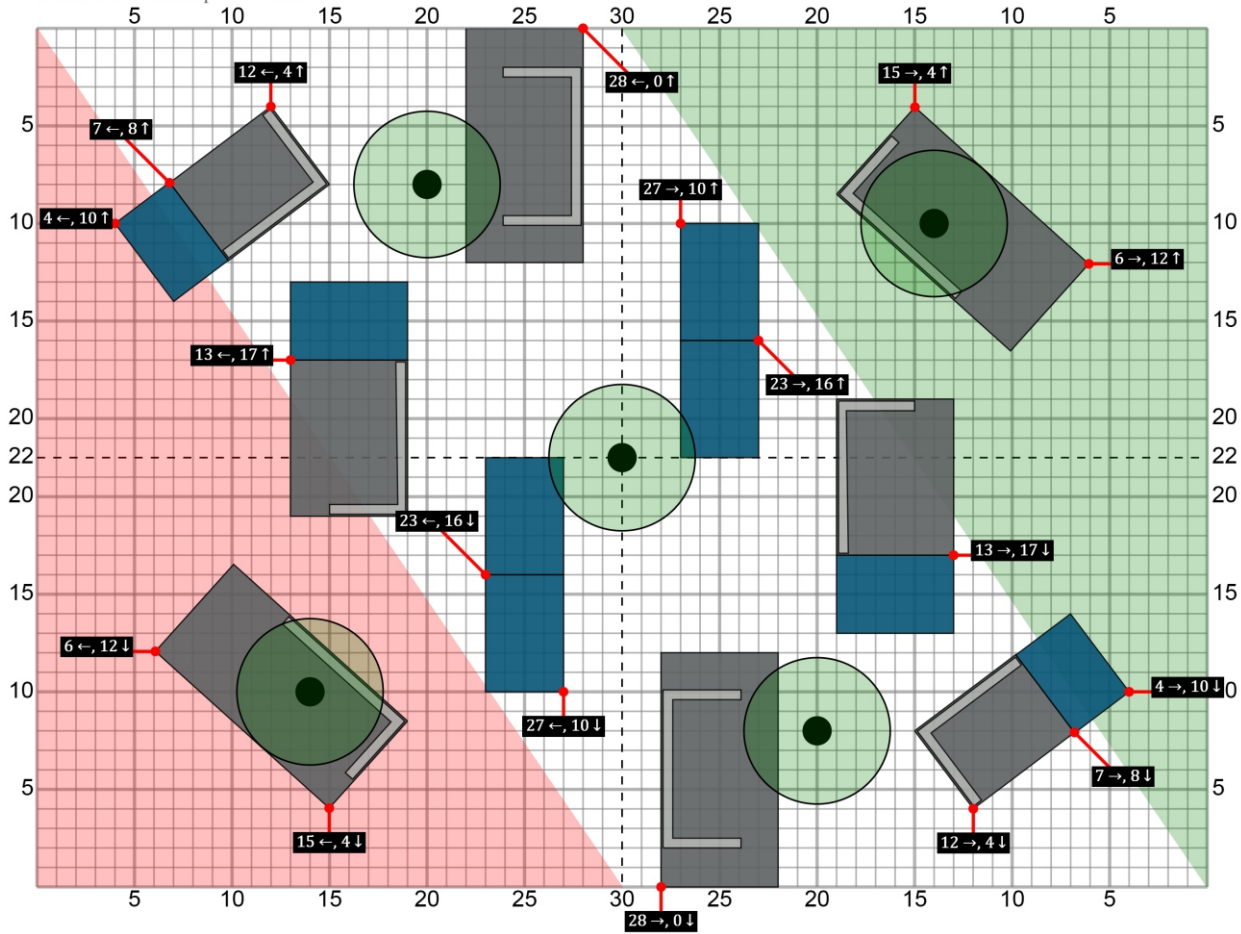


TERRAIN + MAP LAYOUTS

ROUND 4 - Mission P

GW Chapter Approved 2025-2026 - Terrain Layout 8 - Crucible of Battle

Generated via tabletop.labrador.dev

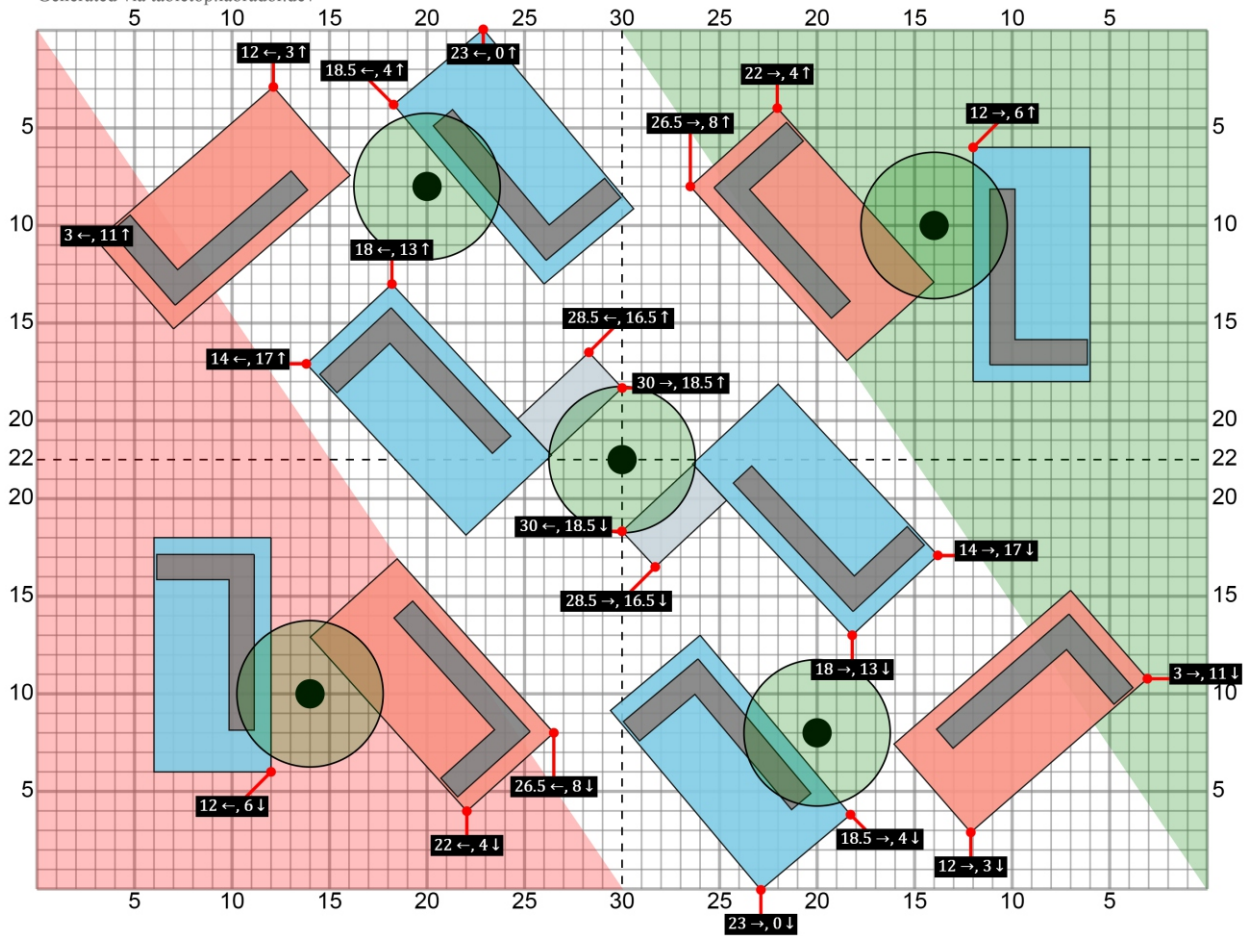


TERRAIN + MAP LAYOUTS

ROUND 4 - Mission P

WTC 2025 v2.3 - 2 - Crucible of Battle

Generated via tabletop.labrador.dev

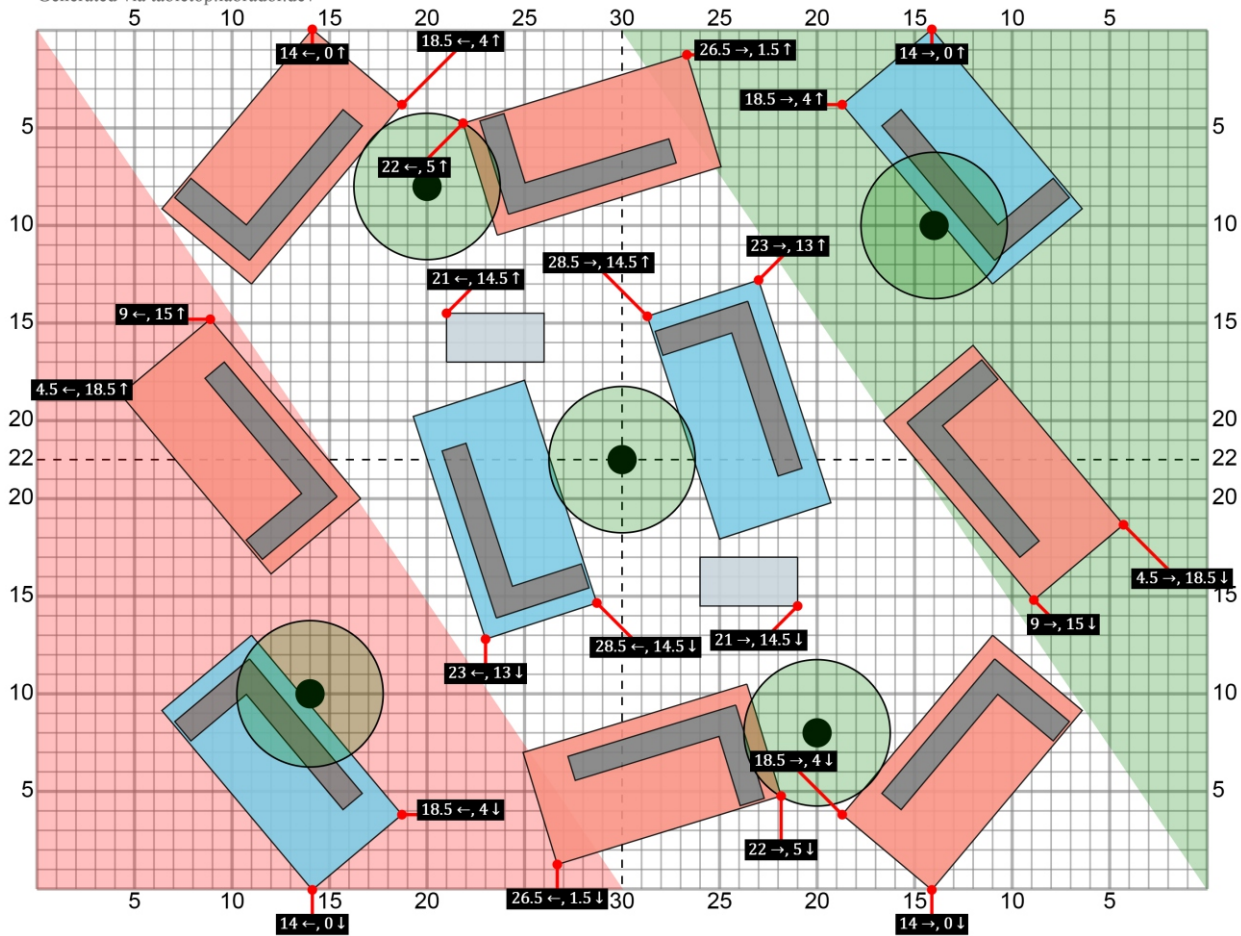


TERRAIN + MAP LAYOUTS

ROUND 4 - Mission P

WTC 2025 v2.3 - 3 - Crucible of Battle

Generated via tabletop.labrador.dev

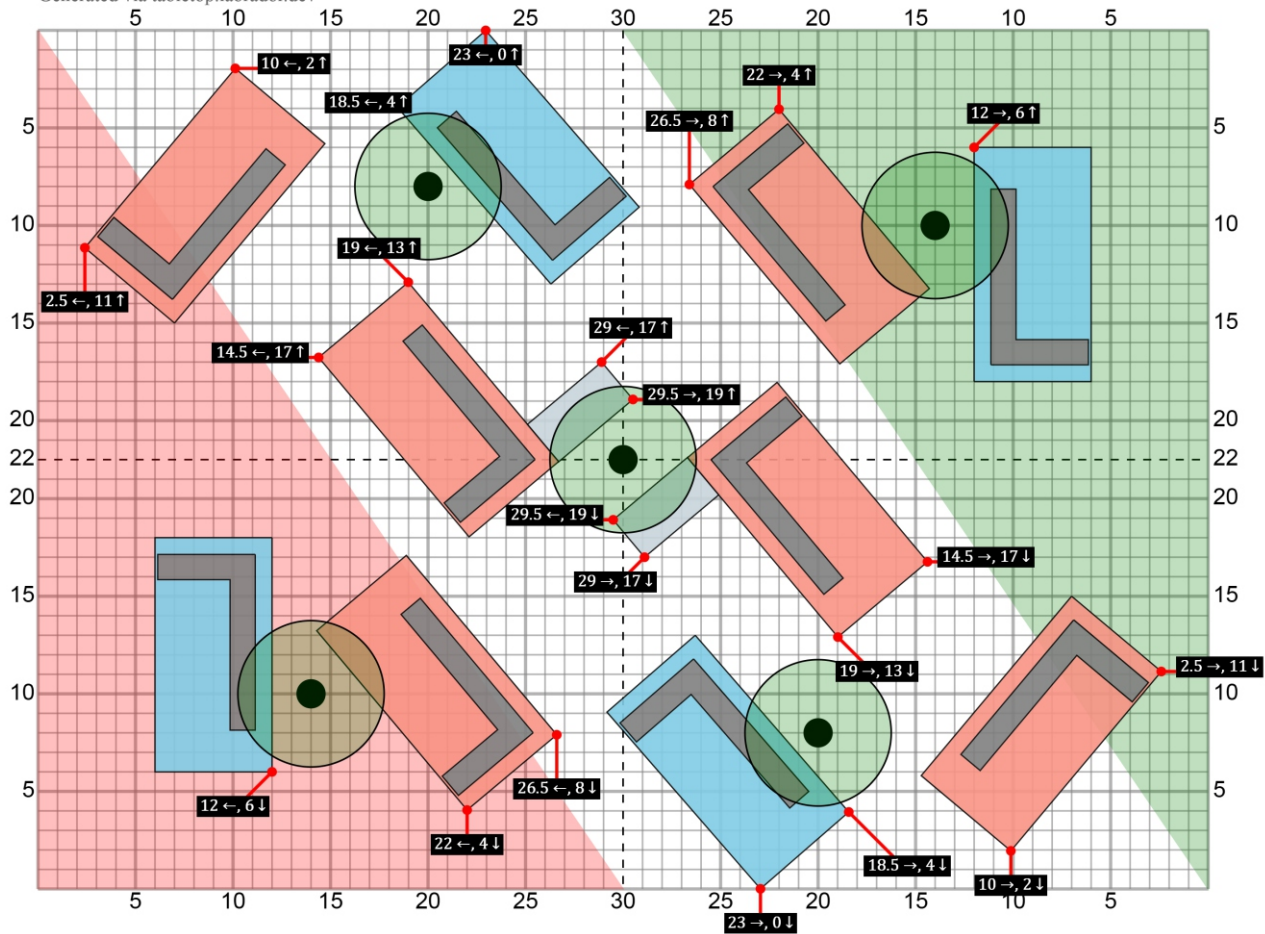


TERRAIN + MAP LAYOUTS

ROUND 4 - Mission P

WTC 2025 v2.3 - 4 - 5 - Crucible of Battle

Generated via tabletop.labrador.dev

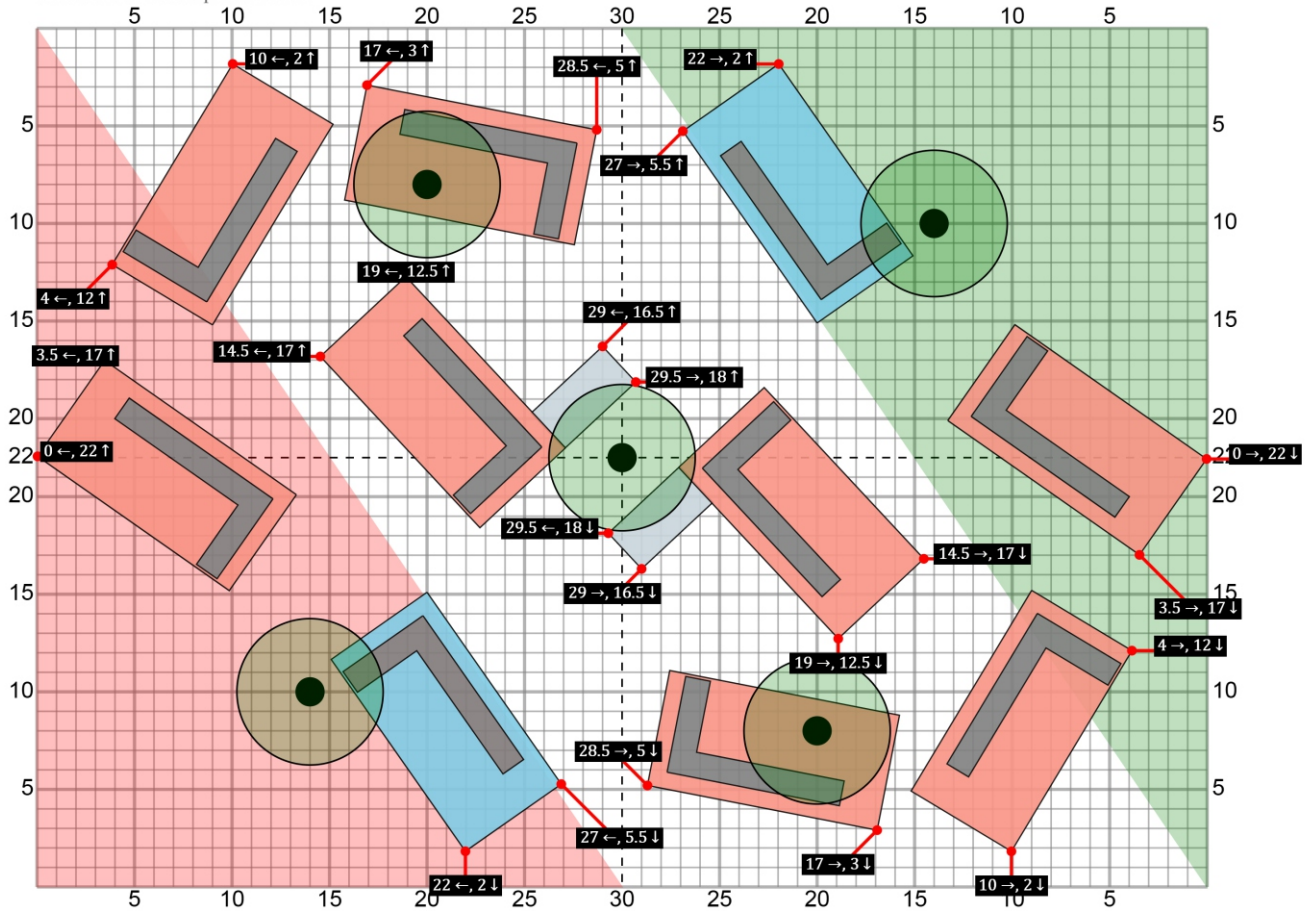


TERRAIN + MAP LAYOUTS

ROUND 4 - Mission P

WTC 2025 v2.3 - 8 - Crucible of Battle

Generated via tabletop.labrador.dev

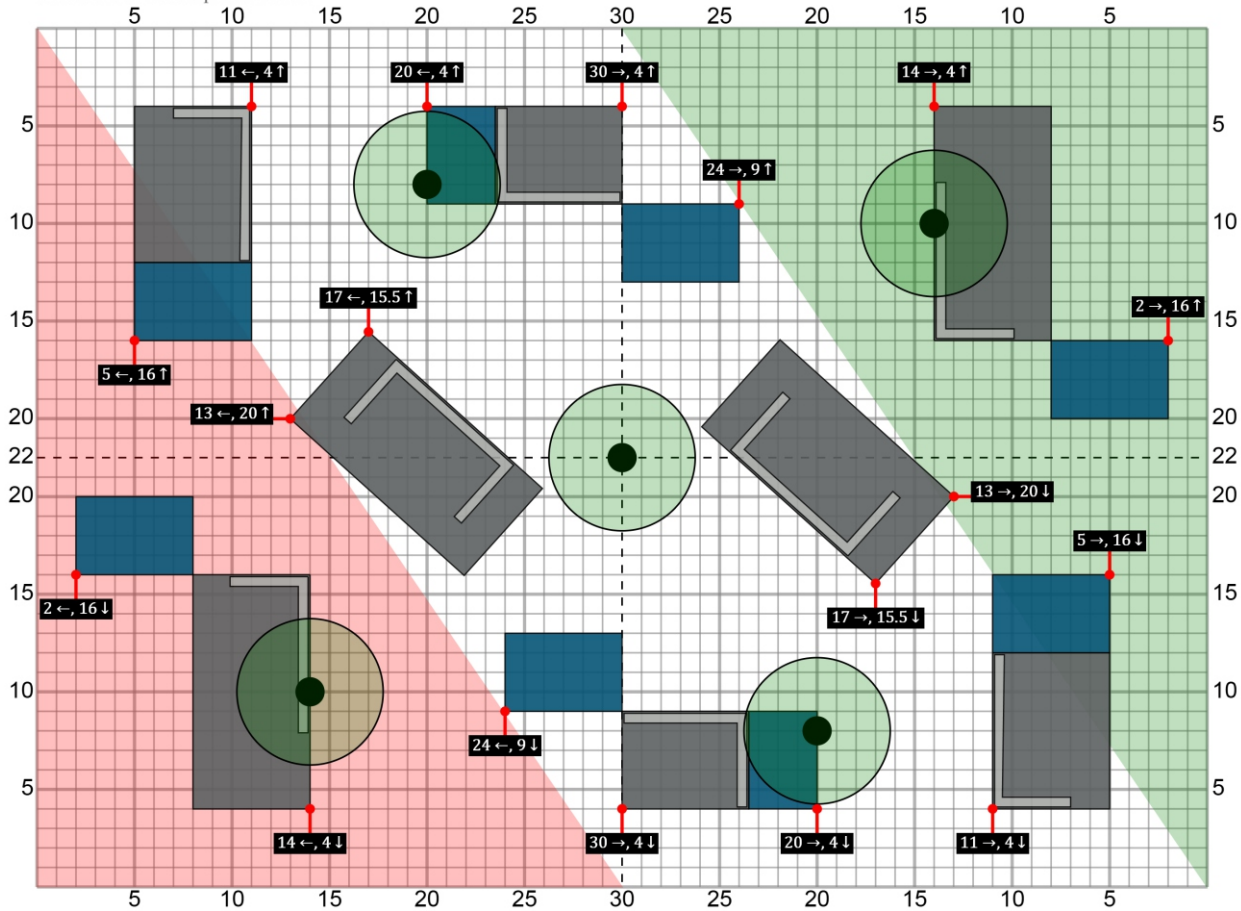


TERRAIN + MAP LAYOUTS

ROUND 5 - Mission 0

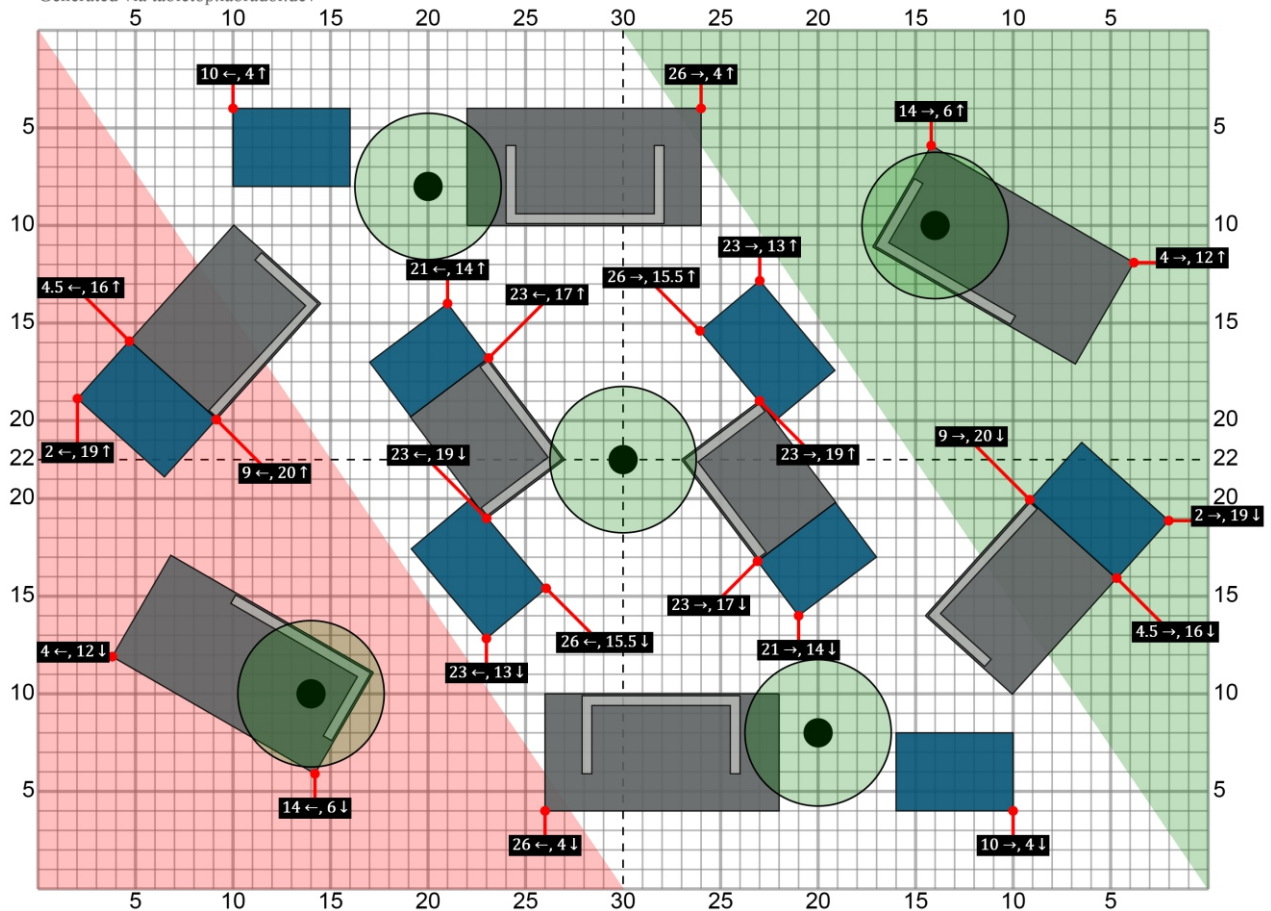
GW Chapter Approved 2025-2026 - Terrain Layout 2 - Crucible of Battle

Generated via tabletop.labrador.dev



ROUND 5 - Mission 0

Generated via tabletop.labrador.dev

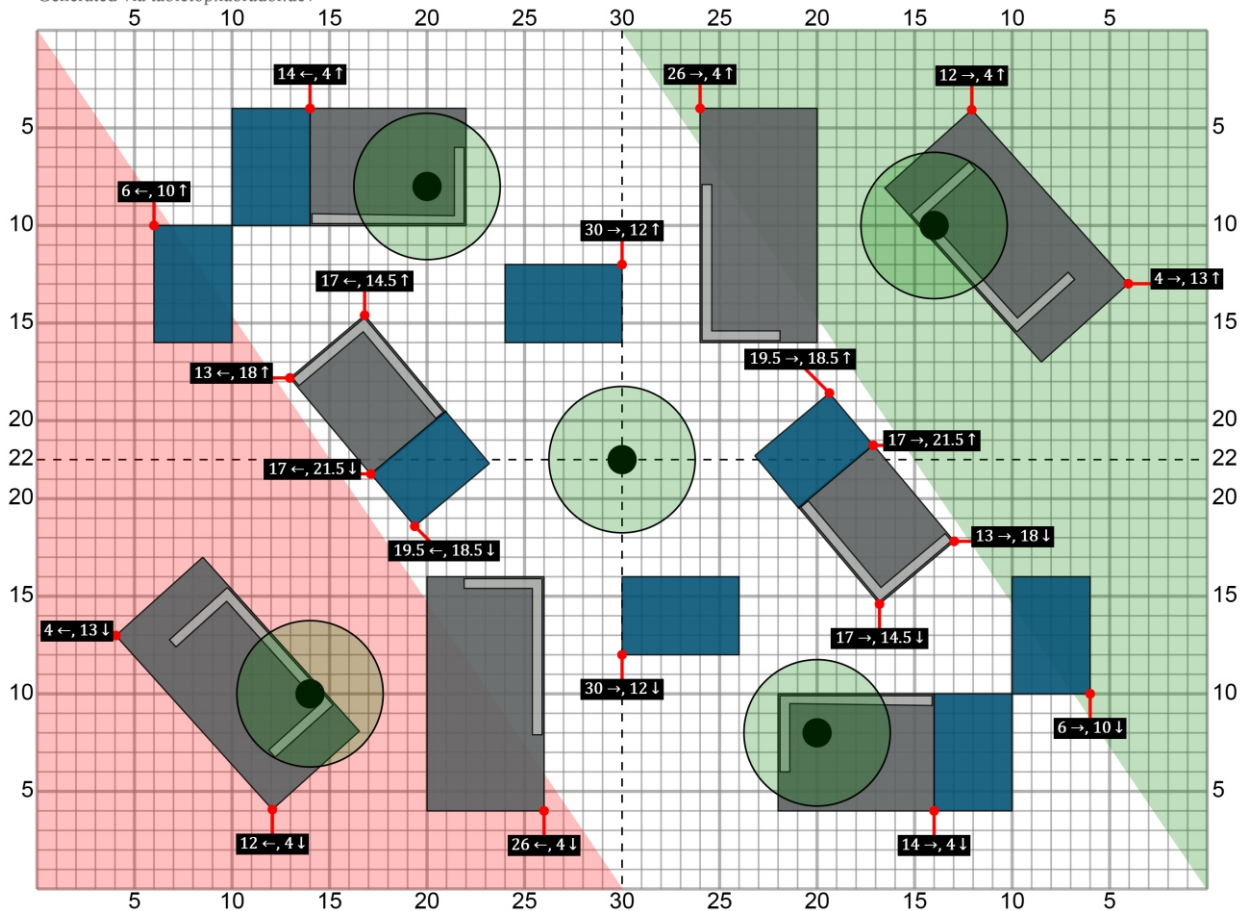


TERRAIN + MAP LAYOUTS

ROUND 5 - Mission 0

GW Chapter Approved 2025-2026 - Terrain Layout 6 - Crucible of Battle

Generated via tabletop.labrador.dev

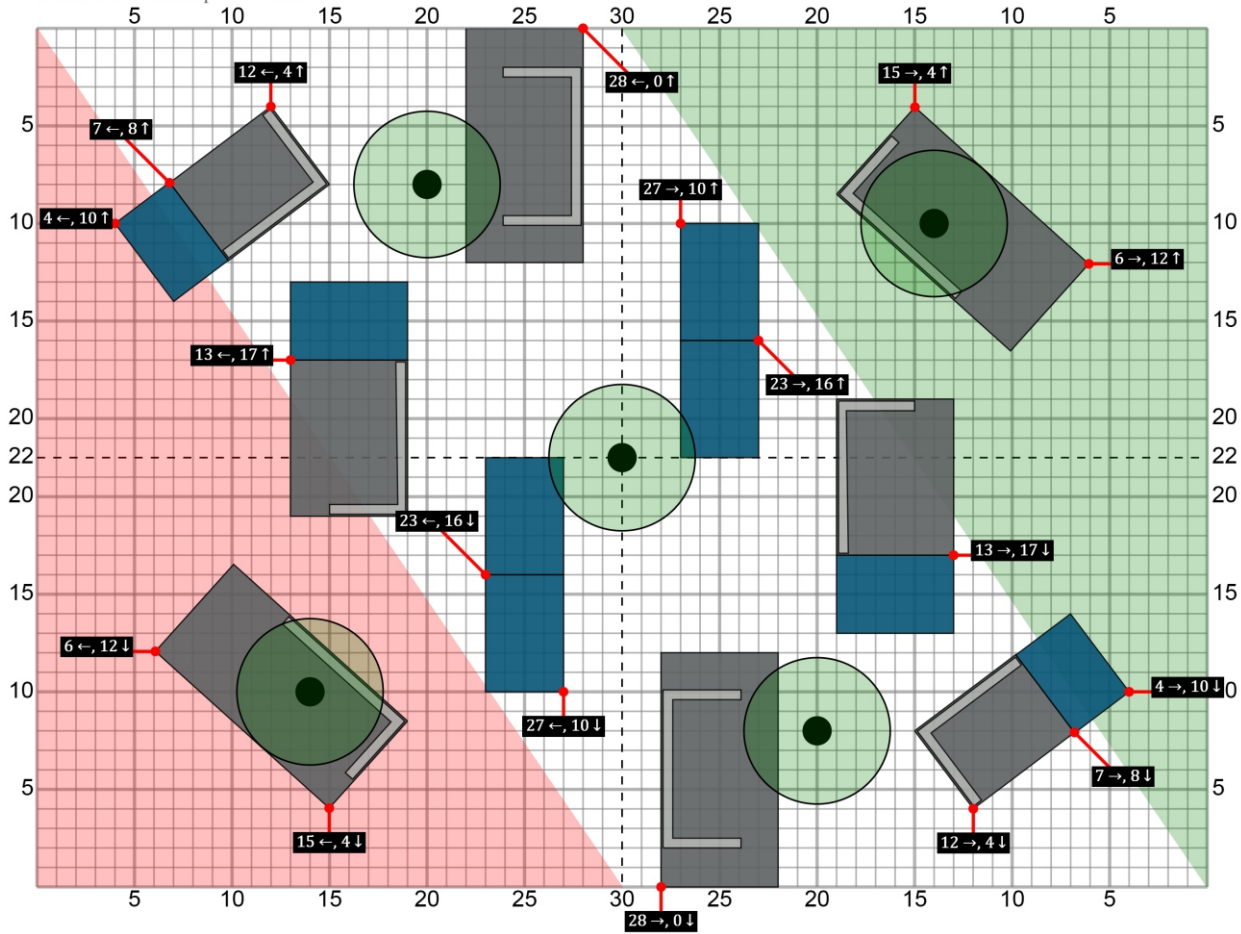


TERRAIN + MAP LAYOUTS

ROUND 5 - Mission 0

GW Chapter Approved 2025-2026 - Terrain Layout 8 - Crucible of Battle

Generated via tabletop.labrador.dev

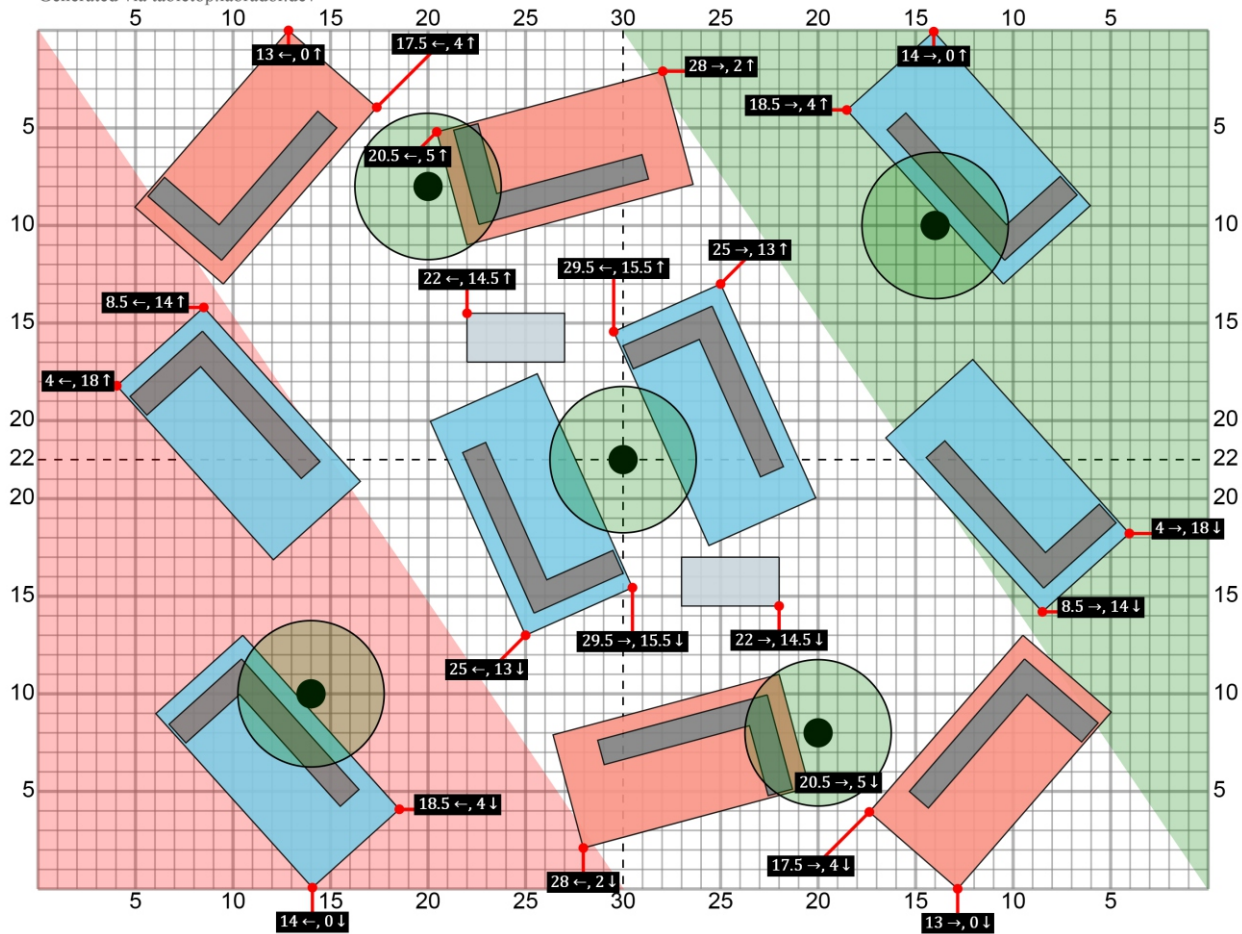


TERRAIN + MAP LAYOUTS

ROUND 5 - Mission 0

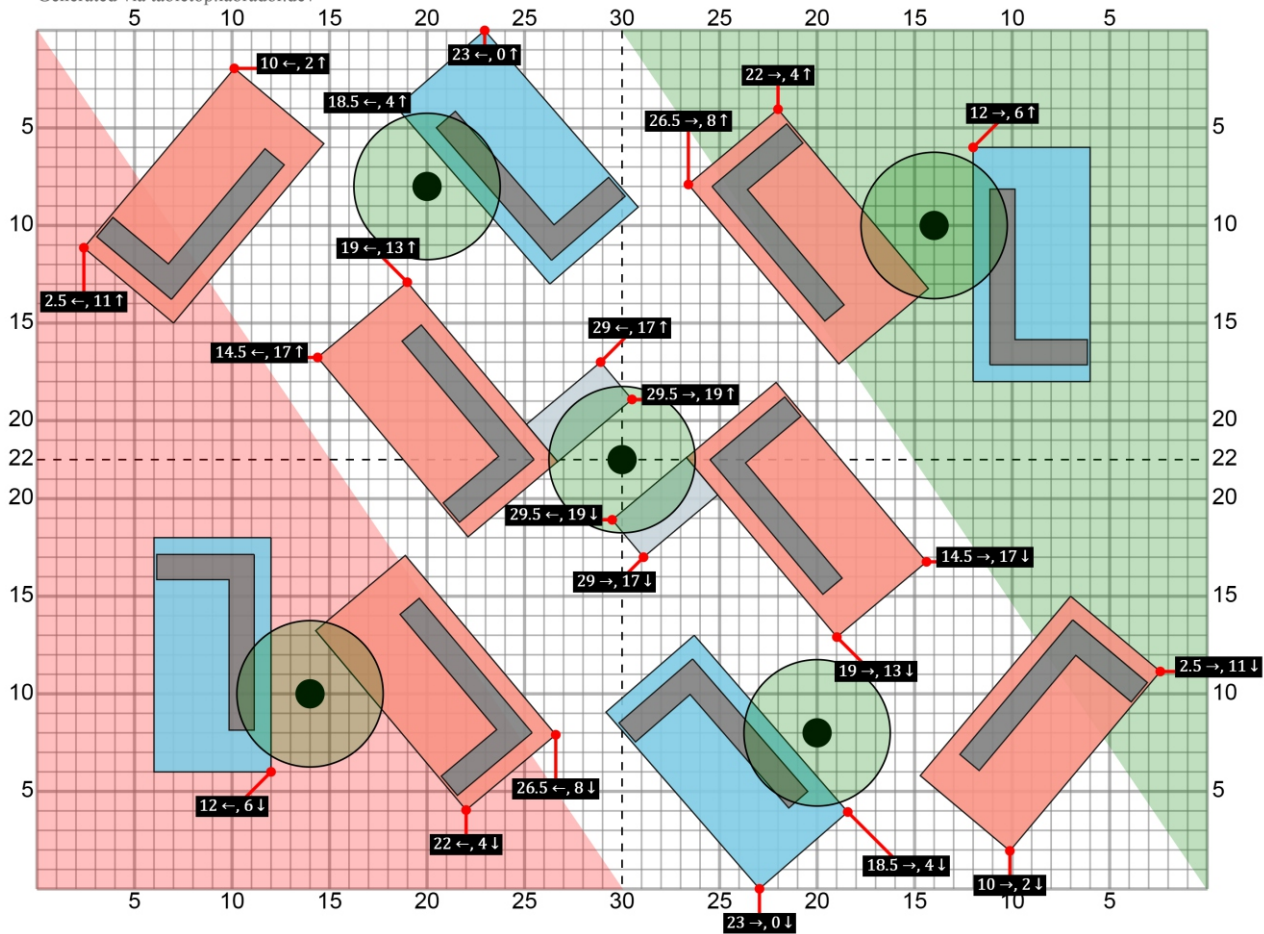
WTC 2025 v2.3 - 1 - Crucible of Battle

Generated via tabletop.labrador.dev



ROUND 5 - Mission 0

Generated via tabletop.labrador.dev

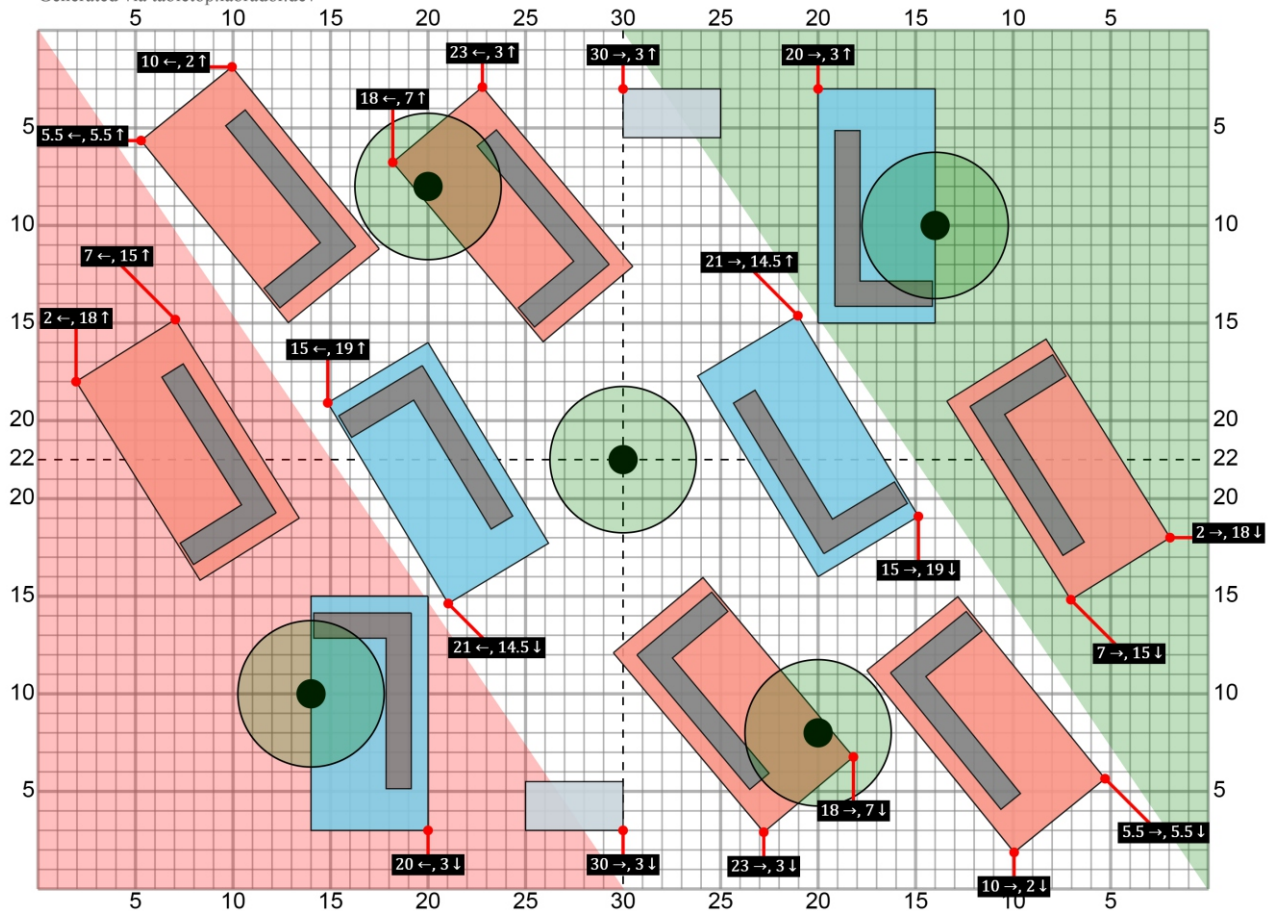


TERRAIN + MAP LAYOUTS

ROUND 5 - Mission 0

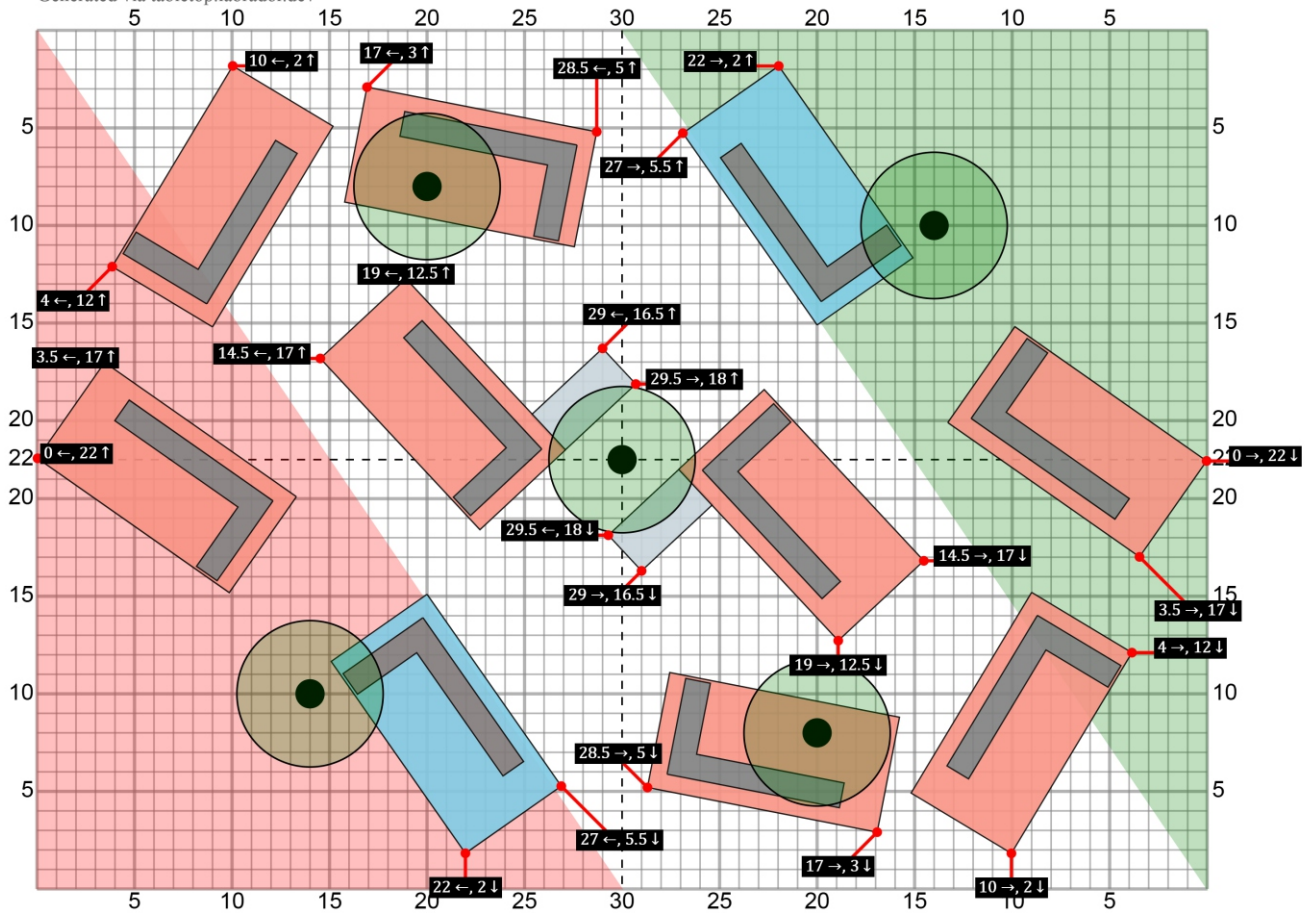
WTC 2025 v2.3 - 6 - Crucible of Battle

Generated via tabletop.labrador.dev



ROUND 5 - Mission 0

Generated via tabletop.labrador.dev

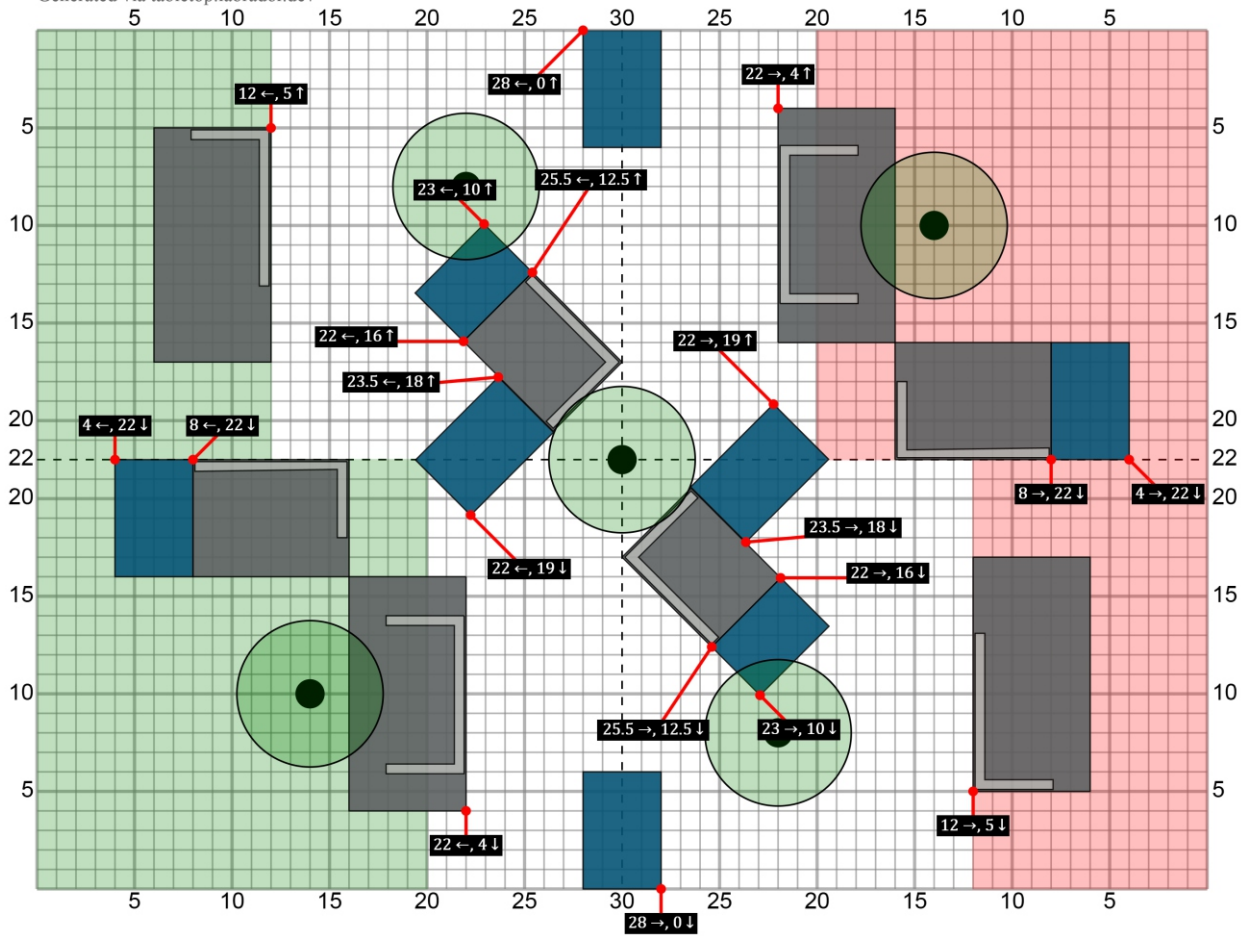


TERRAIN + MAP LAYOUTS

ROUND 6 - Mission C

GW Chapter Approved 2025-2026 - Terrain Layout 1 - Tipping Point

Generated via tabletop.laborator.dev

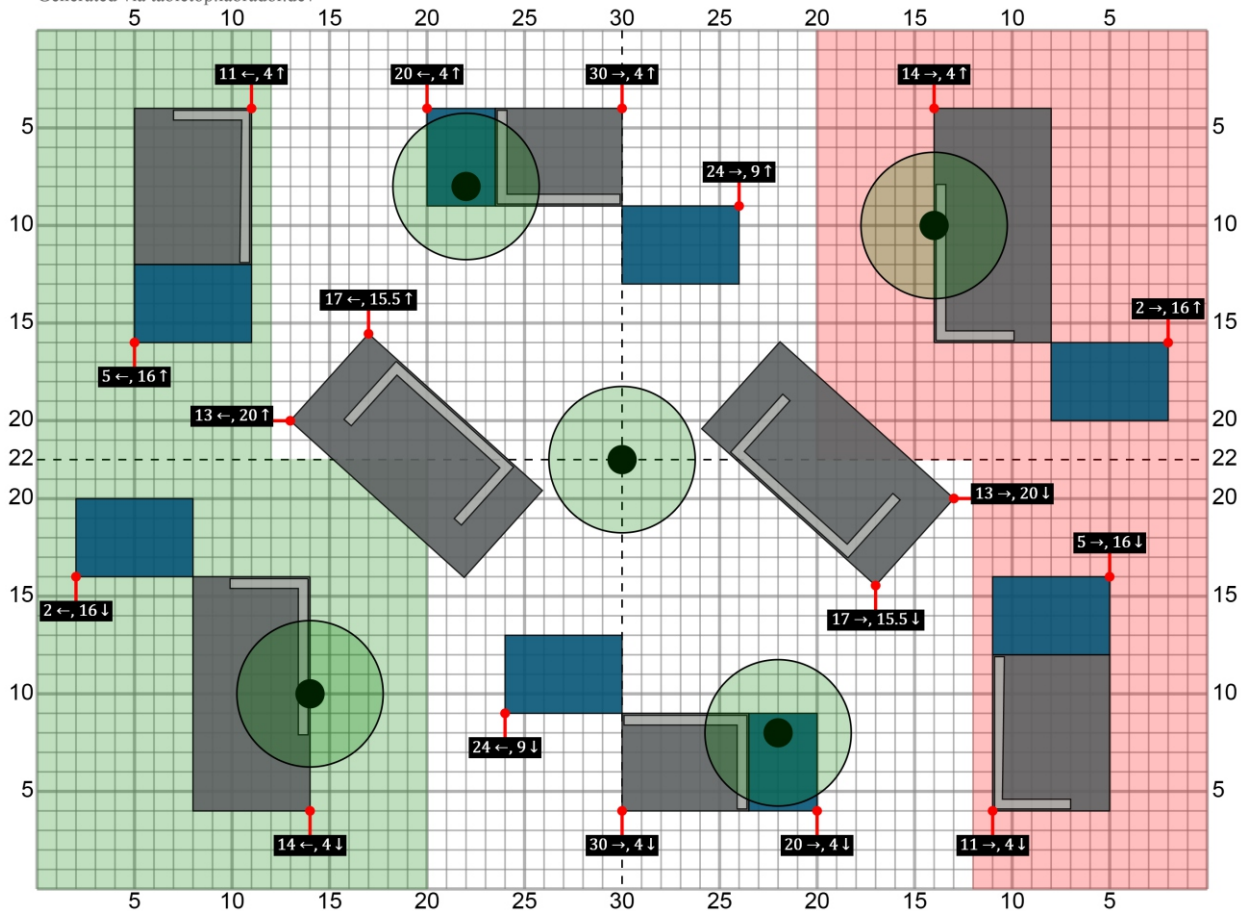


TERRAIN + MAP LAYOUTS

ROUND 6 - Mission C

GW Chapter Approved 2025-2026 - Terrain Layout 2 - Tipping Point

Generated via tabletop.labrador.dev

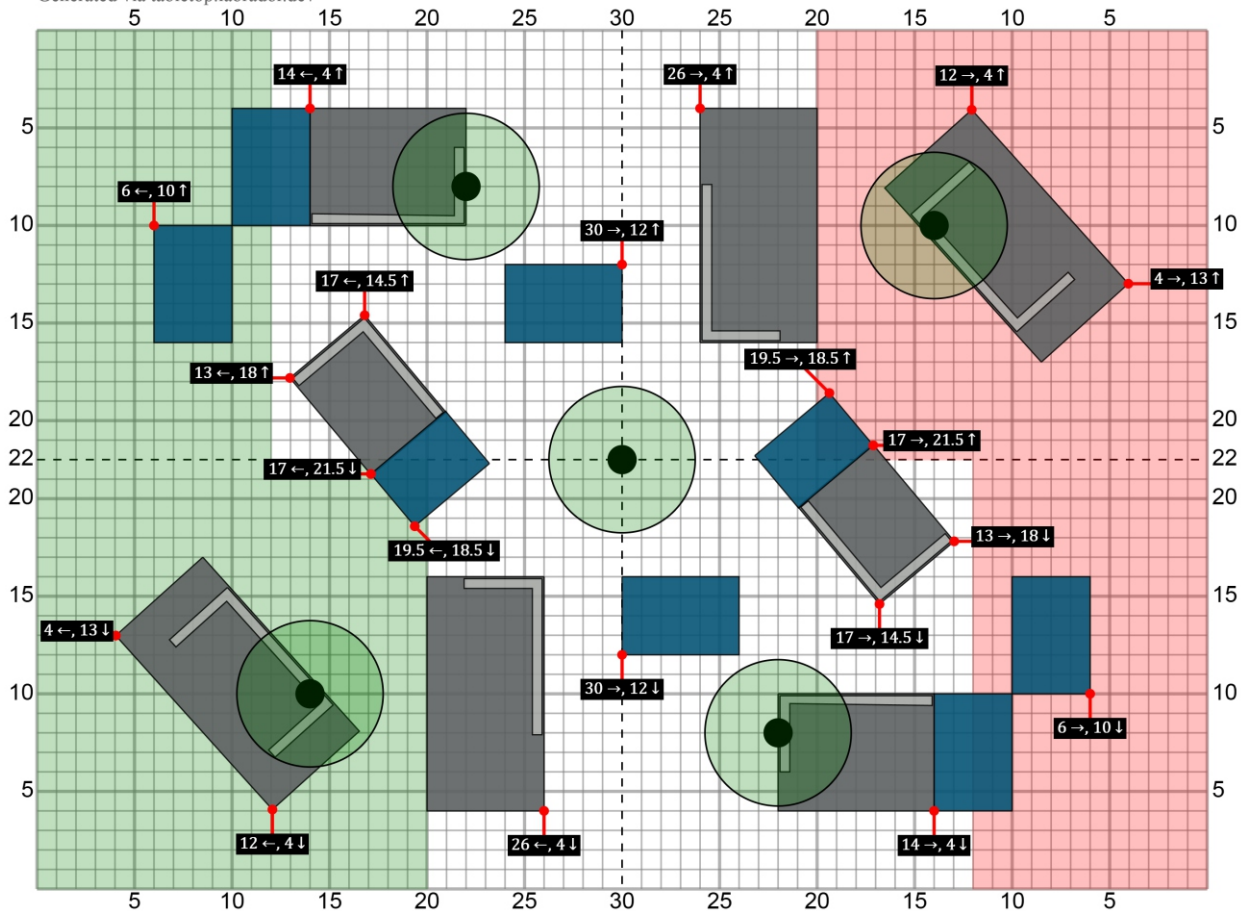


TERRAIN + MAP LAYOUTS

ROUND 6 - Mission C

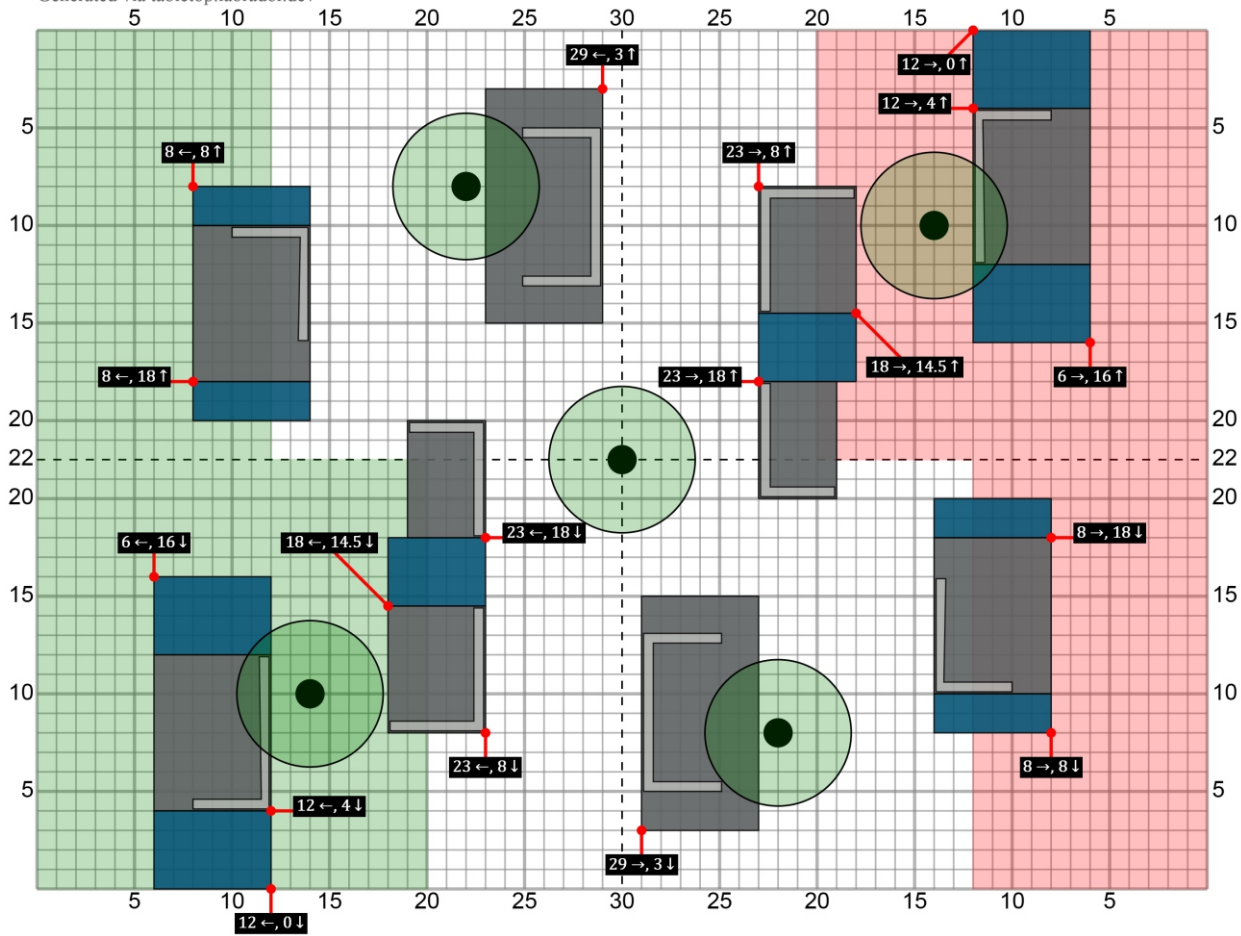
GW Chapter Approved 2025-2026 - Terrain Layout 6 - Tipping Point

Generated via tabletop.labrador.dev



ROUND 6 - Mission C

Generated via tabletop.labrador.dev

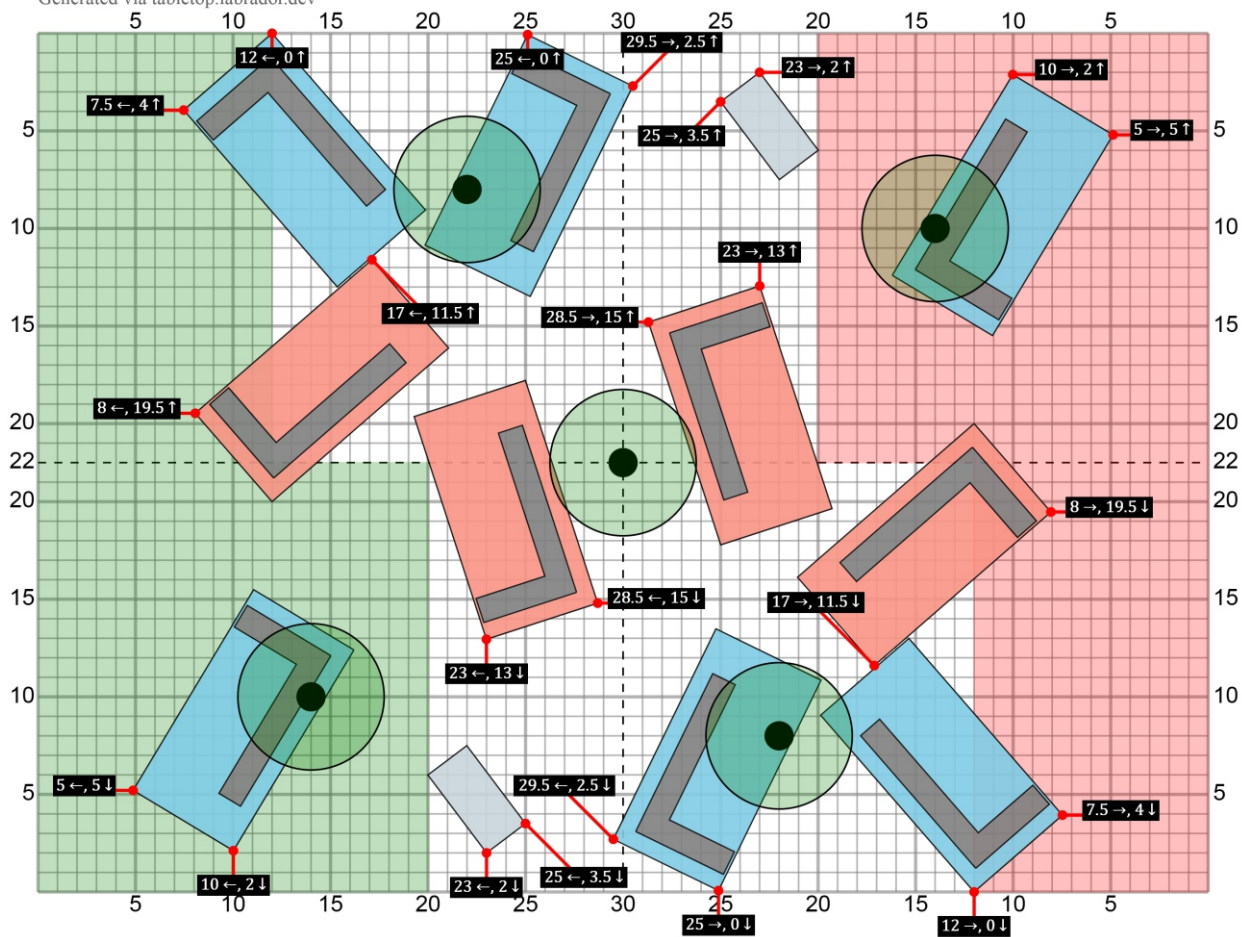


TERRAIN + MAP LAYOUTS

ROUND 6 - Mission C

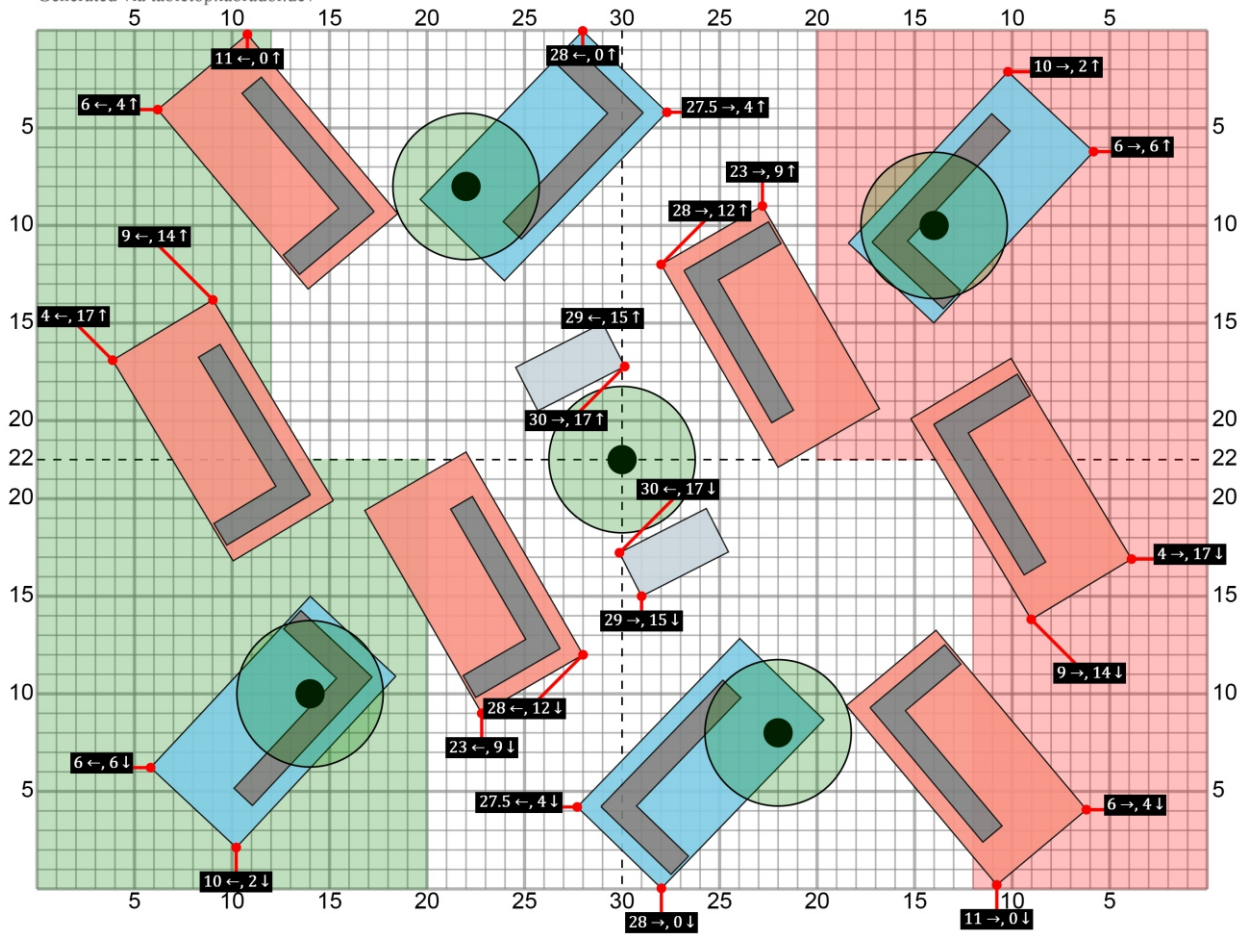
WTC 2025 v2.3 - 2 - Tipping Point

Generated via tabletop.laborator.dev



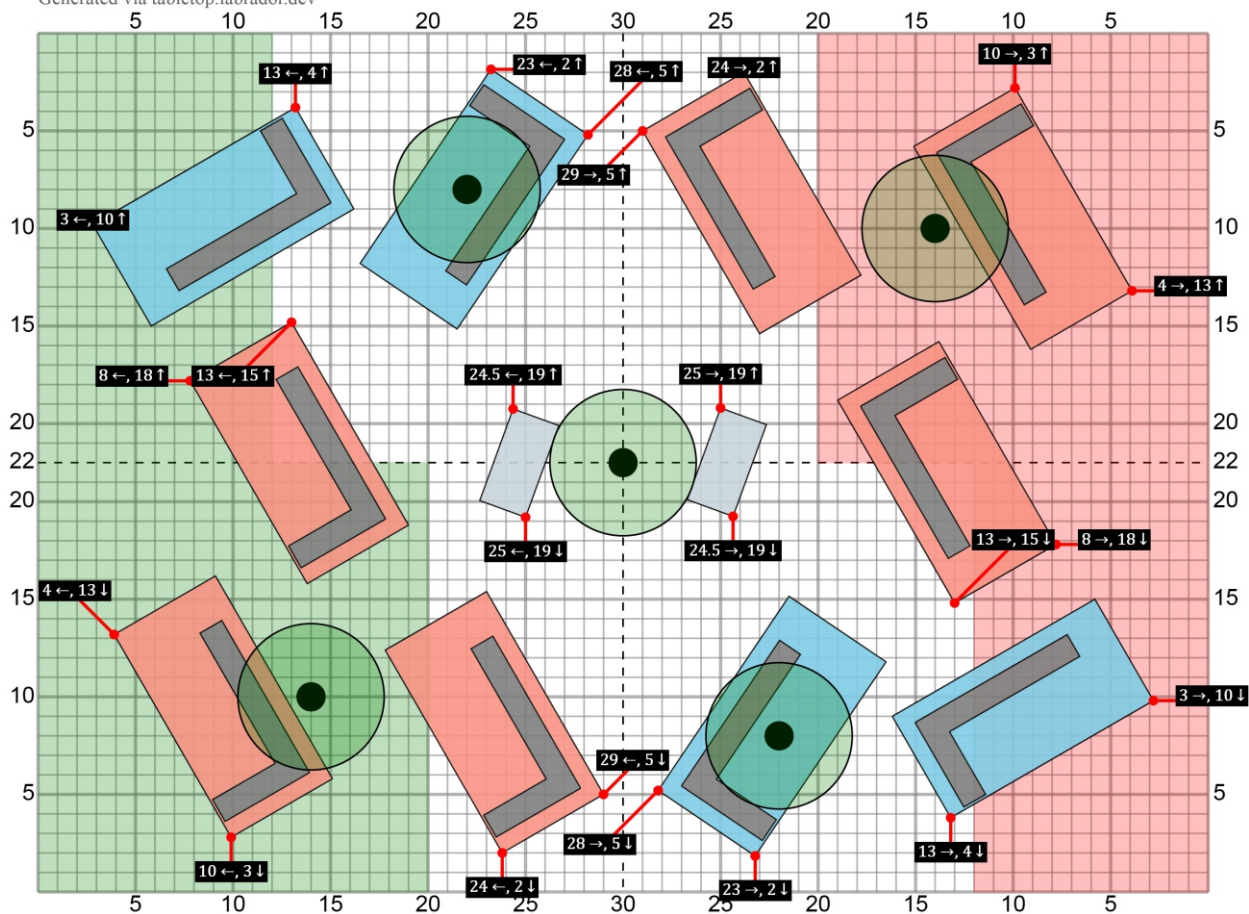
ROUND 6 - Mission C

Generated via tabletop.labrador.dev



ROUND 6 - Mission C

Generated via tabletop.labrador.dev



TERRAIN + MAP LAYOUTS

ROUND 6 - Mission C

WTC 2025 v2.3 - 8 - Tipping Point

Generated via tabletop.labrador.dev

