



RWGC Presents: October Onslaught at Millennium Games

October 26, 2024

MILLENNIUM GAMES

1225 Jefferson Rd, Rochester, NY 14623

EVENT PACK

(Save this link! There will be no packets at the event!)

Schedule

Rounds are 3:15 long (15 mins pairing, 3:00 to play)

Arrival/Check-in: 10:00

All players should aim to check in on BCP before arrival to make it super easy.

Pairings: 10:15

When given your pairing please make your way to your table and get ready to play.

Game 1: 10:30 - 13:30

Pariah Nexus Mission: O

Primary: Terraform

Mission Rule: Stalwarts

Deployment: Crucible of Battle

Lunch Break: 13:30 - 14:15

Lunch is provided: Pizza

Game 2: 14:30 - 17:30

Pariah Nexus: L

Primary: Take and Hold

Mission Rule: Hidden Supplies

Deployment: Search And Destroy

Game 3: 17:45 - 20:45

Pariah Nexus: D

Primary: Scorched Earth

Mission Rule: Swift Action

Deployment: Tipping Point

PLEASE READ – IMPORTANT!

Player Code of Conduct

Players attending the RWGC RTT are expected to act in a sportsmanlike manner at all times, not only towards their direct opponents but for all attendees as well.

Players are responsible for knowing all the core rules and faction-specific stratagems pertaining to their force. Players must also provide their own way of keeping score as well as being prepared with rule books, tape measures, dice, and any other required game aid.

Absolutely DO NOT provide aid to any player (besides crying to yourself in the bathroom stall) throughout the event. This event is a solo player event where you are responsible for scoring maximum points without guidance or support from team mates, friends or loved ones.

If there is any question or rule dispute that can not be reached through polite discussion it is imperative not to interfere with neighboring games. Instead, raise your hand or wave over a TO.

Be sure to go over your list and pre-game stratagems prior to rolling Battacker/defender and take time to unveil any potential “gotchas”.

Discuss your intent during play and stick to it. This is a highly complex game and it is important to declare your intentions with your assets as you muscle through your matches. This allows you and your opponent to have a fair understanding of the game.

Let your opponent see your dice rolls, allow your opponent time to react to your maneuvers, and ask to touch any models before doing so.

Remember, this is a game. Someone has to win, if it isn't you, then lose with grace.

Throughout the event, if there is ever a dispute on a rule and TO or a Judge makes a call, that judgment is final.

Chess Clock and Judge calls

- If there is a rules dispute that you cannot resolve swiftly with your opponent:
 - It is your right and duty to call a judge to resolve it as a third party
 - It is not a slight against your opponent to call a judge
 - Calling a judge guarantees the competitive integrity of the event.
 - Judges are not too busy to help you, no matter how small the dispute is

Overall Scoring & Prize Structure

Prizes:

- **Best Overall Player 1st, 2nd, and 3rd**

Game Scoring:

- Each game is standard GW scoring, with a final score out of 90 +10 points for battle ready painting if appropriate.
- Round pairings will be done through BCP
- Each round will be a mission from the **Pariah Nexus** Mission Deck

LIST SUBMISSION DEADLINE IS October 25th at 11 pm EST. To be submitted through BCP

We strongly recommend building your list via the Warhammer 40K app. Any errors found after submission (including during the tournament) will be dealt with by the TO in as fair a way as possible to avoid putting your opponent at a disadvantage. Just because an error was not found during list checking does not mean it will be allowed to be played as is. Changes may include modifying or deleting list entries or other modifications, up to the discretion of the TO, in collaboration with the player in question. There may also be points penalties applied to players using illegal lists at the event.

Your list should be built to **2000pts** strike force rules. Be aware of the latest game updates as you construct your list.

Current points values of units can be found here:

<https://www.warhammer-community.com/wp-content/uploads/2023/06/ZPIdnv258NWwFQ8p.pdf>

New Games Workshop Rules deadline is October 24th at 12pm EST. Further FAQs or other changes may be included after this date at the Tournament Organiser's discretion.

Paint Scoring:

We will use the GW Battle Ready system to add 10 points to each player's score as is standard.

Judges will be checking all players in round 1 for Battle Ready paint jobs, and those not meeting Battle Ready standards will be noted to ensure they are not scoring those 10 Battle Ready points.

This event is all about that WYSIWYG (What you see is what you get):

All player-made models, including Proxies, Conversions, and 3D Prints, must be approved by the Tournament Organizers before the event. All player-made models can not be modeled for advantage and must fit or be slightly larger than the envelope of the model they are meant to replace.

Terrain Layout:

The terrain layout for the event will be GW Terrain layout 6 from the Pariah Nexus Tournament Companion.

