



Summers End RTT @ Millennium Games

Saturday August 16th, Millennium Games

1225 Jefferson Rd, Rochester, NY 14623

EVENT PACK

(Be sure to 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).

Mission Schedule

Game 1: 10:15-13:30

Mission C

Primary Mission: Linchpin

Deployment Tipping Point

Lunch Break: 13:30-14:00 Free pizza will be provided!

Game 2: 14:00-17:15

Mission F

Primary Mission: Hidden Supplies

Deployment: Hammer and Anvil

Game 3: 17:15 - 20:30

Mystery Mission

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, even the filthy casuals at the narrative event. 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 give a stretch and raise your hand to wave over a TO. Be sure to go over your list and pre-game stratagems prior to rolling attacker/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 so you and your opponent can have a fair understanding of the game. Let your opponent see your dice rolls, give your opponent an opportunity to react to your maneuvers and ask to touch any models before doing so. Fast rolling is helpful to speed up your play time, however if you intend to use a CP re-roll stratagem then you must roll one at a time. Remember, this is a game. Someone has to win and if it is not you then lose with grace. Throughout the event, if there is ever a dispute on a rule and TO judgment call is made, that judgment is final.

Overall Scoring & Prize Structure

Prizes:

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

Game Scoring

- Each game is standard GW scoring, with 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 chapter approved 2025 deck

Players may choose at the start of each match before the Attacker/Defender roll-off whether they want to play with tactical cards or fixed objectives when scoring secondary points.

In the event of a win record and battle point tie, the comp score will be used to determine a victor.

Use of a Clock

If one or both players want to use a time clock, then you must both use a time clock. Each player will get 1 hour and 30 minutes to play including deployment. If a player runs out of time they will no longer be allowed to play other than to roll saves. Make sure if you are playing on the clock that you are being attentive and be ready to roll saves when asked to do so.

Paint Scoring

We will be using the GW Battle Ready system to add 10 points onto each game as standard. Judges will be checking all players round 1 for Battle Ready, and those not meeting Battle Ready will be noted to ensure they are not scoring those 10 points. You are required to have 75% (1500pts) or more painted to qualify as battle ready. If you have 500pts or less of unpainted models we will allow you to count your army as Battle Ready.

List Building Guidelines

List should be built to **2000pts** strike force rules. Be aware of the latest game updates as you construct your list. **New Games Workshop FAQ deadline is August 15th, 2025 at 11pm EST.** If a new balance slate is dropped we will allow players to have a 500 point no paint required to gain a painted battle ready army.

LIST SUBMISSION DEADLINE IS 8/15/2025 Lists should all be submitted through BCP

Any list errors found after submission and list checking (including during the tournament) will be dealt with by the TO in as fair a fashion as possible to not disadvantage opponents. 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 things like modifying or deleting list entries or other changes, up to the discretion of the TO, in collaboration with the player in question. There may be points penalties applied to players using illegal lists at the event.

Any conversions should not be modeled for advantage and it is encouraged to reach out to the TO prior to the event for approval of converted models. When in doubt, reach out!

Conceding

If a player wishes to concede a match. The opposing player will continue the match as if they are playing the game and seeing what points they would score for the rest of the match. You will flip cards like normal drawing up to 2 if possible and see if you could score that card. If it's a card that scores because of killing, score those points if those models were on the board or score the card as is. (Assassination states if there are no characters on the board score 5 points.) Ex. if there is a target for shooting the big ones then score it as if you destroyed it. Continue this until turn 5 and then score end of game points for you and your opponent.

Terrain

For this event we will be using RWGC's homemade terrain. As such, each player will have to discuss how the terrain will work and operate before each match begins. We are aiming to have terrain as dense as possible, see diagrams below, expect matches to look and feel similar. Moving the terrain is acceptable when trying to move models through terrain features as long as both players agree on where it is located when placed back on the battlefield, moving terrain outside this instance will result in a penalty given by the TO. First Floors will have closed windows and will block line of sight.

Terrain Layout #8

