

Relicblade Weekend: Sunday (Casual)

tSN Arena, 126 Lower Parliament St, Nottingham NG1 1EH · Sunday 15 November 2026

Player pack v0.9 · draft for venue review

Welcome to the Sunday of the Relicblade Weekend.

Sunday is the relaxed day. Three games, one warband, and a shorter day that finishes mid-afternoon. If Saturday was about settling the tournament, Sunday is about playing Relicblade for the joy of it.

New players are especially welcome. You do not need to have played Saturday, and you do not need to have played much Relicblade at all. Bring a warband you like the look of and we will help with the rest. The awards lean toward the things that make a good day rather than a hard ranking, so paint something you are proud of and be the opponent everyone wants to draw.

If you are here both days, the Weekend recognition is yours to claim. More on that at the awards.

Christopher, Exit 23 Games

New to Relicblade? Borrow a warband

Never played and fancy giving it a go? You do not need to buy anything first. I can lend you one of four ready-to-play factions on the day, so you can turn up, learn as you go, and play all three games alongside everyone else. A loaned warband comes built, painted and with its cards, so none of the list-building or painting below applies to you. Just bring yourself.

There are four to lend, so get in touch before you buy a ticket and I will set a faction aside for you. [Contact: best email or DM to reach Christopher.]

The day at a glance

- **Up to 24 players, three rounds**, Swiss pairings, random first round.
- Each player brings **one warband**, built to **100 influence and 10 gold**.
- **Print your list** and hand it to a TO (tournament organiser) at the start of the day to be checked.
- A shorter, easier day. We finish mid-afternoon.

Schedule

These are the venue's standard one-day times. Each 90-minute slot is roughly 75 minutes of play plus 15 minutes to reveal lists, reset the table and re-pair. Because the day is casual, a TO may flex round timing a little if a table needs it.

- **09:30:** Doors, registration and list check. Tea, coffee and soft drinks are free and unlimited all day.
- **10:00 – 11:30:** Round 1
- **11:30 – 13:00:** Round 2
- **13:00 – 14:00:** Lunch
- **14:00 – 15:30:** Round 3
- **15:30 – 16:00:** Awards

Tickets and the venue

Tickets are sold and handled by tSN Arena. Their event pack covers parking, the local food guide, refund terms and the venue's own conditions of entry, so have a read before you buy:
<https://tsnarena.com/event-pack/>

Note that tSN stream games at their events, and buying a ticket includes agreeing to that.

What to bring

- One printed warband list.
- Your painted warband (see painting standard below).
- Official cards for every model and upgrade in your list.
- Dice, a tape measure, and your own tokens if you have them.

Borrowing a faction on the day? You can skip all of this. Your warband comes ready to play, so just bring yourself.

Force construction

- One list, built to **100 influence and 10 gold**, using models from a single allegiance (Advocate or Adversary) plus neutral characters.
- **Legends characters are not allowed.** Hermit Prugl counts as a Legend for this rule.
- **Named characters are unique**, limited to one per company per named character.
- **Single-use and limited-use items refresh fully between games**, ready for the next round.

Scoring

Each game is won, lost or drawn. Across the day you earn **Tournament Points**:

- **Win: 4 points**
- **Loss or Draw: 2 points**

Within a game you score **Victory Points (VP)** as set out in each mission. VP decide that game; they do not carry between rounds.

The day is casual and the awards are not only about your record, but games still have stakes, so **tiebreakers**, in order, are: total Tournament Points, then your opponents' combined Tournament Points (strength of schedule), then your cumulative VP differential across the day.

If a round has an odd number of players, the player who receives a bye scores a win for that round (4 points).

Awards

Sunday's awards are weighted toward the things that make a good day rather than a placing:

- **Coolest Army:** voted by the players.
- **Best Sports:** voted by the players, for the person who gave the best games.
- **Best Social Media:** for the best things you post online before or during the weekend. Tag #TSNArena.
- **The Weekend:** recognition for everyone who played both Saturday and Sunday. [Christopher to set the exact form, for example a small prize for every two-day player or a single player-voted award. Keep it relaxed.]

An optional Narrative Competition runs across the whole weekend, with awards for your faction's background and a write-up of its tournament. Details are in the separate Narrative Competition pack.

Fate Weave

Fate Weave is part of what makes Relicblade Relicblade, and everyone should get to use it. For this event, Fate Weave actions are not paid for with influence. Instead they work as follows.

- **Diverge, Glance and Inspire** may each be used **once per tournament round** (the round of the event, not the game round).
- **Aid, Restore and Quicken** are each available **once across the day**. Use them all in Round 1 and they are spent.

Tokens to track Fate Weave are provided. Tracking their use within a game is on the honour system.

Timing and etiquette

A few points of order so the day runs smoothly.

At the start of each round, once you have your opponent and table:

- Read the mission together. This is the moment for questions, so ask a TO anything you are unsure of. On a casual day there is no such thing as a daft question.
- Reveal your list at the same time as your opponent.
- Walk each other through your lists and clarify any cards or upgrades.

During the round:

- TOs call **30, 15 and 5-minute** warnings.
- At **time**, players stop. This is a dice-down call. If you are mid-activation you may finish it. If you have just finished an activation, the game ends there.

- There is no chess clock. Please keep activations moving, roughly **two to five minutes** each, but the priority on Sunday is that everyone enjoys their games and finishes them.
- Pre-measuring is allowed.
- Ask a TO for any rules clarification. A TO's ruling stands.

Models, painting and cards

- **Painting standard: battle-ready.** Three colours and based, as a minimum.
- **Model representation should be clear.** Anyone should be able to tell what a model is by looking at it. Official Relicblade models are preferred. Same-scale proxies that can be clearly identified as the characters they represent are allowed if approved by a TO in advance.
- **Official cards** must be used for every model and upgrade. Cards printed from the official PDFs are fine. They must be legible and the correct size.

Rule of Law

- Where this pack conflicts with a core Relicblade rule, this pack takes precedence.
- A TO's ruling is final, even on the rare occasion it turns out to be wrong. The organisers will always try to make the correct call, but once a ruling is made, it stands.

Missions

Missions adapted with permission from the Adepticon 2026 Relicblade Casual pack by James [surname] and [event partner]. With thanks to both.

Each game ends at the end of the **fifth recovery phase**, or immediately if every character on one side is disabled or destroyed.

Round 1: Temple Defense

Setup

- Roll for initiative. The winner chooses to **attack** or **defend** the temple.
- The defender places **three** scenario treasure markers in the play area, at least 6" from each other.
- The defender deploys within 4" of the centre of the play area.
- The attacker deploys within 4" of any corner, and may split their force across more than one corner.

Special rules

- **Sacred treasure.** The treasure markers are sacred to the defender. **Defending characters may not pick up the treasure markers.**
- **The surge.** The defender's reverence is rewarded. At the **fifth recovery phase**, a great surge forces all attackers to drop any treasure and flee the play area.
- **Stealing treasure.** Attacking followers carrying treasure escape by moving off the board edge through any corner.

Victory

- The **attacker** wins by escaping with at least **two of the three** treasures before the fifth recovery phase.
- The **defender** wins by holding the line so that **no more than one** treasure escapes.
- The game can only be a draw if every character on both sides is disabled or destroyed at the end of a recovery phase.

Round 2: Shifting Shrines

Setup

- Place one objective in the centre of the play area.
- Roll for initiative. In initiative order, players take turns placing objectives until **four** are in play, each at least 6" from the others.
- Each player divides their party into two groups. Your opponent chooses which of your groups deploys first.
- The player with initiative deploys their first group within 4" of the centre of a chosen table edge. The other player deploys their first group within 4" of the centre of a different table edge. The second groups stay off the table for now.

Special rules

Set the following up before the first turn.

- The **centre objective** becomes a **shifting brazier**.
- The two objectives **furthest from each other** (ignoring the centre) become a pair of connected **portals**.
- Any **remaining objectives** become treasure markers.
- **Reinforcements.** At the end of the first recovery phase, in initiative order, each player deploys their second group within 4" of a chosen corner that has not already been used for deployment this game.
- **Shifting brazier.** Any unengaged character that is not a beast or construct may activate the brazier with the special activate action. Each activation scores the activating player **1 VP**. After a successful activation, that player moves the brazier to within 6" of a corner. After the first move, it must go to a different corner from the one it started in.
- **Portals.** Any character touching a portal may activate it with a scenario action. The character is then placed in contact with the other portal. Portals score no VP.

Victory

- The first player to reach **5 VP** wins, and the rest flee the battlefield.
- If no one reaches 5 VP by the end of the fifth recovery phase, the most VP wins.
- Equal VP, including zero, is a draw.

Round 3: Forgotten Shrines

Setup

- Roll for initiative. The winner chooses a corner and deploys within 4" of it. The other player deploys within 4" of the opposite corner.
- Set up **six** objective markers per the map, numbered **1 to 6**. These are shrines where migrating spirits rest.

Special rules

- **Migrating spirits, placement.** During the initiative phase, each player places a spirit marker next to the numbered objective matching their initiative die result. If players tie on initiative, place one marker on that objective, then roll again to break the tie and place the additional markers.
- **Migrating spirits, scoring.** Any unengaged character that is not a beast or construct may activate an objective that has a spirit marker on it, using the scenario action. On a success, the controlling player scores **1 VP** and one spirit marker is removed from that objective. Spirit markers are **not** removed at the end of the turn. They persist until removed this way.
- **Spirit bolt.** If an objective already holding two or more spirit markers gains another, it arcs. As the new marker is added, one random character within 6" of the objective is hit by a **+3 magical attack**. Roll for damage and defend as normal.

Victory

- Most VP wins.
- If VP are level, the player who removed the most enemy characters from the game wins.
- If still level, the game is a draw.