



April Assault RTT

April 19th, @ Millennium Games

1225 Jefferson Rd, Rochester NY, 14623

EVENT PACK

Bring snacks

(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

Pairings: 10:15am

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

Game 1: 10:30-13:30

Pariah Nexus Mission: D

Primary: Scorched Earth

Mission Rule: Swift Action

Deployment: Tipping Point

Lunch Break: 13:30-14:00

Lunch is provided: Pizza

Game 2: 14:15-17:30

Pariah Nexus Mission: I

Primary: Burden of Trust

Mission Rule: Prepared Positions

Deployment: Search and Destroy

Game 3: 17:45-20:45

Pariah Nexus Mission: M

Primary: Purge the Foe

Mission Rule: Rapid Escalation

Deployment: Crucible of Battle

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 questions or rules dispute that cannot 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. 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.

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.

Overall Scoring & Prize Structure

Prizes:

Best Overall Player 1st, 2nd, and 3rd (and 4th if we have 25 or more players)

Game Scoring

- Each game is standard GW scoring, with final score out of 90 +10 points for battle ready painting if appropriate. Judges will be checking for Battle Readiness during round 1.
- Round pairings will be done through BCP as Wins > Random
- Placement will be done through BCP as Wins > Winpath > VP
- Each round will be a mission from the Pariah Nexus Mission Deck

Players must memorize their BCP pins and self-submit scores after each match. Overall victors will be declared through the Win/Loss record followed by Path to Victory, and then scoring of Battle Points.

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.

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 April 17, 2025 at 11pm EST.**

LIST SUBMISSION DEADLINE IS Friday April 18th at 11pm EST. 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.

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

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!

Terrain Layout: We will be using the GW Terrain Layout 6 for the event

