



**The RWGC and Millenium Games, proudly
present the first RWGC charity event:
Command Points for Cerebral Palsy**

August 24th, 2024

MILLENNIUM GAMES

1225 Jefferson Rd, Rochester, NY 14623

EVENT PACK

(Save this link; there will be no packets at the event! Please read carefully since this event will not follow standard procedures)

Ticket Cost: \$20 donation made to Joe Muoio's
GoFundMe:

<https://gofund.me/f5f0c064>

(please note your name on the donation so we have “proof of purchase” for the event)

The same link may be used to purchase Command Points for the event (name also required please)

ANYONE WHO WANTS TO MAKE A DONATION THAT IS NOT ATTENDING MAY PURCHASE COMMAND POINTS FOR PARTICIPANTS! (again... please note who it's for)

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).

Game 1: 10:15-13:30

Mission Set: C

Pariah Mission: Lunch pin

Mission Rule: Fog of War

Deployment: Tipping Point

Lunch Break: 13:30-14:30

Lunch is not provided unless announced by the TO.

Game 2: 14:30-17:30

Mission Set: L

Pariah Mission: Take and Hold

Mission Rule: Hidden Supplies

Deployment: Search and Destroy

Game 3: 17:30-20:30

Mission Set: M

Pariah Mission: 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.

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

Fast-rolling is helpful to speed up your playtime. However, if you intend to use a re-roll stratagem, you must roll one at a time.

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.

Overall Scoring & Prize Structure

Prizes: Given this is a charity event, the funds collected will be directed to Joe's GoFundMe. That being said, we will still have a few prizes, as well as a custom trophy, specially made for this event.

Game Scoring

- Each game is standard GW scoring, with a final score out of 90 +10 points for battle ready, which is already counted as it is not required.
- Round pairings will be done through BCP
- Each round will be a mission from the Pariah 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 secondary 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 SUBMISSION DEADLINE IS AUG. 22nd 2024 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 disadvantaging your 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 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. **New Games Workshop Rules deadline is AUG 20th, 2024 at 12pm EST.** Further FAQs or other changes may be included after this date at the Tournament Oganisor's discretion.

PLEASE READ THE FOLLOWING UPDATE

**COMMAND POINTS MUST BE
PURCHASED BEFORE OR DURING THE
EVENT**

**THE NORMAL CP GENERATION WILL
NOT BE USED DURING MATCHES. 1 CP
COSTS \$5 WHICH GOES DIRECTLY INTO
THE FUNDRAISER.**

**Paint is not going to be scored at this event!!! Each player will
automatically get their 10 pts for being battle ready.**

**THIS IS A NARRATIVE STYLE EVENT,
LEGENDARY MODELS MAY BE USED!**

NEW CUSTOM CLUB RULE BEING ADDED

**DEMAND REROLL - (cost 2CP) YOU CAN TAKE ANY ROLL THAT YOUR
OPPONENT MAKES AND FORCE THEM TO REROLL IT. ONLY APPLIES
TO ROLLS THAT CAN BE AFFECTED BY COMMAND REROLL. DEMAND
REROLL CAN BE USED ON A REROLL THAT WAS COMMAND
REROLLED.**

The terrain layout for the event will be GW Terrain Layout 2 from the Pariah Nexus Companion