Warhammer 40K RTT

Tournament Pack

Saturday, February 11th
2495 Cedar Street STE 14-B
Holt, MI 48842

Event Info:

- Entry: $25
- Rounds: 3
- Round time: 2 Hours, 45 minutes
- Pairing Method: Random pairings based on W/L record
- Placings determined by Win/Loss record, then total battle points
- Tickets: https://shop.afk.games/product/february-40k-rtt/10571
- This event will be run through BCP, if you need help please ask for assistance prior to the list submission date. If you do not have BCP, please download the app before the start of the event.
- Event will be registered with ITC and GLC (Great Lakes Circuit).

Event Schedule:

- Check In: 8:15AM - 8:45AM
- Player Meeting: 8:45AM
- Round 1: 9:00AM – 11:45AM
- Lunch: 11:45AM - 12:30PM
- Round 2: 12:30PM – 3:15pm
- Round 3: 3:15PM – 6:00PM

Event Deadlines:

- Lists are due at 11:59pm on the Friday before the event (February, 10th)
- No new codices or points updates released after Saturday, February 4th will be used.
- The latest FAQs, as of the tournament day, will be in effect.

Prizes:

- 100% of the entry fees go into the prize pool.
- Total amounts of each prize will depend on the number of participants and will be awarded in store credit.
- Prizes will be given for first, second, third place and best appearance (as voted by the players)
- Players can not win more than one prize.

Painting and Models:

- There is no painting requirement. All players will receive the 10 points for “paint” included in their score for each round.

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- Converted and 3D printed models must receive approval from the TO before the list submission deadline posted above. Contact the TO at dlake021010@gmail.com

Format:

- Tables will be 44”x60”.
- We will use GW Open terrain layouts. The terrain characteristics and layouts are described in the graphic below.
- We will be using the Death and cc Glory Code of Conduct (https://deathorglorygaming.com/code-of-conduct), as well as all other ITC rules and regulations.
- Models without points in Chapter Approved 2023, or that have points that aren't from a publication after 9th Edition's release date will not be allowed. Legends models are forbidden.
- Stratagems and Abilities that are used "before the game", etc. may be selected during the "Muster Armies" stage of each game.
- For this event, we will be using the Games Workshop Warhammer 40K Arks of Omen GT Mission pack and strike force missions.
- Lists must Battle Forged, totaling no more than 2,000 points, and be submitted before the list submission deadline posted above. Warhammer 40,000 Matched play rules will be used.
- Maximum three detachments.
- The army's Warlord, Psychic Powers, Relics, Warlord Traits, Litanies, etc. must be indicated on your list.
- A ringer may be used if an odd number of players exist in any tournament round. The tournament participant will receive an automatic win for the round and however many battle points scored (minimum of 70) during that round, will be added to their overall score.

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Terrain Rules are not final - 12-25-2023



- **Terrain Piece 1 (Blue)**: These large (12”x12”) Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits. The first floor of these ruins are opaque (can’t see through)
- **Terrain Piece 2 (Brown)**: These midsize (10”x5”) Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits. Line of sight drawn to/from models touching the terrain piece is determined by true line of sight.
- **Terrain Piece 3 (Green)**: These small (6”x4”) terrain pieces also fall into the Area Terrain category and have the Scalable, Dense Cover, Breachable, Defensible, and Difficult Ground traits.