

Event Pack

Overview

Event is a max 24 person RTT comprising of 3 rounds. All games will be matched play format, using Missions set out in the Pariah Nexus.

All tables will be set out using the Pariah Nexus Tournament companion for the layout of the footprint, however each table will feature a variety of Terrain features as well as a neoprene (mouse mat) gaming mats using standard 60x44 table sizes.

List Building

All armies should be battle-forged, and consist of no more than 2000 points.

Armies can comprise of models from any codex that has had a general release 7 days prior to the event. Note: This does not include release through limited army boxes, the codex needs to be available individually to allow reasonable access to rules for all players participating.

Alongside your army, you will need dice, measuring tools, objective markers, mission cards, a copy of any rules you will be using, and any other accessories you will need.

As this is an itc event, the use of a chess clock will be enforced if either player requests it. Note: Chess clocks will not be provided, this is the responsibility of the player.

Painted scores will be included for this event.

List submission deadline will be 11:59pm on the Sunday before the event through BCP.

Location

The event will be held at:

1, Hallam Business Centre, Hallam St,

Stockport

SK2 6PT

Free parking is available onsite, with plenty of space for all attendees.

Lunch is not provided, but food will be available at the venue during lunchtime from delivery services which you can order from using the in store QR code.

Event Timings

Arrival and registration

09:00 - 09:30

Game 1-see mission pack below

09.30 - 12:15

Lunch Break

12:15 - 13:00

Game 2-see mission pack below

13:00 – 15:45

Game 3-see mission pack below

16:00 - 18:45

Pairings

Game 1 will be paired randomly among all players. Each subsequent round will be paired randomly within each win bracket.

Placings will be determined by path to glory within win brackets. In the event of a tie, battle points, then strength of schedule will determine the winner.

Prizes

We will be presenting prizes for the following:

1st, 2nd and 3rd place

Most Sporting

Conduct, Disputes and WYSIWYG

Conduct

While this is a competitive event, we expect attendees to behave and act with respect for other players and staff at the event.

This extends to playing through maintaining a civil attitude towards other players during games, and we expect reasonable transparency regarding rules discussions, such as answering questions fully and without deceit.

However, remember that this is a competitive event and your opponent is not obliged to give any information if you don’t ask the question.

Conceding/ Talking Out Games

When talking out games for any reason, whether due to running out of time an opponent conceding, a TO must be present for any talking out of theoretical points scoring. Any games found to have done so without a TO will be subject to a penalty at the judge's discretion.

Fair Play

We expect everyone to play the game with integrity, and follow rules accurately and honestly. Anyone who is found to knowingly break the rules of the game will receive a punishment as we see appropriate, ranging from points deductions to removal from the event.

Intent

The event will be played by intent: If a player clearly states an action, such as a model's location in relation to a building, then this will be respected over any small measurement discrepancies. This extends to any pre-measuring that is clearly stated between players. If in doubt about, please ask a TO for more information.

WYSIWYG

All models must be WYSIWYG to a reasonable standard. While we appreciate that conversions are a key part of the hobby, models must accurately represent their GW counterpart. If in doubt about any models, get in touch before the submission deadline and we will make a decision on whether they are suitable or not.

Terrain and Missions

TYPES OF TERRAIN

The measurements of the terrain pieces given below are approximate and provided only as indicative of the pieces we use. They do not supersede measurements taken from the actual pieces on the table.



⚔️ **New Rotation – "Clumsy Orc 2.0"**

Mission	Primary Mission	Deployment	Terrain Layout
A	Take and Hold	**Tipping Point**	**4**
F	Hidden Supplies	**Hammer & Anvil**	**7**
J	Linchpin	**Search & Destroy**	**3**
M	Purge the Foe	**Crucible of Battle**	**8**
R	Terraform	**Sweeping Engagement**	**5**
Custom	Scorched Earth	**Dawn of War**	**2**