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Welcome back to this year’s annual Battle for the Capital GT hosted by AFK Games in Holt, Michigan.

Registration for the GT: https://www.bestcoastpairings.com/event/7DnYH3QIJvcZ

Join our Discord for this event for rules updates, missions updates, questions, model submissions, any other important information that may come up.
https://discord.gg/uDgpYRPH

T.O. for the Event are Dylan Lake (Dlake on discord)

Ticket Cost for entry is $70 and includes lunch on both days of the event.

We are capped at 64 tickets total if the event fills up and you would like to join the wait list, make sure you contact Dylan Lake (DLake on discord) to join the wait list.

Refunds for the event ticket will be refunded if communicated on or before June 20th, 2025. Again, contact Dylan Lake (Dlake on discord) or the store directly Dan or Zach.

Any Future Updates IE missions will be highlighted in RED.

Format

This event is a five-round GT, using the Pariah Nexus Mission Pack and Pariah Nexus Tournament Companion's guidelines for 2000pt games of Warhammer 40K.

This event will honor all published rulings, releases, updates, etc. released by Games Workshop, up to June 18th, 2025. Leaks, previews, announcements, etc. released via Warhammer Community articles (or other sources) are not considered "official updates" for the purposes of their deadline, unless they are included in a FAQ/Errata document, or the product being previewed will be officially released on or before June 18th, 2025. Additionally, updated datasheets included in repackaged model kits will not be considered "official updates" until their corresponding Codex/Publication is officially released.

Games will be played on 44"x60" tables. Missions will use the standard game length of 5 Battle Rounds and must be played within a three-hour time limit.

Rosters must be submitted via the Best Coast Pairings Player App by the end of day on June 21st, 2025. Rosters will be hidden until all have been submitted and locked-in, at which time they will be revealed for players to review before the event.

This event will use the following Pairing Metrics: Win, the Win Path (Path to Victory), then Random.

Slow Play and Chess Clocks

Chess clocks will not be required for most tables. For all tables at any time any player may opt to use a chess clock if so desired and both players must use it. Available clocks are limited. If you wish to use a clock, please bring your own. If possible, all 5 rounds should be played within the allotted time. Please do not think of a chess clock as a hindrance. It is a tool to empower players to finish their games on time.

Pods

Day one players will compete and earn as many battle points as possible.

Day two players will be divided into 4 player Pods based on battle points. Winners of pods will be determined by total battle points combined with paint score given during day one by paint judges. Just because you are split into pods does not mean you will necessarily play players in your pod.

Painting and Models

Armies MUST be painted and based to a Battle Ready standard.

All models must meet a reasonable, good-faith WYSIWYG standard.

Conversions, kit bashes, custom bits, and 3D printed modifications have become a staple of the miniature wargaming hobby, over the years. Addicionally, with the prevalence of 3D printing, more and more hobbyists choose to use alternate models (alt-sculpts) as stand-ins for various units within their armies. We are absolutely in favor of hobbyists pursuing their vision and playing with models they enjoy – whether this

means building onto official model kits or fully printing models for play. This said there are other considerations that must be made when approving models for use in organized play events:

Would the size and silhouette of these models raise concerns of “modeling for advantage?”

Do these models vary so wildly in appearance or consistency as to unfairly burden the opponent with keeping things straight?

Would approving these models encourage the continued sales of product necessary to support the businesses that provide space for people to play?

Because of this, we use “The 70%” Rule:

The vast majority of your army must be sourced from/include appropriate models sold by the maker of the game you are playing. While “appropriate” does not have to mean “exact,” it does mean that a good faith effort must be readily apparent. The subjective nature of this is why we ask for conversion approval before events, as we are trying to ensure that the event is fun for the individuals that want to use their unique creations, as well as fun for everyone else. For the purpose of seeking this approval, we are not concerned with minor details such as head swaps or custom pauldrons. The “70%” Rule is meant for speak more significant alterations or outright substitutions, and it doesn’t deal in hard percentages – we are just looking at “the vast majority” of your army.

In all cases, any variation from the current base size will require prior approval. It will be expected that efforts have been made to update basing to current standards, and “this is the base it came on, in a prior edition/kit/etc.” is not an adequate justification for an incorrect base size.

All significant conversions/kit bashes must be pre-approved by TO/Judges through the discord prior to June 18th, 2025. All counts-as/substitutions/alternate sculps/3D-printed models must be similarly approved by June 18th, 2025. Any unapproved models, or models that are not fully assembled and based, will not be allowed for use in the event.

Please, if you have had any models that have been approved before, get them approved through the discord so that others can see that the model(s) were approved or not so that any questions can be answered from there before getting a judge involved.

Schedule and Missions

Day 1:

Check-in – 8:00 AM – 8:45 AM

Player Meeting – 8:45 AM – 9:00 AM

Round 1 – 9:00 AM – 12:00 PM

Lunch – 12:00 PM – 1:00 PM

Round 2 – 1:00 PM – 4:00 PM

Round 3 – 4:15 PM – 7:15 PM

Day 2:

Check in – 8:30 AM – 9:00 AM

Round 4 – 9:00 AM – 12:00 PM

Lunch – 12:00 PM – 12:45 PM

Round 5 – 12:45 PM – 3:45 PM

Awards – 4:00 PM

Missions/Layouts

Day 1 Layout 1

Round 1 Mission A

Round 2 Mission F

Round 3 Mission K

Day 2 Layout 4

Round 4 Mission M

Round 5 Mission J

Pending if new missions come out there will be a vote unless it comes after rules cut off.

list

Structures used will have the windows and holes on the first floor those are to be considered Closed and not able to be seen through!

Code of Conduct

Players will be expected to adhere to the ITC Code of Conduct.

Yellow and Red Cards: Be advised that the ITC has changed their yellow and red card policies. It only takes TWO yellow cards to receive a red card.

Players who receive a yellow card will have 10 points deducted from their final overall score.

Players who receive a red card will be disqualified from receiving any prize support at the event and may be ejected at the discretion of the tournament organizer.

Warning to actions that CAN get you a yellow card: Slow play, Cheating your opponent, lists not submitted properly or on time, ETC. Do not be that person to make others not have a good time please!

Rules Questions/Judge ruling

If you cannot figure out the rules on something between the two players, then a judge may be called to help with the rule. Have the rule, strat, or topic pulled up or with documents if you don't the judge may rule against you for not being able to support your claim.

Judges rule is final, if you want to argue after we, will have a nice conversation there is no need to blast on social media lets be adults and have a conversation anything over that may result in a yellow or even a red card.

AFK games we play by intent make sure you communicate your intentions with your opponent to ensure the best game for both players.

Slow playing a turn when there is time remaining prior to the last 15 minutes to make sure another round can't be played will automatically get you a yellow card.

In best words to describe it Don't Be That Guy!!

Food

Lunch will be provided by AFK Games, as part of registration for the event.

Food details will be added at a later date.

NO ALCOHOL! In the State of Michigan, it is a Felony for Alcohol in a store that does not have a liquor license which AFK does not have.

Awards and Prizes

Prizes will vary with the number of participants.

Best Overall (Highest combined Battle Points and Paint Score combined)

Best General (Highest Battle Points)

Pod winners (Highest Score in individual Pods Battle points + Paint)

Best Hobbyist (Best Paint Score)

Smoking Boots (Lowest Battle Points but also played all 5 rounds)

Players can’t win more than one prize! Pods that have the best overall and best general that is the winner of your pod. Only time multiple winners will come out of the same pod are with Hobbyist and Smoking Boots.

Painting

Listed below is the Paint Rubric. You will notice that there isn’t a grading area for a display board. DO NOT bring a display board. We have grown since last year with number of players and do not have the room.

Battle for the Capital Paint Rubric	
Total Score: _____/ 110	
Hobby Score	
Models are complete, with mould-lines/spurs removed and gaps filled.	
Models are appropriately sized and not posed/constructed for advantage.	
Modesl are appropriately based and basing details are present.	
Basing details are consistent or clearly organized by theme.	
Models are embellished with decals/transfers, and/or stylized "action" bits.	
Kitbashing / Conversions / Alterations are present.	
Kitbashing / Conversions / Alterations are widespread.	
Kitbashing / Conversions / Alterations / fit a consistent theme.	
There is evidence of sculpting or uniquely created details / bits.	
There is no evidence of glue overflow or excess sculpting material.	
Painting Scores	
Models are completely painted, even on undersides / barely visible areas.	
No evidence of unaltered primer across the entire army.	
Models are painted with "clean lines" without excessive "over-paint"	
Models are painted with evident shading / highlighting.	
Models are painted with advanced shading / highlighting techniques.	
Models are painted with minimal / appropriate details picked out.	

Models are painted with thorough / widespread details picked out.	
Models are painted with advanced detailing techniques.	
Weathering choices are consistent and thematic.	
Army stands out visually, and execution holds up to closer scrutiny.	
Impression Scores	
Army displays a good-gaith effort to be WYSIWYG and/or preserves 40k immersion.	
Army displays consistent "above and beyond" work that is not fully captured above.	

Each checked box is worth 5 points. Each army will be scored by two judges, indepently, and their scores will be combined to determine the army's paint score. If multiple players have a tie for overall paint score when combined on day two during lunch break those armys will be displayed for players choice. Players will be notified during round for on where to display armys for players choice. Voting will be completed within the last 15 minutes of lunch break to ensure all armys that need to are displayed.