



Away Games

Introduces the

CrashcityCon

GT



presented by



Welcome to the CrashCityCon 40K Event

'In the grim darkness of the far future there is only war' ...

CrashCityCon, **Away Games™** and BLADE Gaming has collaborated to create an epic Warhammer 40K Event to the Con, located at 710 Williamson Rd NE, Roanoke, Virginia. Together we have constructed a battlefield in which players from novice to grandmaster have a chance to fight to the death for eternal glory...along with awards and prizes. No matter the faction, our competitive format will have appeal to competitors of all levels throughout the event and the team looks forward to hosting you.

As you enjoy competing, **Away Games™** will be attending to every detail, allowing competitors to relax and have their best tournament experience. We have created custom, beautiful immersive, and standardized terrain for you to battle and triumph on! There will be food and drinks to purchase at the event through their concession stands.

Players can expect **EVERY** table to have standardized "GW style" 10th Ed terrain, along with

In this packet you will find an overview of what to expect and how to get the most out of your tournament experience:

Event Essentials

- Army Construction and Painting Guide**
- Tournament Organizers and Policies**
- Rounds and Timing**

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Event Essentials

Important Dates and Times

Tournament Dates: Saturday and Sunday Aug 24-25, 2024

Location: CrashCityCon, 710 Williamson Rd NE, Roanoke, VA 24016

Battle Size: Strike Force (2000 points)

Board Size: 60" x 44"

Format Size: 100+ Competitors

Missions: TBD (Leviathan 10th Ed)

Terrain: GW Open Standardized Terrain

Number of Games: Six Rounds, Win/Loss Path

Round Length: 3 Hours

Ticket Fee: \$65.00 (Event pass required for the weekend but it covers parking!)

Prizes: Placing, Painting, Best Imperium, Chaos and Xneos, and More

Check In: 9:00 am, First Round Starts at 10:00 am

Late Arrival: Understandably issues arise, but please inform the Tournament Organizers if you're going to be late. Late check in for the first round will result in a drop or ceding the spot to a present waitlist attendee. If a competitor arrives late to round two and beyond, their game time will be running on the clock. After 20 minutes the round will be forfeited, and your opponent will receive a win and 70 points.

Missions: Warhammer 40,000 10th Ed., from Chapter Approved Mission Pack: Leviathan: Grand Tournament.

Army Selection: Follow Muster Armies guidance in Chapter Approved Mission Pack: Leviathan: Grand Tournament.

Tools of War: Competitors are expected to bring their army, dice, tape measure, and all relevant rules publications (**Away Games™** provides dice trays and chess clocks.) If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.

Rules cutoff: New rules and materials will not be permitted after **Monday, August 19, 2024.**

List submissions: List will be due by **Tuesday, August 24, 2024 at 11:59 EST.** Any list submitted afterwards **MAY** be subject to a possible 10 points deduction in round one and a yellow card for the event, pending circumstances.

Scoring: At the end of each game, please record your results and post them digitally or present them to a Tournament Organizer for posting.

Please review our **Away Games™** Tournament Organizers responses to frequently asked rules questions [HERE](#) for any rulings or clarification. If a question remains, please submit them with subject line **CrashCityCon 40K Event** to contact@theawaygames.com



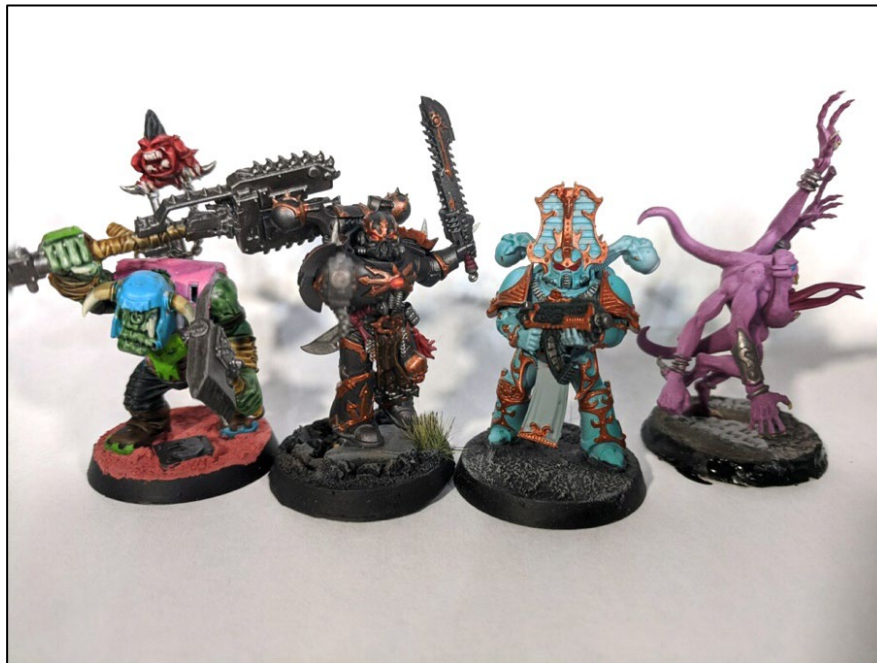
Army Construction and Painting Guide

All armies in the event must be Battle-forged and follow guidance according to the Warhammer 40,000 Core Rule Book (10th Ed). Armies should utilize the most up to date rules provided in Games Workshop and Forge World publications.

Competitors will post their lists in an easy to read format (such as the format found on the GW Warhammer 40k app) with all relevant war gear and unit upgrades. Please DO NOT use a different faction under player details from the one utilized in the Best Coast Pairing app.

Part of the experience includes showing off and playing against beautifully constructed and painted armies.

Away Games™ recommends that all armies be at least Battle Ready standard, as described in the 40,000 Core Rule Book (10th ed). (Armies that are not completely Battle Ready standard will not receive the 10 points awarded for painted armies on each scoresheet.) The Paint Judging matrix will also be used for the Best Overall/Renaissance award, along with Best Painted. Below are some examples of models painted to a Battle Ready standard.



Note: Each model should accurately represent its entry on each competitor's army list represented by WYSIWYG (What You See Is What You Get).

Conversions are great and are encouraged, though for fairness, all conversions should be comparable in size to the most current version of the model they represent. Competitors should not gain a benefit from converted models and will be subject to penalties for doing so. Any converted or scratch-built models, need to be approved prior to the list submission cutoff date. If competitors do not receive approval for conversions before this date, they run the risk of the model being removed from play, or possibly incurring score penalties or worse. For approval, please contact **Away Games™** at contact@theawaygames.com with **CrashCityCon 40K Event** as the subject line and provide photos and a brief explanation of the model and what it represents.

Note: Models should be based according to their current box kit.

Tournament Organizers and Policies

Away Games™ will provide a Head Tournament Organizer (Head Judge) and other Tournament Organizers (Floor Judges) throughout the event. Organizers will be in distinctive attire during the event to ensure they are visibly seen. Prior to a Tournament Organizer being called over for rulings, competitors should attempt to resolve their questions or issues beforehand. If a Tournament Organizer is needed, please call out “judge” and hold up your hand for visibility. Please be prepared to provide any relevant rules for the particular situation. Tournament Organizers rulings will always be based on correct rules interpretations rather than adhering to previous precedent and represent the final say on all game rules and issues.

Tournament Organizers will be “active judges” and will actively stop instances of illegal play, with or without a competitor’s specific request for intervention. Understandably there will not be Tournament Organizers at every table, and all instances of foul play cannot be prevented. The goal of **Away Games™** is to do the best we can to ensure all the games are as enjoyable as possible for all competitors.

Competitors should know that behavior such as bullying, rules abuse, moving models illegally, picking up dice before your opponent has the chance to see the results, lying to tournament organizers or opponents, or any other form of unethical or inappropriate conduct can result in substantial in-game penalties, an automatic loss assessment, permanent removal of parts of your army for the duration of the event, removal from the event itself or any future **Away Games™** events. Accidental errors will always occur, however, a “foul is a foul,” and Tournament Organizers will treat them as penalties. The Head Tournament Organizer is empowered to apply both in game and scoring penalties equivalent to the level of the foul.

Rounds and Timing

First round opponents will be randomly determined. Subsequent rounds will use “Win-Path” to pair opponents in each round thereafter. By doing this, competitors will pair against someone with the same record and who won and lost their games in the same rounds. Examples of this are competitors losing round one, versus round two will have different algorithms when paired. Pairings are conducted in this way to ensure competitors with a similar strength of schedule pair off and to ensure an increasing level of skill parity and sportsmanship with each subsequent round.

During each round, tournament organizers will announce the time remaining in the round, throughout the round. These announcements are used to help keep the flow of play moving and afford competitors a “pace of play.”

If a competitor wishes to utilize a clock, both competitors at the table will use the clock. Both competitors will be afforded the same amount of time on the clock and should sync the time with the amount of time in the round. Also, if a competitor wishes to use a clock after a round has started, the remaining time will be split evenly, and the clock will be used.

Competitors are encouraged to finish their games. If there is under 10 minutes remaining in a round, competitors will not start another battle round. There is a hard “dice down” policy for games once the round time is complete. Additionally, competitors attending should feel comfortable playing a complete game within the allotted time with the army they are utilizing. (Intentionally leveraging the clock to disadvantage your opponent should never happen.

Event Schedule

Event Area: CrashCityCon

Day One: Saturday August 24, 2024

Rounds	Start Time	End Time
Check In	9:00 am	10:00 am
Round One; Mission TBD	10:00 am	1:00 pm
Lunch	1:00 pm	2:00 pm
Round Two; Mission TBD	2:00 pm	5:00 pm
Break	5:00 pm	5:15 pm
Round Three; Mission TBD	5:15 pm	8:15 pm

Day Two: Saturday August 25, 2024

Rounds	Start Time	End Time
Check In	9:00 am	9:30 am
Round Four; Mission TBD	9:30 am	12:30 pm
Lunch	12:30 pm	1:30 pm
Round Five; Mission TBD	1:30 pm	4:30 pm
Break	4:30 pm	4:45 pm
Round Six; Mission TBD	4:45 pm	7:45pm
Awards and Prizes	7:50 pm	

Event Guidelines

Terrain Guidelines

While each table may have a different custom created **Away Games™** aesthetic or theme, every table will use the same layout in any given round of the event. However, these standard layouts will change depending on the round of the event. The layout chosen for a given round will be determined based upon the Tournament Mission Pool from the Leviathan Tournament Companion (10th Ed).

There are two main reasons that layouts change during the event; to provide competitors with a varied experience during the event and to ensure the placement, orientation, and function of each terrain piece is balanced for a wide variety of army types during each particular mission.

Note: Upon reaching your table, if the layout does not closely match one of these four layouts, please adjust the terrain appropriately. If uncertain whether the layout is precisely correct, please call a tournament organizer over for assistance.

Layout 1



Layout 2

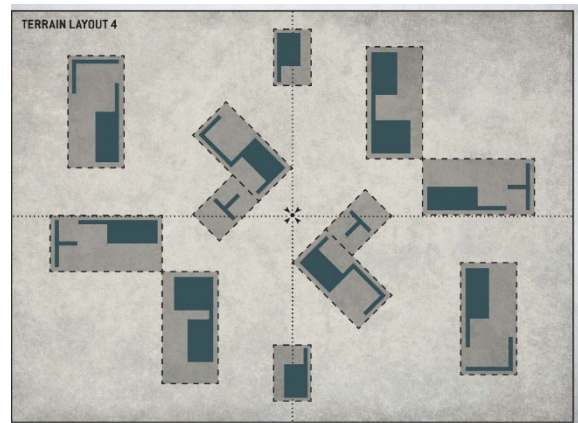
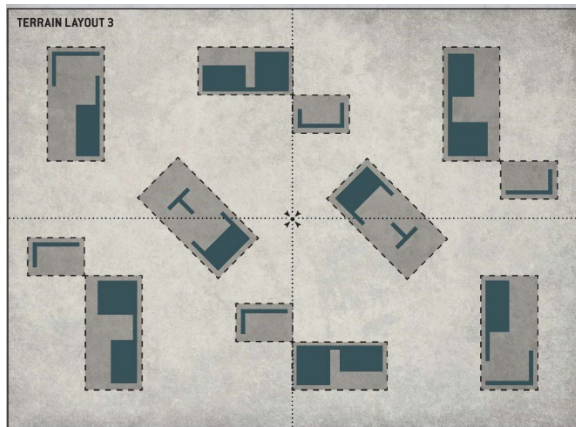
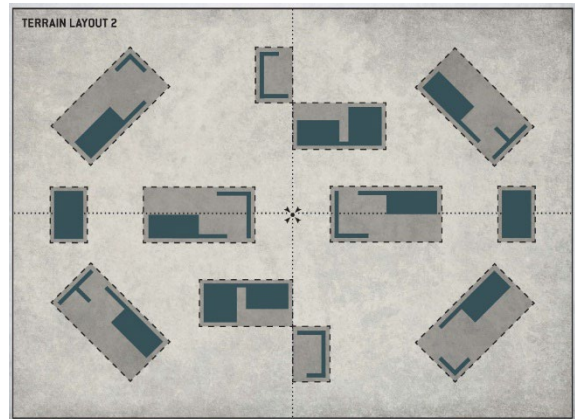
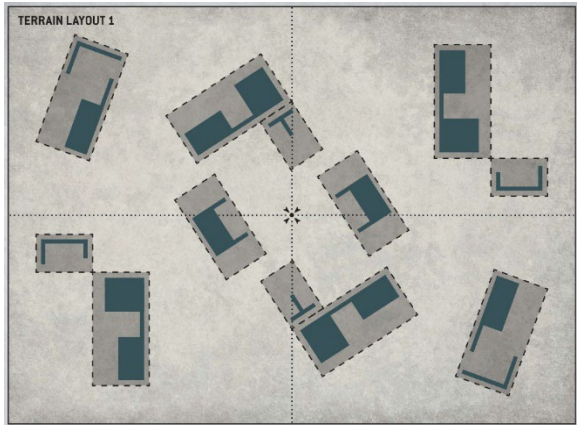


Layout 3



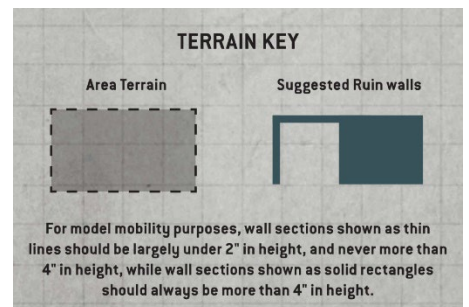
Layout 4





NO FIXED MEASUREMENTS Precisely locked terrain layouts with fixed measurements are not recommended. As well as limiting the variety of terrain organizers may feel permitted to field, such strictures can encourage army construction that plans for guaranteed measurements for the purposes of line of sight, objective control and so on. Furthermore, it can create problematic mid-game situations should players notice their terrain does not meet prescribed limits. When using these layouts, players should ensure they are as close to the illustrated positions as possible, but organizers should avoid mandating precise locations for each piece. In general, however, there should be at least 4" between the physical edges of each terrain feature. This is primarily to avoid situations where certain factions (e.g. Imperial Knights) are unable to interact with areas of the battlefield due to Ruins and other impediments being too close together.

OBJECTIVE MARKERS Objective markers can and sometimes will be either hidden within terrain or placed in the open, but the markers themselves should never intersect a wall or similar element.



Paint Judging

For paint scoring, if your army is fully Battle Ready painted you will receive 10 points for your round score. If your army is at least 50% painted, you will receive 5 points for your round score. If your army is below 50% painted, you will receive 0 points for your round score. There is no minimum painting for this event, so bring what you want.

Armies that meet the minimum standard will be awarded 5 points for their "Overall Score" modifier where it pertains to qualifying for "Best Overall" award.

Armies that go above and beyond the requirements will be in the running for the "Best Painted" award.

Qualifying armies will be notified for additional paint judging in which they can receive extra points towards their overall score. Examples of exceptional armies are quality highlights, layering, basing, conversions and even a display board.

Competitors will be notified that their army is eligible for additional judging before the conclusion of the first round/day.

Round Bye and Ringer Participation

In the event there is an odd number of players in a round, a "ringer" army will be utilized to ensure all competitors are afforded the opportunity to play all of their games. The "ringer" army will be a simplified army designed to facilitate a fun and multifaceted experience. The "ringer" will always be paired as having lost all their games. Even if they lose, the competitor will still receive a win and 70 points. The opponent of the "ringer" can also elect not to play the game, taking a win and 70 points.

Prize Support

After the fight to the death for eternal glory, prizes will be awarded to the top qualifying placers.

Awards will also be given for the best overall Imperium, Chaos and Xenos and best painted, so make sure you are bringing your creative masterpieces to the tournament.

Note: Awards and prize support will be based on attendance.

Ticket Policy and Refunds

Tickets can be purchased at [Best Coast Pairing App](#). Tickets can be refunded up to the list due cutoff date, minus fees. There will be no refunds after the list cutoff date. If a refund is desired, please understand that refunds can take up to a week to process.

Media Policy

By purchasing a ticket for the event, I hereby grant the **Away Games™** permission to use my likeness in a photograph, video, or other digital media (“photo”) in all of its publications, including web-based publications, without payment or other consideration.

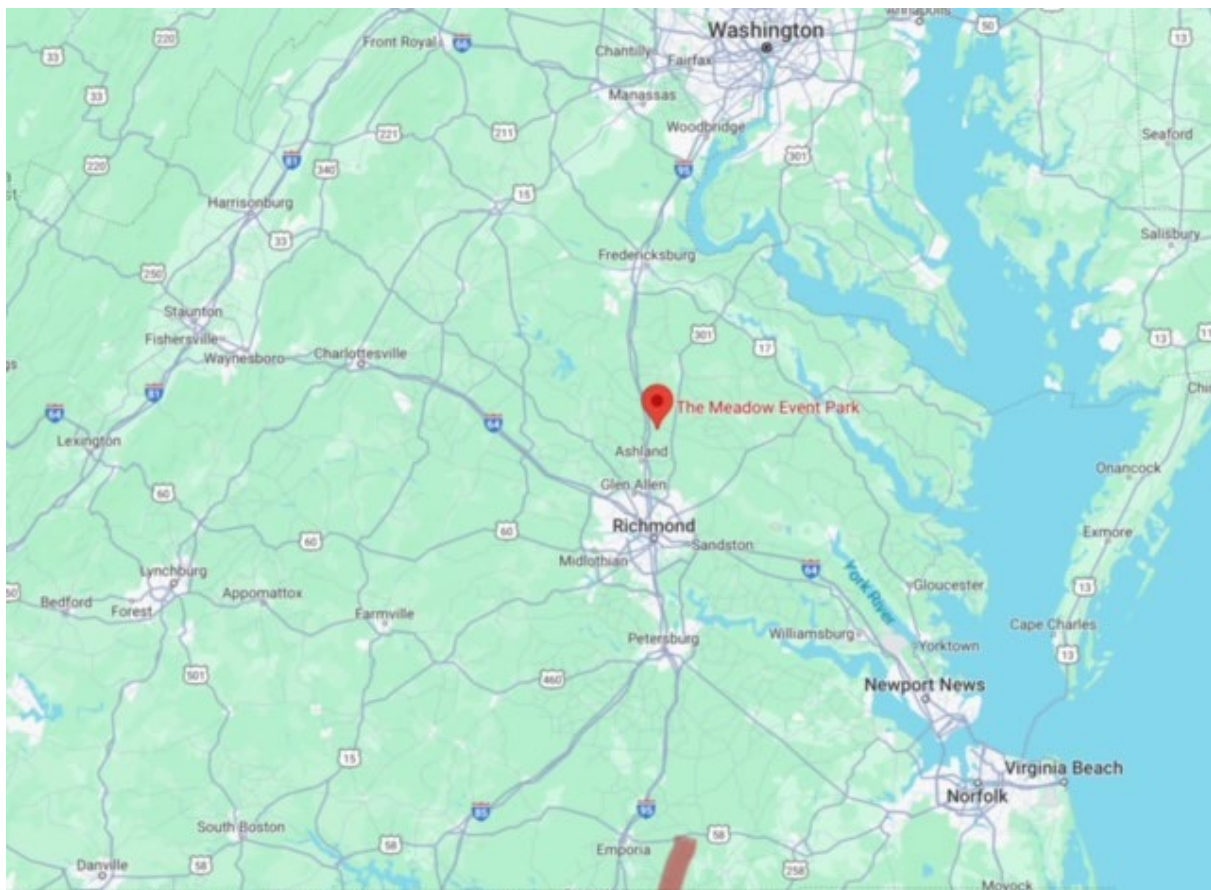
I understand and agree that all photos will become the property of **Away Games™** and will not be returned.

Accommodations

Rooms can be booked at a discounted rate at

<https://tabletop.events/conventions/richmond-open-2024/pages/hotel-information>

Food and beverages will be provided by the venue.



Away Games Charities

Our team is honored to be able to give back to charities we believe make an impact in our communities. We have thoughtfully chosen charities that are related and important to our team. We humbly invite you to learn about each charity and partner, in addition if possible to make a meaningful contribution while you enjoy the game and friendship the 40K community provides us all.



SCAN ME

TABLEWAR CHARITIES

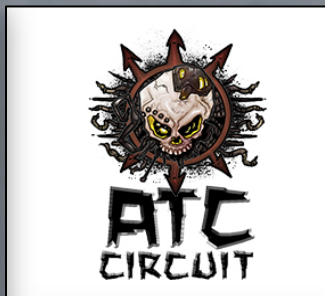
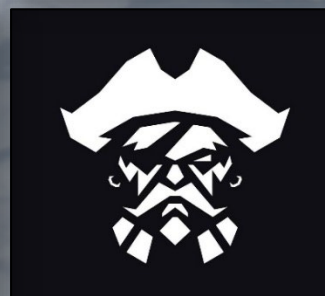
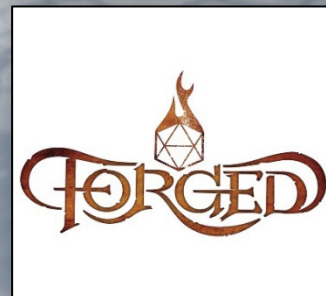
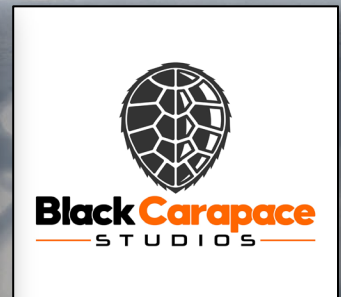


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VETERAN OWNED AND OPERATED

Sponsors



For additional sponsorship and volunteer opportunities, please connect with
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