



Away Games

Introduces the

RO

RICHMOND OPEN

TABLETOP GAMING
CONVENTION

SQUAREHAMMER

Welcome to the *Richmond Open* *ToW Event*

Welcome to the First Richmond Open The Old World Event hosted Square Hammer with Support from **Away Games™**! This will be one of the first ToW GTs nation wide!

"The Old World and rank and flank has finally "officially" returned!"

The Richmond Open Tabletop Gaming Convention has collaborated with Square Hammer and with support from **Away Games™** to bring a great and first ToW Event to the area, located at The Meadow Event Park in Doswell, Virginia. We are extremely excited to host the first ToW event at The Richmond Open and hoping for a great turnout. With new rules and miniatures being released on the 20th of January, you will not need a fully painted army and there will mistakes and confusion with rules so be a good sport. Can't wait to see all the armies!

There will be food and drinks to purchase at the event through their concession stands. (Alcohol can be purchased by individuals of legal age, with identification.)

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

Important Dates and Times

Tournament Dates: Saturday and Sunday May 04-05, 2024

Location: The Meadow Event Hall, 13191 Dawn Blvd, Doswell, VA 23047

Battle Size: 2000 points

Board Size: 72" x 48"

Format Size: 48 Competitors

Missions: TBD

Terrain: ToW Terrain provided by Square Hammer and others

Number of Games: Five Rounds

Round Length: 3 Hours Game time

Ticket Fee: \$50.00 (Event pass required for the weekend but it covers parking!)

Prizes: Placing, Painting, Best in Grand Alliance, and More

Check In: 9:00 am, First Round Starts at 10:15 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. After 20 minutes the round will be forfeited, and your opponent will receive a win and max points.

Army Selection: Use of all armies to include PDF armies is approved! Max 10 wide models, Rule of Six for Core, Rule of Three Characters, Special, Rare Arcane Journals - Detachments allowed, but no Special Characters or Magic Items and No Allies.

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Tools of War: Competitors are expected to bring their army, dice, tape measure, and all relevant rules publications. 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 **Saturday, April 27, 2024.**

List submissions: All lists must be submitted on the Best Coast Pairings (BCP) app by **Saturday, April 27, 2024 at 11:59 EST.**

Scoring: At the end of each game, use the provided score sheet to record your results and post them digitally or present them to a Tournament Organizer for digital posting. Point Differential: Max per game is 20.

Painting: Armies must be Fully Painted. At the end of round three, the TO will inform you if your army has made it into the top 8. The top 8 armies will be displayed on a table and the TO will then pick the best painted out of those 8.

All GW FAQs will be used.

Your Tournament Organizer is Todd Wiatt and Blue from Square Hammer; email atwiatt@gmail.com for all questions or ToddFreedom (poxous) on discord. Please put Richmond Open Question in your subject line on emails. Join the SquareHammer Discord community <https://discord.gg/iQ2cruBG>



Army Construction and Painting Guide

ARMY COMPOSTION

0 – The army is merely a collection of the best units/characters and has no overarching cohesion or balance. AKA 2 dragon lords, gunlines, 2 LVL 4Wizards, or others beardy type lists. You know who you are.

5 – The army looks like a proper Warhammer Tournament Army of its type. It has a diverse spread of unit types, but it is designed to win without min/maxing to do so. Most armies will be scoring this.

10 – The army is a proper Warhammer Army with a strong Warhammer theme. The army selection is diverse, and choices are made for narrative aspects over competitive play. The army list is customized with an army name, named characters, and a small history of the force arrayed.

FORCE SELECTION

- No Allies
- Warhammer Journals Armies of Renown can be used.
- Maximum selection of 3 units of the same type that are not Core.
- Maximum selection of 6 units of the same type that is Core.
- Maximum 10 wide for unit formations.
- Proxies are welcome but should follow the What You See Is What You Get rule. AKA don't put a plastic toy my little pony out as your Lord on Pegasus for Bretonnia.

Pairing and Scoring

SCORING: VICTORY POINT DIFFERENTIAL

Differential in Points	Results	Score
0-200	Draw	10-10
201-500	Minor Victory	13-7
501-1000	Victory	15-5
1001-1250	Major Victory	18-2
1251+	Massacre	20-0

***In addition, up to +5 bonus points can be achieved each game via scenario objectives. ***

SCORE CAP

Battle: 125 points max. 20 per game + 5 scenario objectives per game.

Paint: 25 points max.

Theme:10 points max.

Sportsmanship: 10 points max.

Overall: 170 points max.

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: Richmond Open

Day One: Saturday May 04, 2024

Rounds	Start Time	End Time
Check In	9:00 am	10:15 am
Round One; Mission TBD	10:15 am	1:15 pm
Lunch	1:15 pm	2:15 pm
Round Two; Mission TBD	2:15 pm	5:15 pm
Break	5:15 pm	5:30 pm
Round Three; Mission TBD	5:30 pm	8:30 pm

Day Two: Sunday May 05, 2024

Rounds	Start Time	End Time
Check In	9:00 am	10:00 am
Round Four; Mission TBD	10:00 am	1:00 pm
Lunch	1:00 pm	2:00 pm
Round Five; Mission TBD	2:00 pm	5:00 pm
Awards and Prizes	5:30 pm	

Event Guidelines

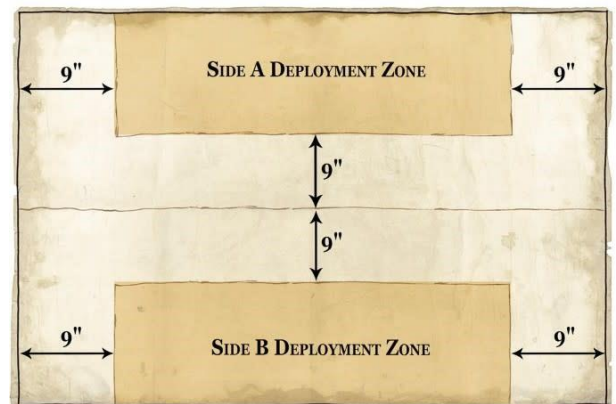
Terrain Guidelines

Game 1 – BREAK THEIR SPIRITS

Use the Break Point Deployment (page 290). 9" from short edge & Deployment (18" apart).

Count your armies Total Unit Strength. Once your army has lost 75% of its unit strength, the army is broken at the end of that game turn. The game will continue for all 6 turns. The player to "break" his/her opponent's army first gets 2 scenario objective points. The player to break their opponent's army second receives 1 scenario objective point. If a player breaks the opponent's force and remains unbroken all 3 scenario objective points are awarded.

- +2 For Breaking your opponent first; +2 for both players if both armies break on the same turn.
- +1 For Breaking your opponent second.
- +1 For Breaking your opponent not your army NOT being broken.
- +1 For having more banners on the table than your opponent at the end of the game.
- +1 for causing a unit to flee/FBIGO with shooting, spells, or terror.

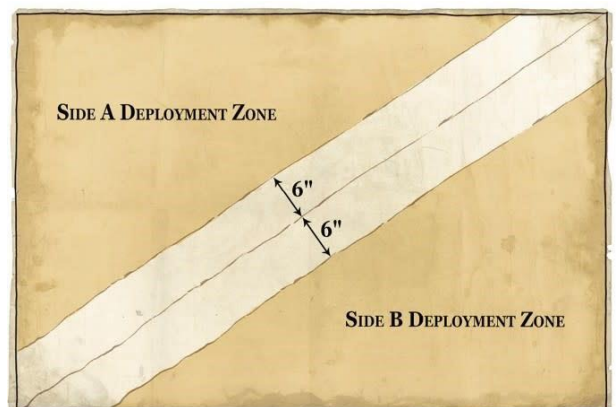


Game 2 – PAYMENT IN BLOOD

Use the Meeting Engagement Angle deployment 12" apart (page 294).

- +1 for killing a monster/war machine*.
- +1 for killing a spell caster*.
- +1 if your opponent's general is dead or fleeing at the end of the game.
- +1 for keeping your highest point unit (non-character or monster) alive and not fleeing.
- +1 For having US10+ in a table quarter with no enemy units in the quarter.

*Dwarven Holds counts Rune Smiths as casters. If an army has no casters, war machines, or monsters then that army gives up the scenario objective point at the end of the game.

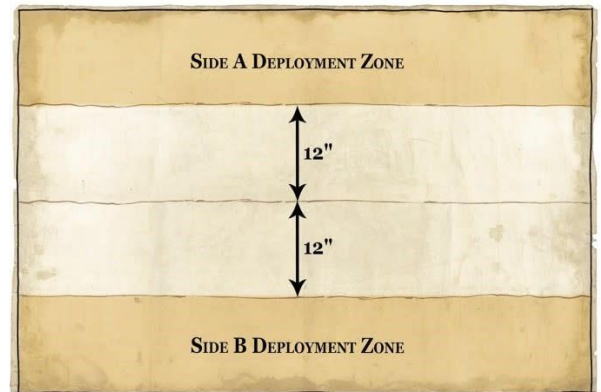


Game 3 – SACRED GROUND

Use the Open Battle deployment (page 288).

Mark the center of the table as the Sacred Ground with a token. No terrain can be within 9" of this point. At the end of each game turn **after the first** the player who has the most unit strength within 6" of the Sacred Ground point will gain +1 scenario objective point up to a max of +3 for the game. In addition:

- +1 if you have a core unit with a banner on the table outside your deployment zone at the end of the game.
- +1 if you kill your opponent's BSB (score this automatically if your opponent has no BSB). If the BSB is fleeing he counts as dead for purposes of this point.
- +1 for controlling the center with the highest Unit Strength, after turn 1, up to a max of +3.

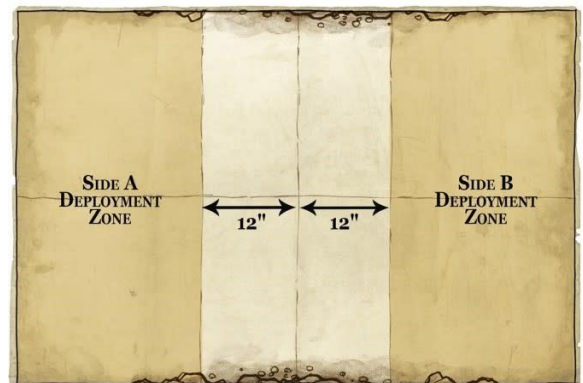


Game 4 – CRUSH YOUR ENEMIES

Use the mountain pass deployment (page 296).

- +1 If your general makes it to the end of the battle alive and not fleeing.
- +1, up to +2, for controlling table quarters with more of your Unit Strength than your opponent has at the end of the game.
- +1 If you forced an enemy to flee off the table (FBIGO or Pushbacks count for this)*.
- +1 If you have a unit with a banner in your opponents deployment zone.

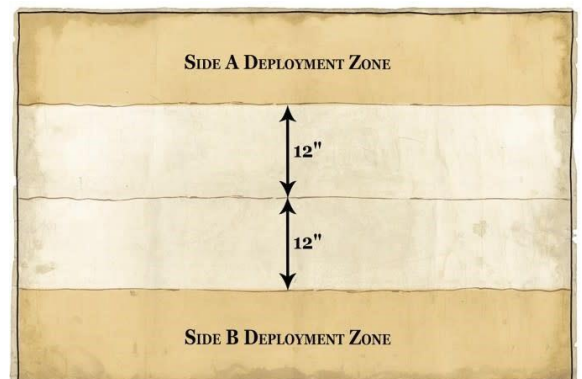
*Models/units can be pushed and/or flee off the sides of the table. There is no impassable board edge.



Game 5 – WAR IS BRUTAL

Use the Open battle deployment (page 288).

- +1 If your opponent's most expensive unit (non-character) is destroyed or fleeing at the end of the game.
- +1 If your opponent's most expensive character is destroyed or fleeing at the end of the game.
- +1 For Keeping your least expensive unit alive and not fleeing at the end of the game.
- +1 For having more banners on the table than your opponent at the end of the game.
- +1 For having a core unit in your opponent's deployment zone at the end of the game.



There will be approximately 6 pieces of terrain on each table. Tables will be preset. Each table will have a semi-balanced layout so the roll for table sides might be impactful. Players should not count on the set being even or having a specific type of terrain or set up like a hill in a deployment zone or woods on every table.

TERRAIN

Impassable – Like the name says it is impassable. No, you can't land a flying model on it!

Woods – Follow the rules for difficult terrain.

Water features – Follow the rules for dangerous terrain.

Plowed fields/crops – Follow the rules for difficult terrain for cavalry and chariots only.

Fences/Walls – Treat as low linear obstacles and difficult terrain.

Hills – Hills block LOS but otherwise are open ground.

Ruins – Follow the rules for dangerous terrain.

Buildings – One unit/character with a unit strength of 20 or less & the infantry key word can occupy a building. Follow the Occupancy rules in the Rule Book.



Paint Judging

PAINT SCORE

0 – unpainted army.

5- 3 color min with some basing

10 – Shading, banners, basing with tufts or grass, A “Battle-Ready” ready army.

15- highlights, uniformity of the army, some blending, minor conversion work, a display. This is above and beyond a Battle-Ready force.

20 – Extreme highlights and techniques, conversions, display board, Strong theme, by far one of the top armies in the room.

Any army can get up to +5 additional points awarded by the judge.

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. The opponent of the “ringer” can also elect not to play the game, taking a win.

Prize Support

- Best Overall – The Tournament winner! This person has the highest combination of Battle, Paint, Composition, and Sportsmanship scores. The Tie Breaker is Battle then Sports, then Comp, then Painting. There will be a Best overall 2nd and 3rd, these will be go to the highest ranked players that did not score another award.
- Best General – The highest Battle Score that is not overall. Tie goes to Sports, then Comp, Then Paint.
- 2nd Best General – The second highest Battle Score that is not overall. Tie goes to as above.
- 3rd Best General – The third highest Battle Score that is not overall. Tie goes to as above.
- Best Painting – The highest paint score as deemed by the Judges; overall placing is the tie breaker.
- Best Composition – Coolest Army Comp; Army selection & theme as seen by the judges; overall placing is the tie breaker.
- Best Sportsmanship – Highest Sports score; overall placing is the tie breaker.
- Last Place – The lowest Battle Score. Tie goes to fewest objectives.

Ticket Policy and Refunds

Tickets can be purchased through the Richmond Open Tabletop Gaming Convention website at <https://tabletop.events/conventions/richmond-open-2024>. Please utilize the correct BCP email to be added to the Best Coast Parings App. (Players will need to purchase an Event pass as well, but great news it covers parking for the entire event too!)

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.

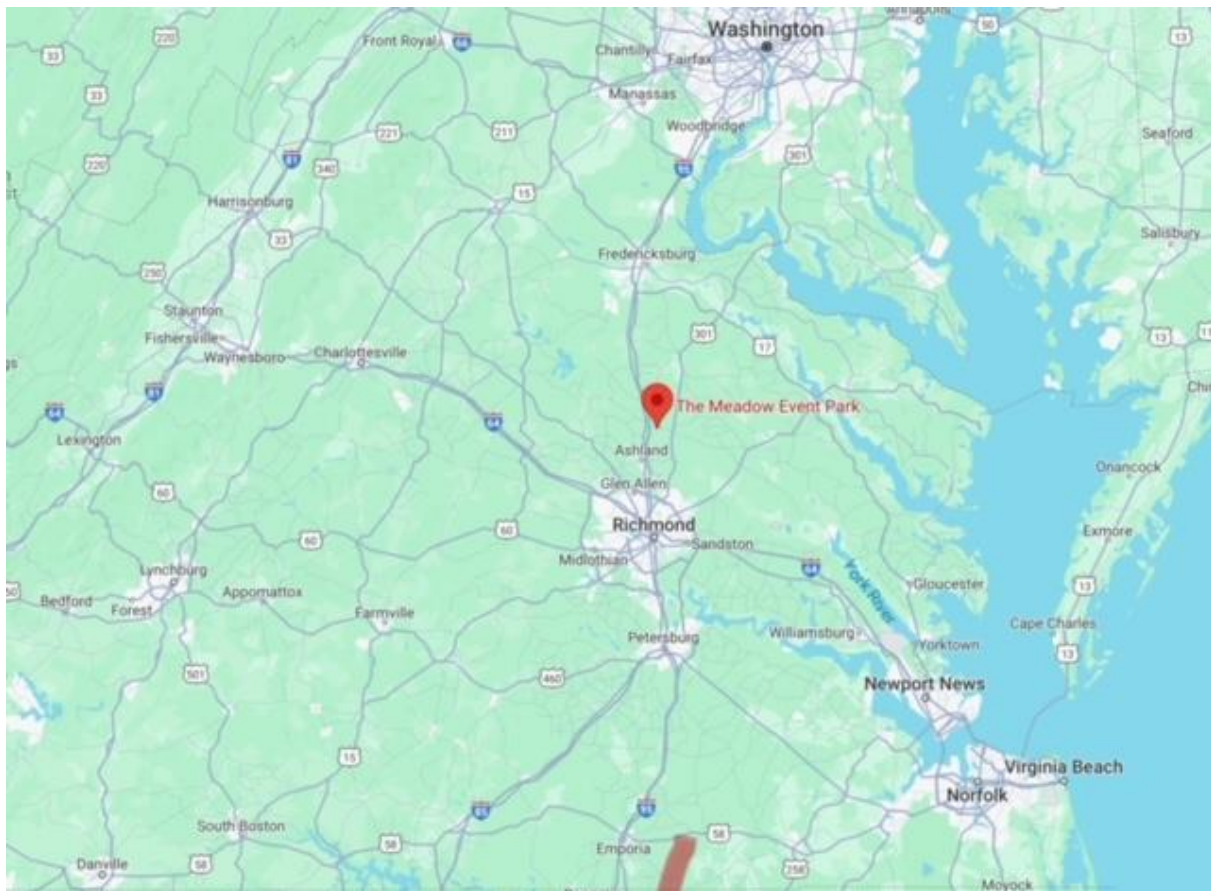
I understand and agree that all photos will become the property of **Away Games™** and will not be returned.

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.



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