



Away Games

Introduces the



40K MAJOR GT

Welcome to the

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

Welcome to the annual Team Battle Brothers GT hosted by **Away Games™**! This event is taking place as one of the best player centric and fun venues for 40K!

The event takes place in the heart of North Carolina, at the Little River Resort where they cater to creating the best player centric environment for gaming! The Little River Resort will be providing services and refreshments throughout the event with food and drinks available throughout the day and in every room. (Alcohol can be purchased by individuals of legal age, with identification.) (Don't miss Karaoke Saturday night either!! It's quite the show!)

Away Games™ has 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 appeal to competitors of all levels throughout the event and the team looks forward to hosting you. As you enjoy competing in a great venue, **Away Games™** will be attending to every detail, allowing players to relax and have their best tournament experience.

Players can expect **EVERY** table to have "GW Pariah Nexus" standardized terrain and layouts, created with **Away Games™** terrain, along with dice boxes and chess clocks. (No need to bring your own.)

The event will be using the GW Rules (1.4) and Balance Dataslate June 2024.

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

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Event Essentials

Important Dates and Times

Tournament Dates: Saturday and Sunday, November 09-10, 2024

Location: Little River Resort, 500 Little River Farm Blvd., Carthage, NC 28327

Battle Size: Strike Force (2000 points)

Board Size: 60" x 44"

Format Size: 64 Players

Missions: TBD (Pariah Nexus 10th Ed)

Layouts: TBD (Pariah Nexus 10th Ed)

Terrain: Away Games™ Terrain

Rule Set: GW Rules (1.4) and Balance Dataslate June 2024

Number of Games: Five Rounds, Win/Loss Path

Round Length: 3 Hours

Ticket Fee: \$65.00

Prizes: Placing, Painting, and More!

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

Late Arrival: Understandably issues arise, but please inform the Tournament Organizer 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 player arrives late to Round Two and beyond, their game time will begin running on the clock. After 20 minutes the round will be forfeited, and your opponent will receive a win.

Missions: Warhammer 40,000 10th Ed, from Pariah Nexus Tournament Companion.

Army Selection: Follow Muster Armies guidance in Warhammer 40,000 10th Ed, from Pariah Nexus Tournament Companion.

Tools of War: Players 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, November 04, 2024 at 11:59 pm EST.**

We will be using the GW Rules (1.4) and Balance Dataslate June 2024, which can be found [Here](#)

List submissions: List will be due by **Wednesday, November 06, 2024 at 11:59 pm 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 the Tournament Organizer for posting.

If you have questions, please submit them with subject line **Battle Brothers GT Event** to contact@theawaygames.com



Registration

Entry fee for the **Call to Arms** GT Event is \$65 per player.

Event Tickets must be purchased at [Best Coast Pairings](#).

All tickets are digital. You will not receive physical tickets. For the event, refunds and transfers are permitted up until the morning of the Rules Cutoff date. There will be no refunds after this date.

Important Dates and Cutoff Times

Team Battle Brothers GT Event will be a 2-day event, held on November 09-10, 2024 at the Little River Resort 500 Little River Farm Blvd., Carthage, NC 28327

The following cutoff dates are firm and will not be adjusted/changed.

Registration deadline for the **Call to Arms** GT Event is, **Monday, November 04, 2024, at 11:59 pm EST.**

New rules cutoff and materials will not be permitted after **Monday, November 04, 2024, at 11:59 pm EST.**

Army Lists are due **Wednesday November 06, 2024, at 11:59 pm EST.**

Call to Arms GT Event times: Saturday Check in 9:00am, Round 1 starts at 10:00am (3 games) ; Sunday Round 4 starts at 9:30am (2 games).

General Requirements

Players need to bring everything you need to play a complete game. Players 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.

Players should have their own deck of Secondary Missions or be prepared to use the Tabletop Battles app and ensure their opponents see them selecting random missions via the app.

Players should bring Wound Trackers for their army. GW Wound Trackers or any 10-sided die works perfect for this. Wounds should be marked as "Wounds Remaining" on the models.

It is strongly recommended that each player bring a laser pointer or Line Of Sight system and a display table or a rolling cart to place their books and unused models on during the event.

Dice apps will not be allowed at events.

Notes Concerning GW Pariah Nexus Tournament Companion

Notes Concerning Pariah Nexus Tournament Companion.

1. #5 Create Battlefield- Layouts are provided per round, if the terrain seems off please adjust using the companion measurements and have both players agree prior to deploying armies.
2. #7 Select Secondary Mission- A player cannot discard a Secondary Card if they have scored it. Only non-scored Secondary Cards can be discarded.
3. #10 Redeply Units- If a player decides not to resolve any steps, they are done resolving this step.
4. #12 Resolving Pre-Battle Rules- If a player decides not to resolve any steps, they are done resolving this step.
5. Secret Missions are in play and need to be declared if attempting.

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 publications.

Players 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 you are playing 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 Warhammer 40,000 Core Rule Book (10th Ed). (Armies that are not completely Battle Ready standard will not receive points awarded for painted armies on each scoresheet.) A Paint Judging matrix, found [HERE](#), 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 attempt to accurately represent its entry on each player'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. Players 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 players 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 **Call to Arms GT 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 the WTC Basing Guide, [HERE](#), or if not shown in the WTC Basing Guide, to their current box kit bases.

Tournament Organizers and Policies

Away Games™ will provide a Tournament Organizer (Head Judge) and other Judges throughout the event. Organizers will be in distinctive attire during the event to ensure they are visibly seen. Prior to a Judge being called over for rulings, players should attempt to resolve their questions or issues beforehand. If a Judge 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. Judges’ rulings will always be based on correct rules interpretations rather than adhering to previous precedent. If a player is unhappy with a call, they can request the Head Judge for final ruling, however this is the final say on all game rules and issues.

Judges will be “active judges” and will actively stop instances of illegal play, with or without a player’s specific request for intervention. Understandably there will not be Judges 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 players.

Players 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 Judges will treat them as penalties. The 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, players will pair against someone with the same record and who won and lost their games in the same rounds. Examples of this are players losing round one, versus round two will have different algorithms when paired. Pairings are conducted in this way to ensure players 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 players a “pace of play.”

If a player wishes to utilize a clock, both players at the table will use the clock. Both players 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 player wishes to use a clock after a round has started, the remaining time will be split evenly, and the clock will be used.

Players are encouraged to finish their games. If there is under 10 minutes remaining in a round, players will not start another battle round. There is a hard “dice down” policy for games once the round time is complete. Additionally, players 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: Little River Resort

Day One: Saturday November 09, 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: Sunday November 10, 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
Awards and Prizes	5:00 pm	

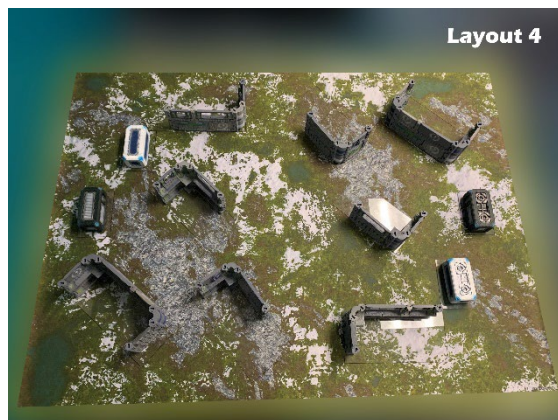
Event Guidelines

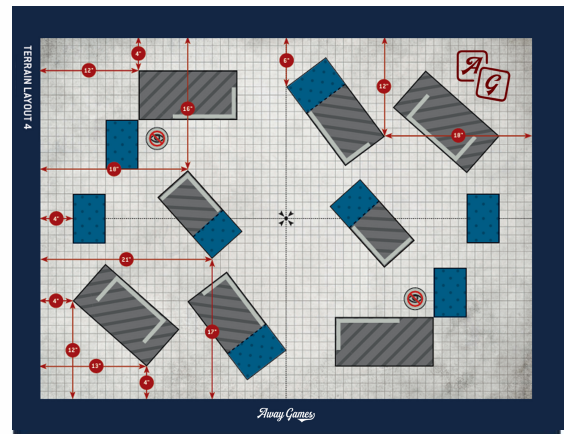
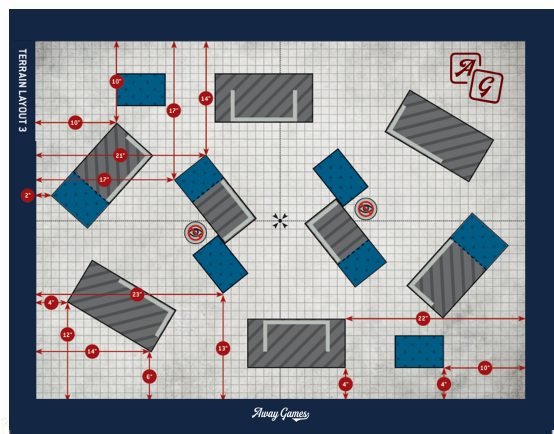
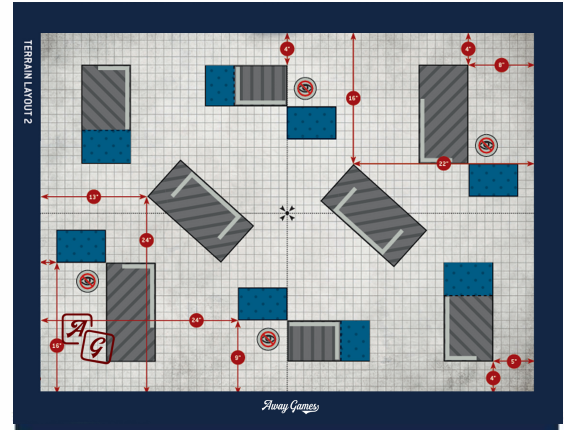
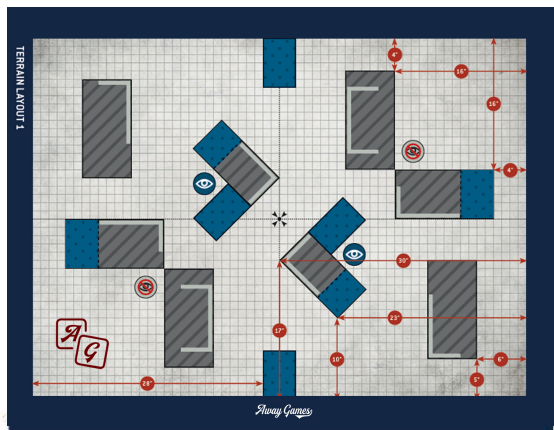
Terrain Guidelines

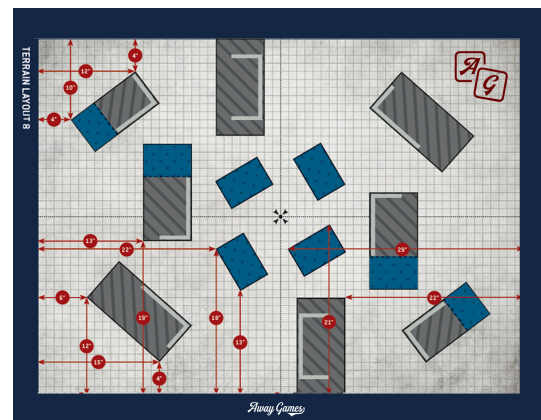
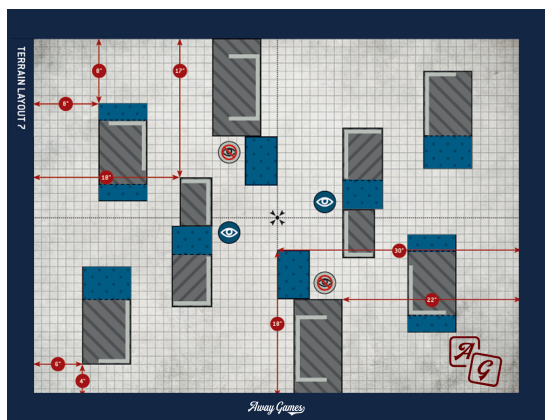
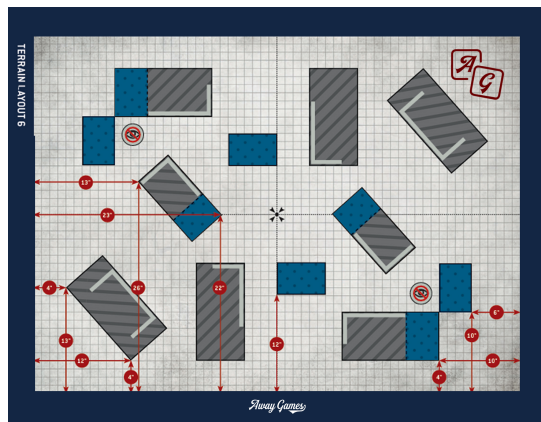
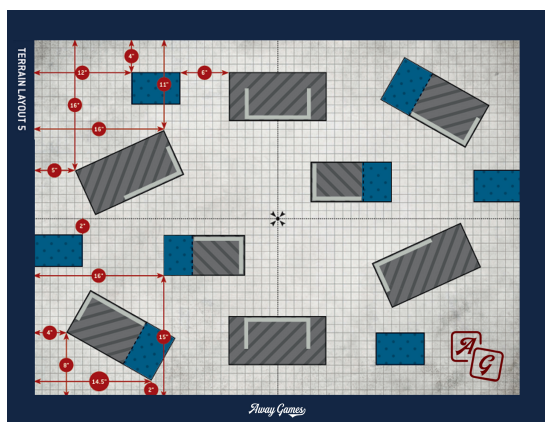
While each table may have a different custom created **Away Games™** aesthetic or theme, every table will use the same layout in any given round of the event. However, these standard layouts could change depending on the round of the event. The layout chosen for a given round will be determined based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

There are two main reasons that layouts change during the event; to provide players 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. Please note that its on the players to discuss and ensure all the terrain is fair and equal. If uncertain whether the layout is precisely correct, please call a Judge over for assistance.







The following battlefield recommendations are intended primarily for newer organisers and those looking for a steer in building up a terrain collection for regular tournament play. These layouts will be seen at most Games Workshop matched play events, and reflect the type of terrain density that creates risk-and-reward decisions that a wide variety of army types can engage with. They are by no means the only way to set up a battlefield for balanced play, but represent a reliable starting point when in doubt.

These are the terrain layouts we use for balance and internal testing within the Warhammer Design Studio. We feel they reflect how a battlefield should look for balanced play in the current edition of Warhammer 40,000. They are by no means the only way to set up a battlefield for balanced play, but represent a reliable starting point when in doubt. These layouts were designed with a few key principles in mind:

AREA TERRAIN SIZE	QUANTITY
6" x 4"	4
10" x 5"	2
12" x 6"	6

TERRAIN KEY – SUGGESTED TERRAIN HEIGHT

MORE THAN 4"

2" OR LESS

For model mobility purposes, we have shaded the area terrain outlines in the above colours to show our recommendations for how tall the terrain should be in each section.

Below are examples of Ruins terrain placements within area terrain sections, as well as icons that denote if connected area terrain outlines are a single area terrain section or separate area terrain sections when determining line of sight.

These height and Ruin placement guidelines help provide a balanced tournament experience; as organisers you are free to adjust this to suit your terrain collection.

**SINGLE
AREA TERRAIN
SECTION**

**SEPARATE
AREA TERRAIN
SECTIONS**

**RECOMMENDED
RUINS TERRAIN
PLACEMENT**

Using the area terrain outlines detailed above, all of the battlefield recommendations have preset measurements provided. This allows for organisers to easily set up the tables, or allow the players themselves to set up their own tables at the beginning of each round.

OBJECTIVE MARKERS: Objective markers can and sometimes will be either hidden within terrain or placed in the open.

USE OF RUINS: The following layouts primarily use the Ruins terrain feature. This efficiently achieves a good amount of line-of-sight blockage and cover appropriate for balanced games, thanks to the natural abstraction of line of sight within the rules for Ruins. Remember that a variety of terrain heights not only adds to the immersive nature of the battlefield, but is also important for line of sight and rules such as Plunging Fire. For organisers and players with a more robust terrain collection (especially elements that block true line of sight), incorporating features such as Woods, Barricades and Hills into your chosen layouts is perfectly acceptable

Paint Judging

For paint scoring, if your army is fully Battle Ready painted you will receive 10 points towards your round score. If your army is **NOT** fully painted, you will receive 0 points towards your round score. There is no minimum painting for this event, so bring what you like.

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

Examples of exceptional armies are quality highlights, layering, basing, conversions and even a display board.

[Painting Matrix](#)

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 players 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 player will still receive a win. The opponent of the "ringer" can also elect not to play the game, taking a win.

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 Placings, Best Overall 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 Rules Cutoff Date, minus fees. If a refund is desired, please understand that refunds can take up to a week to process.

Media Policy

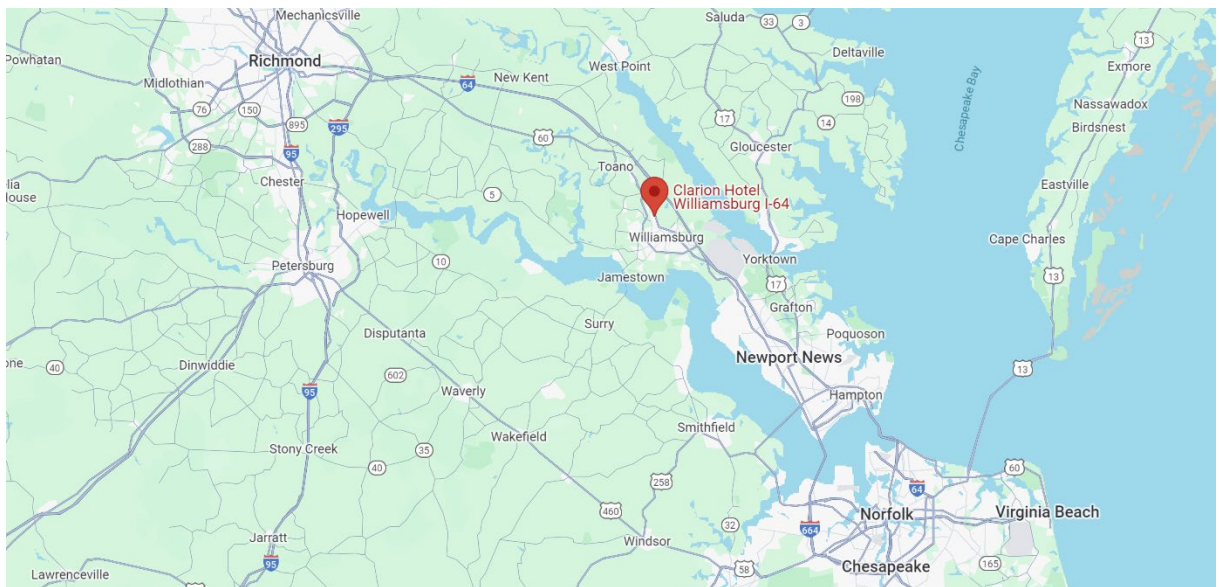
By purchasing a ticket for the event, I hereby grant the **Away Games™** permission to use my likeness in a photograph, video, or other digital media (“photo”) in all of its publications, including web-based publications, without payment or other consideration.

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

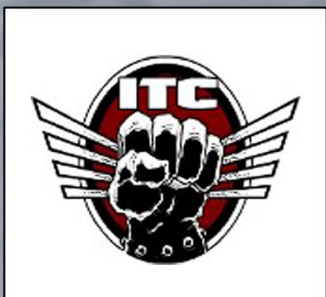
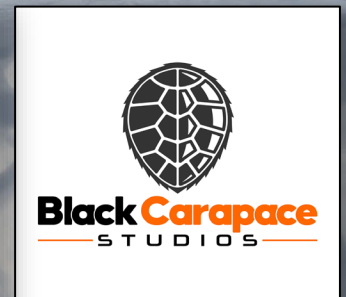
Accommodations

Rooms can be booked for the weekend at the Call to Arms Convention Hotel, Clarion Hotel Williamsburg I-64 at **(757) 565-2600**. There is a room block for attendees.

Food and beverages will be available in the restaurant in the venue.



Sponsors



For additional sponsorship and volunteer opportunities, please connect with
Away Games™ at contact@theawaygames.com

Looking to host your own event and need help?
www.theawaygames.com

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



SCAN ME



VETERAN OWNED AND OPERATED

