



New Years Knockout 2026

Tournament & Mission Pack

First off - **Thank you** for competing in the 2026 New Years Knockout GT! We know that there are a ton of events each year and the decision of what and when to participate in an event that takes up an entire weekend isn't made lightly. **We appreciate having you here with us at this event!**

Now on to the information...

Day One - Layout 6 Missions - O L C

Day Two - Layout 1 Missions - F A

Daily Schedule

Day 1

- 8:00a - Registration Opens (You must check in at the TO Table)
- 9:00a to 12:00p – Round 1
- 12:00p to 1:30p – Lunch
- 1:30p – 4:30pm – Round 2
- 4:40p – 7:30p – Round 3

(if you can, after your game, please change table to layout 1 in preparation for Day 2)

Day 2

- 9:00a to 12:00p – Round 4
- 12:00p to 1:30p – Lunch
- 1:30p – 4:30pm – Round 5
- 4:45 - Awards Ceremony

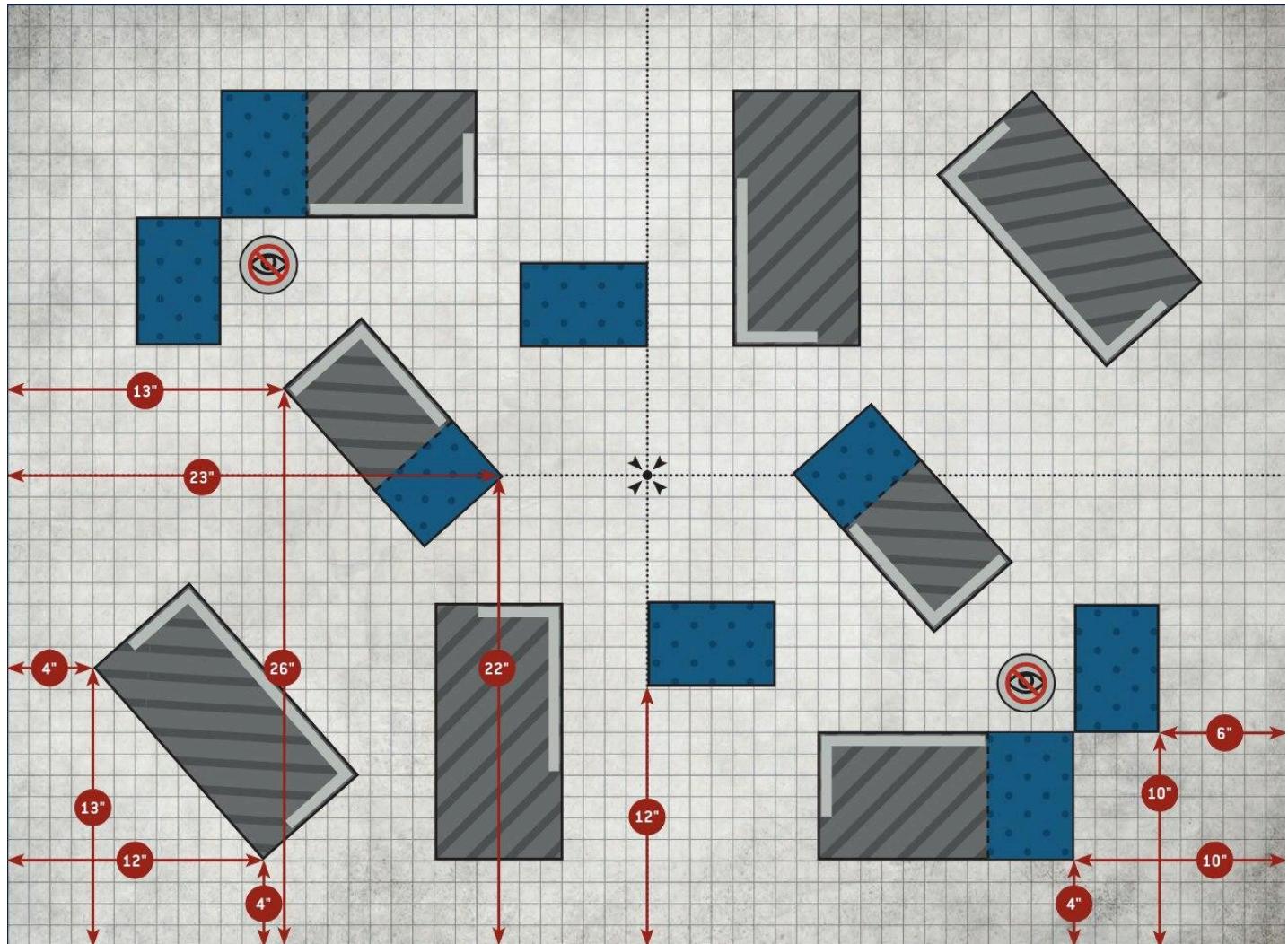
Lists Due: Wednesday January 7th 11:59p - (We check lists! No free Hellbrutes here)

Questions?

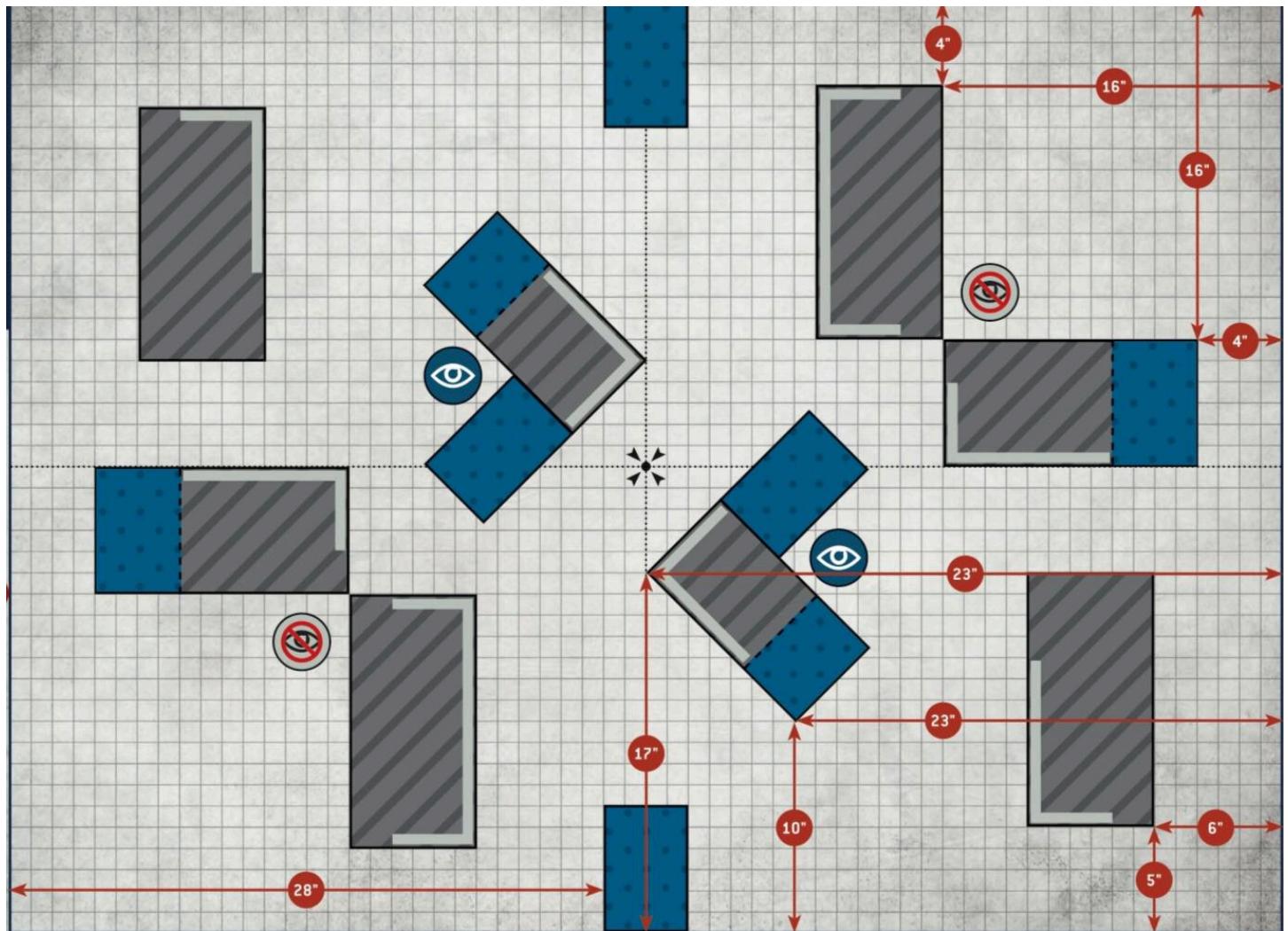
Email: hello@mindgamesandmagic.com

NYKO Discord Channel (in the Mini Wargames tab) <https://discord.gg/tGs6NTHu24>

Layout 6



Layout 1



Day 1 - Round 1 - Missions 0

Primary Mission - Terraform

TERRAFORM (ACTION)

STARTS: Your Shooting phase.

UNITS: One or more units from your army, each within range of a different objective marker that is not within your deployment zone.

COMPLETES: End of the turn, if the unit performing this Action is still within range of the same objective marker and you control that objective marker.

IF COMPLETED: Each of those objective markers is terraformed by you. If that objective marker was terraformed by your opponent, it no longer is.

SECOND BATTLE ROUND ONWARDS

WHEN: End of the Command phase (or the end of your turn if it is the fifth battle round and you are going second).

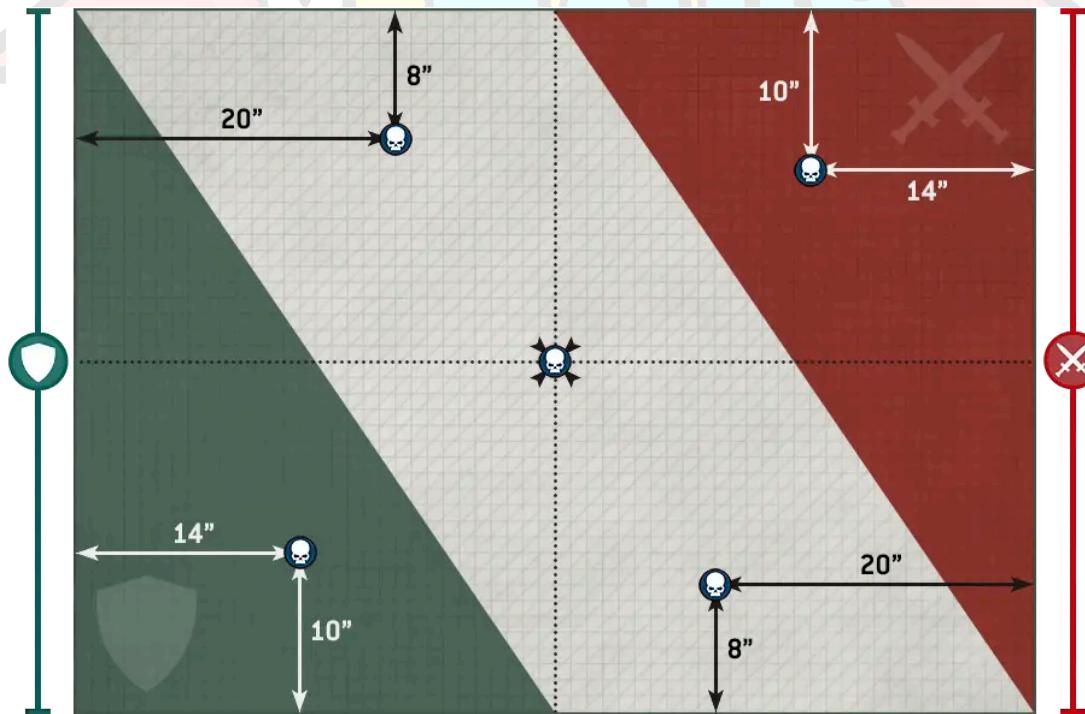
The player whose turn it is scores 4VP for each objective marker they control (up to 12VP per turn).

SECOND BATTLE ROUND ONWARDS

WHEN: End of the turn.

Each player scores 1VP for each objective marker that is terraformed by them.

Deployment - Crucible of Battle



Day 1 - Round 2 - Missions L

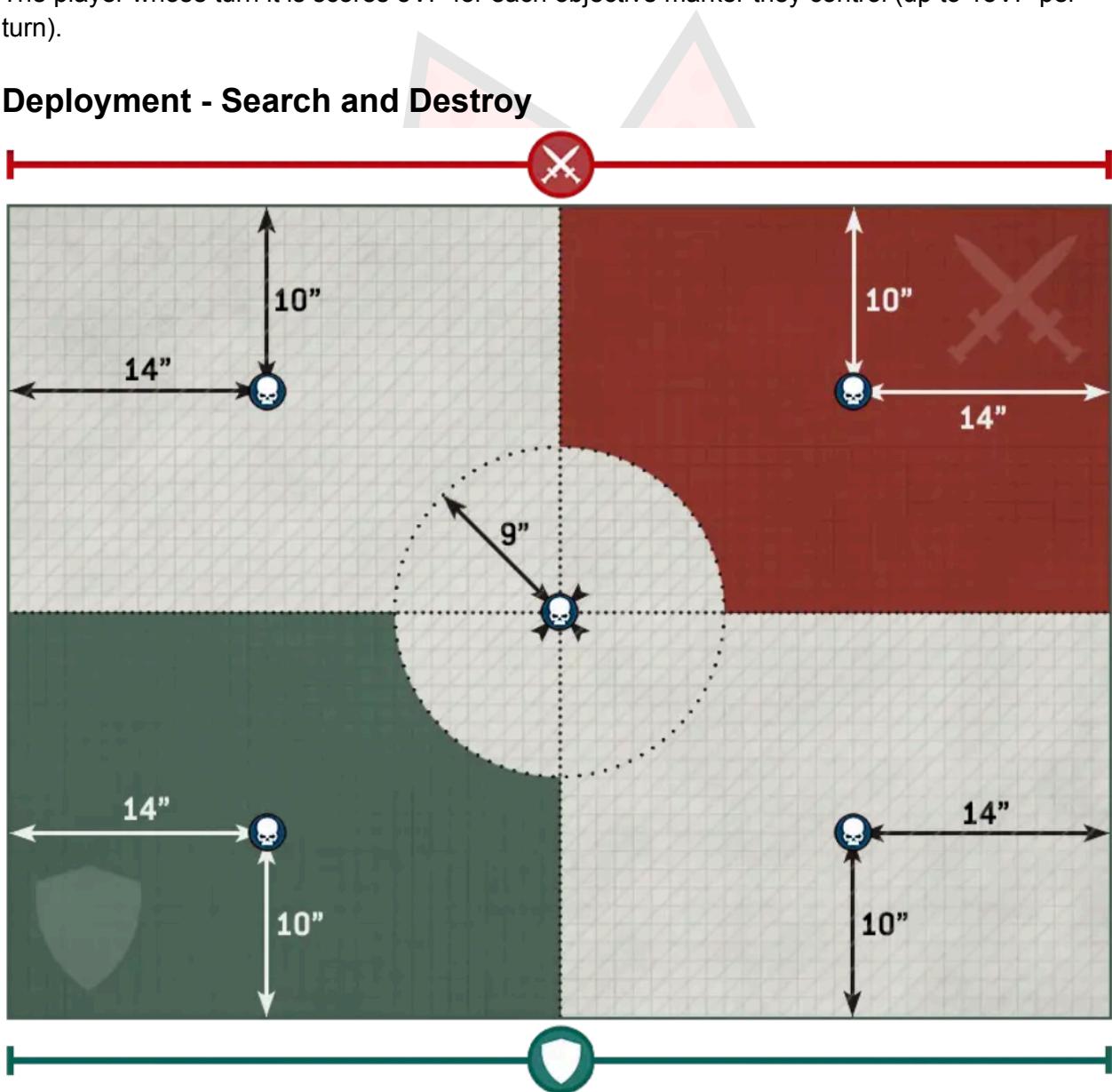
Primary Mission - Take and Hold

SECOND BATTLE ROUND ONWARDS

WHEN: End of the Command phase (or the end of your turn if it is the fifth battle round and you are going second).

The player whose turn it is scores 5VP for each objective marker they control (up to 15VP per turn).

Deployment - Search and Destroy



Day 1 - Round 3 - Missions C

Primary Mission - Linchpin

SECOND BATTLE ROUND ONWARDS

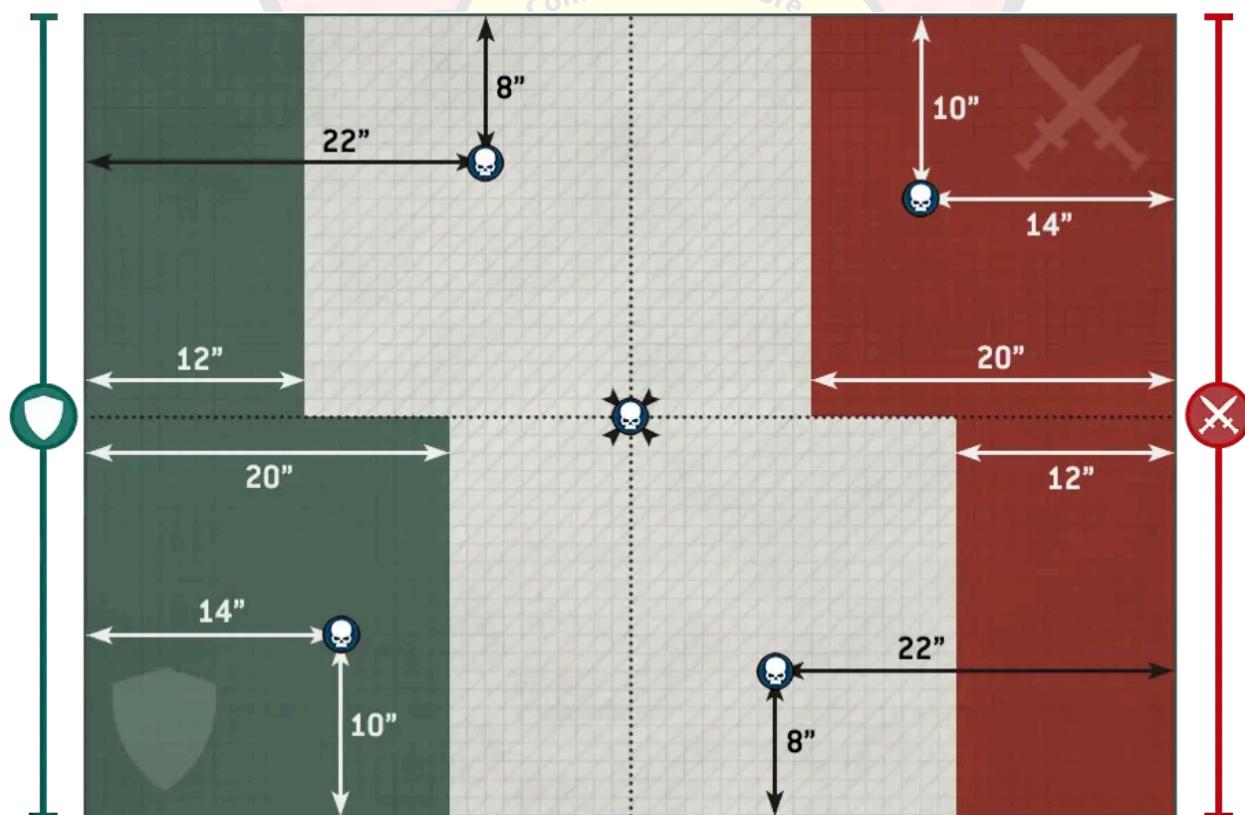
WHEN: End of the Command phase (or the end of your turn if it is the fifth battle round and you are going second).

If the player whose turn it is does not control the objective marker in their deployment zone, they score 3VP for each objective marker they control.

OR

If the player whose turn it is controls the objective marker in their deployment zone, they score 3VP for controlling that objective marker, and 5VP for each other objective marker they control (up to 15VP per turn).

Deployment - Tipping Point



Day 2 - Round 4 - Missions F

Primary Mission -

Before setting up this new objective marker, players must first move the objective marker in the centre of the battlefield 6" directly towards one of the corners of the battlefield (if No Man's Land touches any of the corners of the battlefield, you must move the objective marker towards one of those corners). Otherwise, the players roll off, and the winner selects which corner the objective marker is moved towards. Players then set up the new objective marker 6 from the centre of the battlefield towards the diagonally opposite corner of the battlefield to the previously moved objective marker.

SECOND BATTLE ROUND ONWARDS

WHEN: End of the Command phase (or the end of your turn if it is the fifth battle round and you are going second).

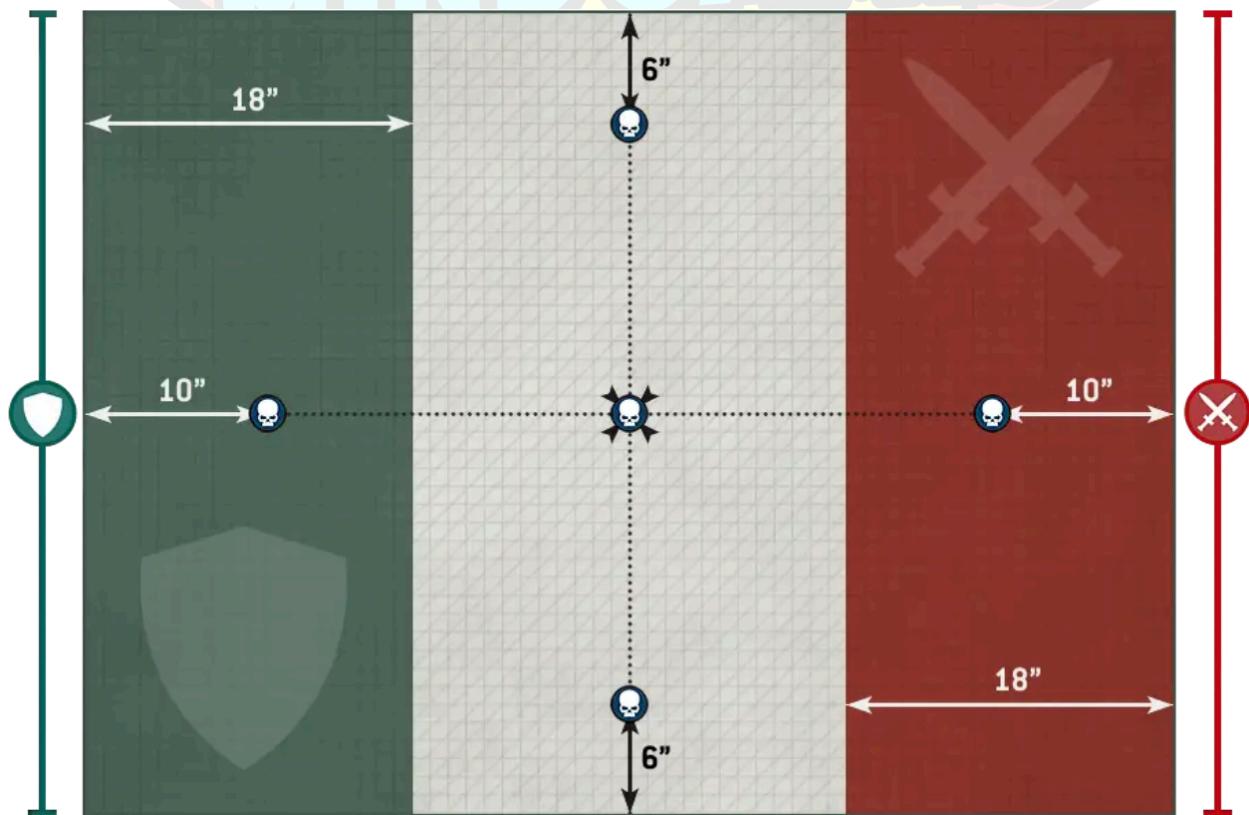
The player whose turn it is scores VP as follows (these are cumulative):

5VP If they control one objective marker not within their deployment zone.

5VP If they control two objective markers not within their deployment zone.

5VP if they control more objective markers than their opponent controls.

Deployment -



Day 2 - Round 5 - Missions A

Primary Mission - Take and Hold

SECOND BATTLE ROUND ONWARDS

WHEN: End of the Command phase (or the end of your turn if it is the fifth battle round and you are going second).

The player whose turn it is scores 5VP for each objective marker they control (up to 15VP per turn).

Deployment -

