



NTL 8-Player Pairing Process

BRINGING TEAMS TOGETHER





NTL 2026 Winter/Spring Season Pairing Selections *(Chapter Approved 10th Ed)*

Layout 1 // C - Tipping Point, Linchpin // K - Search and Destroy; Scorched Earth

Layout 1 // H - Hammer and Anvil; Supply drop // N - Crucible of Battle; Hidden Supplies

Layout 2 // C - Tipping Point, Linchpin // P - Crucible of Battle; Scorched Earth

Layout 4 // A - Tipping Point; Take and Hold // I - Search and Destroy; Hidden Supplies

Layout 6 // M - Crucible of Battle; Purge the Foe // I - Search and Destroy; Hidden Supplies

Layout 7 // B - Tipping Point; Supply Drop // E - Hammer and Anvil; Take and Hold

Layout 8 // C - Tipping Point; Linchpin // H - Hammer and Anvil; Supply Drop

Layout 8 // G - Hammer and Anvil; Purge the Foe // O - Crucible of Battle; Terraform

TEAM PAIRING

Matches will be determined randomly in the First Round and then Battle Points and Win/Loss afterwards. (No teams from the same Game Club will be paired against each other in the First Round. Please note the Tournament Organizer will swap pairings if this does occur so teams need to be mindful if their pairings change.)

The Second through Final Round pairings will be done by; Match Points, Random, Game Wins, Battle Points. (Swiss Pairings in the Final Round.)

After the Second Round of the Event, the Event cannot guarantee and will NOT adjust pairings if teams from the same Game Clubs pair against each other.

INDIVIDUAL PLAYER PAIRING

Teams will pair off into 8 individual games every round. Individual pairing will take place as detailed below. Eight GW Layouts will be used, and each Layout has two Missions that the Attacker will choose from.

Due to having Layout 1 and Layout 8 duplicated, the first Defender to pick Layout 1 and Layout 8 will also choose the corresponding Missions too. (G/H or N/P for Layout 1 and M/O or J/L for Layout 8)



Layouts and Missions: 1 (C/K), 1 (H/N), 2 (C/P), 4 (A/I), 6 (M/I), 7 (B/E) and 8 (C/H), and 8 (G/O) (Chapter Approved 10th Ed)

1. Teams will take a few moments to review the opposing Teams' lists, making decisions about who they hope to pair their Team's Players against, discussing strategies, looking over Layouts and Missions, etc. (If applicable, Team Captains and Coaches should work together to reset any terrain at this time.)

2. Team A and Team B place a Defender face down.

a. Once both Defenders are placed each Team will reveal them simultaneously.

3. Team A and Team B will both place 2 Attackers face down.

a. Once both Teams' Attackers are placed, Teams will reveal them simultaneously.

4. Both Teams will now roll a D6. The winner of the roll off will become the first Defender and pick their first Table. The Defender will always pick the Layout, and the Attacker will always pick the Mission. (Team A won the roll off and becomes first Defender.)

5. Each Team selects an Attacker for their Defender to play against.

a. Once both Teams have selected the Attacker to play against, they will reveal them simultaneously and provide their non-selected Attacker back to their opponent.

Pairing 1

a. Team A selects a Layout

b. Team B selects a Mission

Pairing 2

a. Team B selects a Layout

b. Team A selects a Mission

(The first two pairings are set.)

6. Team A and Team B place a Defender face down.

a. Once both Defenders are placed each Team will reveal them simultaneously.

7. Team A and Team B will both place 2 Attackers face down.

a. Once both Teams' Attackers are placed, Teams will reveal them simultaneously.

8. Each Team selects an Attacker for their Defender to play against.

a. Once both Teams have selected the Attacker to play against, they will reveal them simultaneously and provide their non-selected Attacker back to their opponent.



Pairing 3

- a. Team B selects a Layout
- b. Team A selects a Mission

Pairing 4

- a. Team A selects a Layout
- b. Team B selects a Mission

(Pairings 3 and 4 are set and the Teams now continue to the back half of the pairings.)

9. Team A and Team B place a Defender face down.

- a. Once both Teams' Attackers are placed, Teams will reveal them simultaneously.

10. Team A and Team B will both place 2 Attackers face down.

- a. Each Team's Faction that was not placed, will be placed in the SCRUM (Pairing 8) and NOT revealed until all other Pairings are completed.
- b. Once both Teams' Attackers are placed, Teams will reveal them simultaneously.

11. Each Team selects an Attacker for their Defender to play against.

- a. Once both Teams have selected the Attacker to play against, they will reveal them simultaneously.
- b. The Attackers that were not selected will result in the 7th Pairing.

Pairing 5

- a. Team A selects a Layout
- b. Team B selects a Mission

Pairing 6

- a. Team B selects a Layout
- b. Team A selects a Mission

Pairing 7

- a. Team A selects a Layout
- b. Team B selects a Mission

Pairing 8

- a. Team B selects a Mission

12. Final Pairings (Pairings 5, 6, 7, and 8 are set and the Teams now have all the pairings. Team A should have picked Layouts for pairings; 1, 4, 5, and 7. Team B should have picked Layouts for pairings; 2, 3, 6 and the Mission for pairing 8.)