The National Tabletop League Pairings V 2.0

The Problem
- Players are playing on terrain layouts not intended for certain missions
  - This leads to unexpected match ups and outcomes followed by a bunch of feels bad scenarios for the players.
- Defenders are the only ones making valuable choices during pairings
  - They choose who they play and the layout

What We Want To Solve
- The game should be played as its designed on missions and layouts that match the intended design Games Workshop has in the tournament companion.
- The ability to make the transition from a singles event to a team event easier. Presenting the player with less unknowns on the game side. Making the pairing process the only "NEW" thing for them.
- Don't have players only play one mission throughout the event
- Don't allow a player to only master a single layout or mission

Proposed Solution
- Introduce the missions as what players will play 1 to 1 as intended. Do this by having each game play a different mission on the specified terrain layout.
- Introduce some choice as the attacker so then the defender is not the only one making decisions.

Pairing V 2.0 Structure
- An event will use the 16 missions determined by the league for the season
  - Each layout will have 2 possible missions that can be played on them
  - Each option on a layout has been chosen with the following rules
    - Has to be a different primary mission
    - Has to be a different deployment zone
      - This presents a different recommended terrain density as well
- One additional step will be introduced into pairings
  - The defender will pick the layout like normal
    - Each layout has 2 possible missions that can be played on it
    - The attacker will then choose from the 2 missions on said layout
- How will people visually track this?
  - Each mission will have a card with the full information on the card
    - Primary
    - Mission rules
    - Deployment Zone
    - Terrain Layout

League Missions

Letter	Primary	Rule	Deployment	Layout
H ▼	Supply Drop	Smoke and Mirrors	Hammer and Anvil	1 ▼
N ▼	The Ritual	Swift Action	Crucible of battle	1 ▼
K ▼	Scorched Earth	Stalwarts	Search and Destroy	2 ▼
M ▼	Purge the Foe	Rapid Escalation	Crucible of battle	2 ▼
J ▼	Linchpin	Raise Banners	Search and Destroy	3 ▼
Q ▼	Supply Drop	Rapid Escalation	Sweeping Engagement	3 ▼
I ▼	Burden of Trust	Prepared Positions	Search and Destroy	4 ▼
O ▼	Terraform	Stalwarts	Crucible of battle	4 ▼
R ▼	Terraform	Swift Action	Sweeping Engagement	5 ▼
S ▼	Linchpin	Raise banners	Dawn of War	5 ▼
C ▼	Linchpin	Fog of War	Tipping Point	6 ▼
L ▼	Take and Hold	Hidden Supplies	Search and Destroy	6 ▼
D ▼	Scorched Earth	Swift Action	Tipping Point	7 ▼
G ▼	The Ritual	Stalwarts	Hammer and Anvil	7 ▼
F ▼	Burden of Trust	Hidden Supplies	Hammer and Anvil	8 ▼
B ▼	Purge the Foe	Smoke and Mirrors	Tipping Point	8 ▼

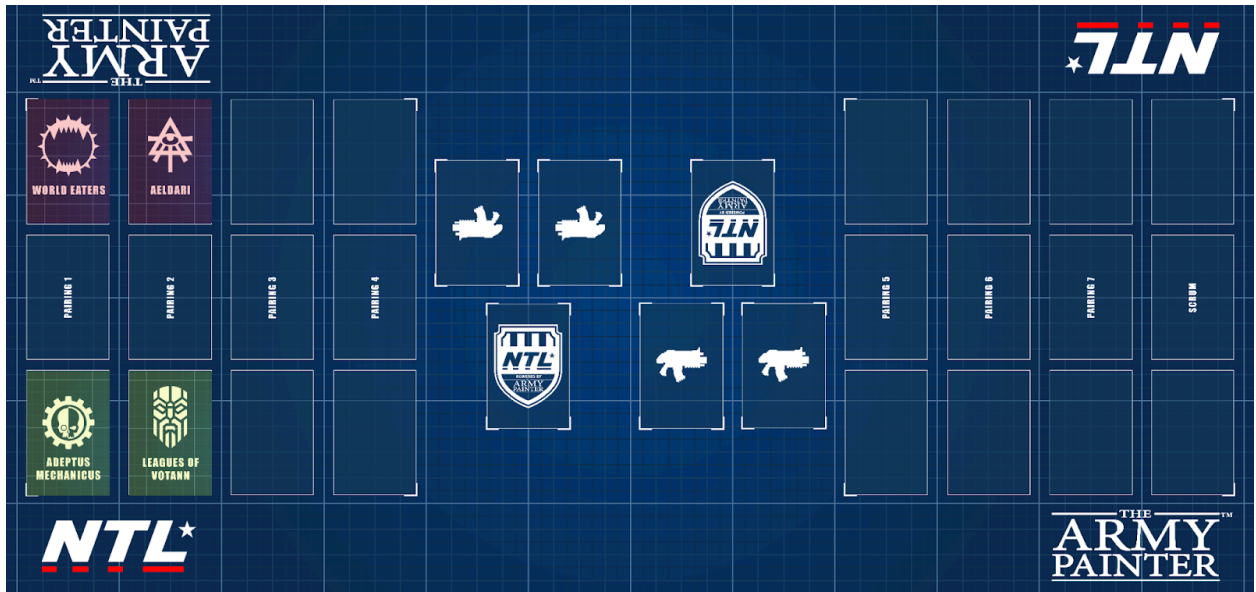# Mission Card Example
Card Link
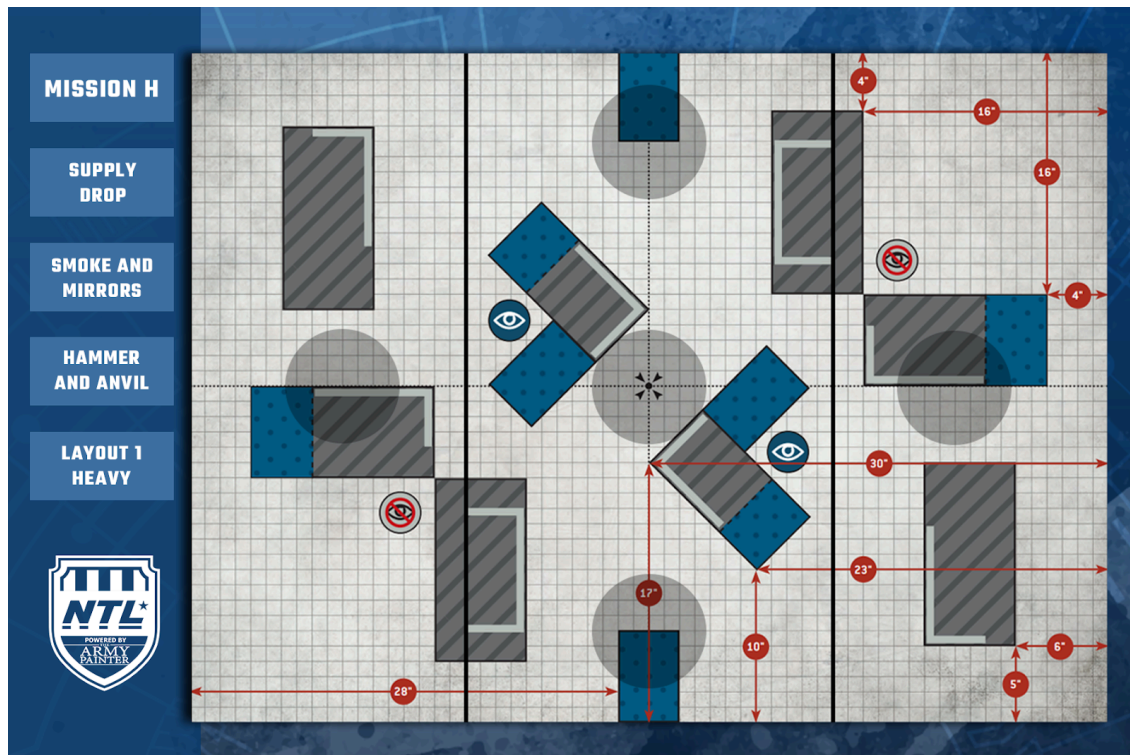
PAIRING WALKTHROUGH

1. Team A and Team B place a defender face down
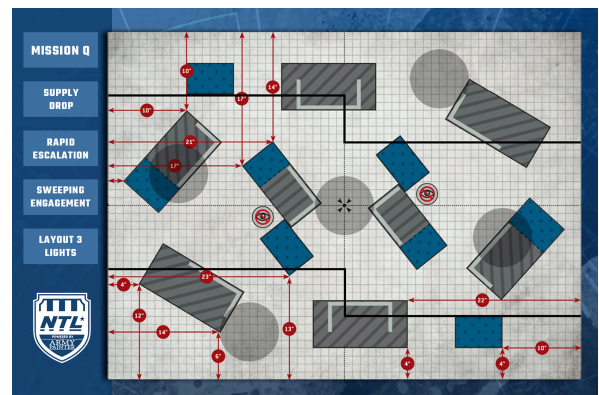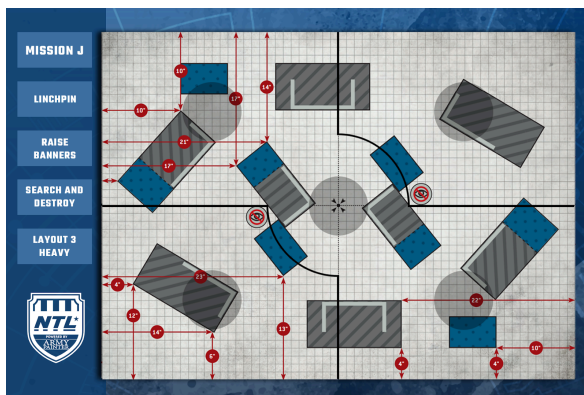   a. Once both defenders are placed each team will reveal them simultaneously

2. Team A and Team B place 2 attackers face down
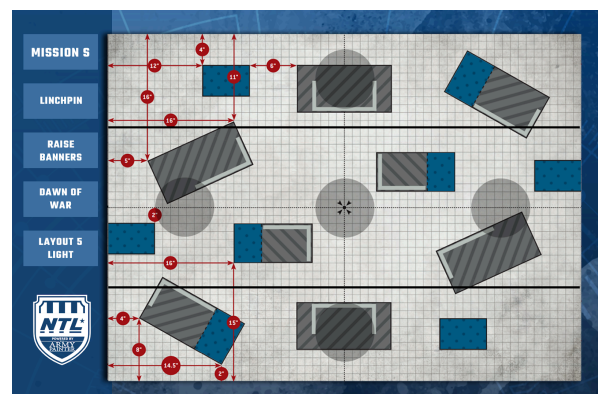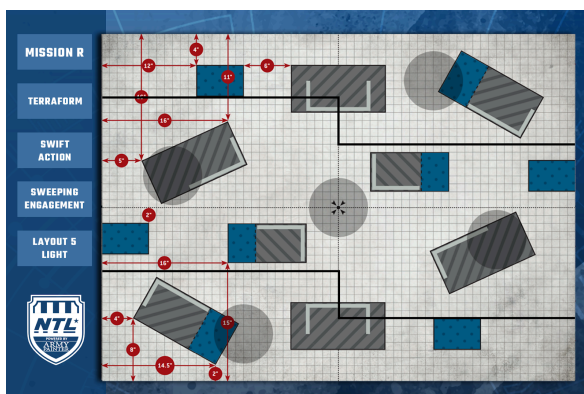   a. Once both teams attackers are placed they will reveal them simultaneously

3. Each team picks an attacker for their defender to play against
   a. Once both teams have selected the attacker to play they will reveal them simultaneously

4. Both teams will now roll a D6. The winner of the roll will pick the first layout. **Team A won the roll off.**
   a. Pairing 1
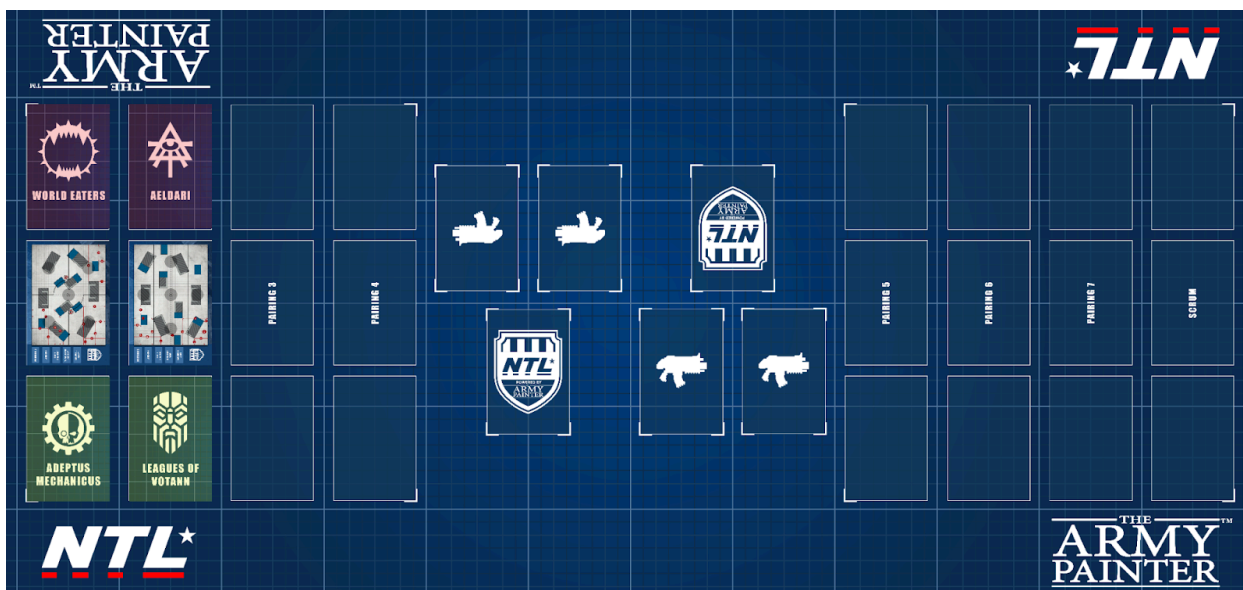   i. Team A selects a layout
      ii. Team B selects the mission

5. Pairing 2
   a. Team B selects a layout
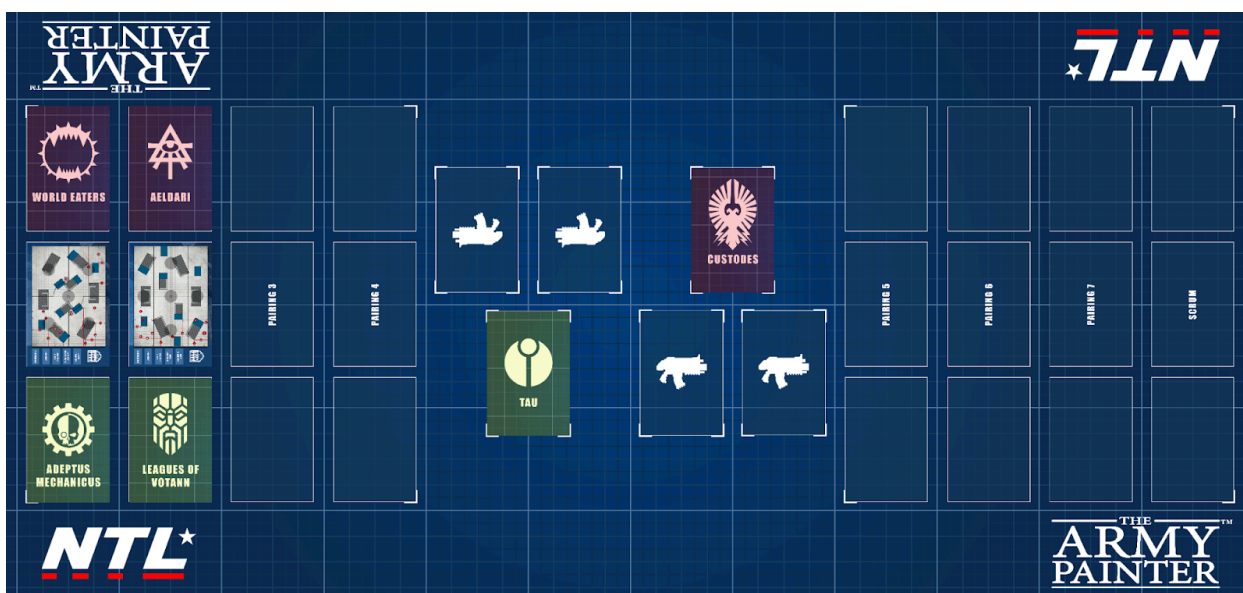   b. Team A selects the mission

6. The first 2 pairings are set

7. Team A and Team B place a defender face down
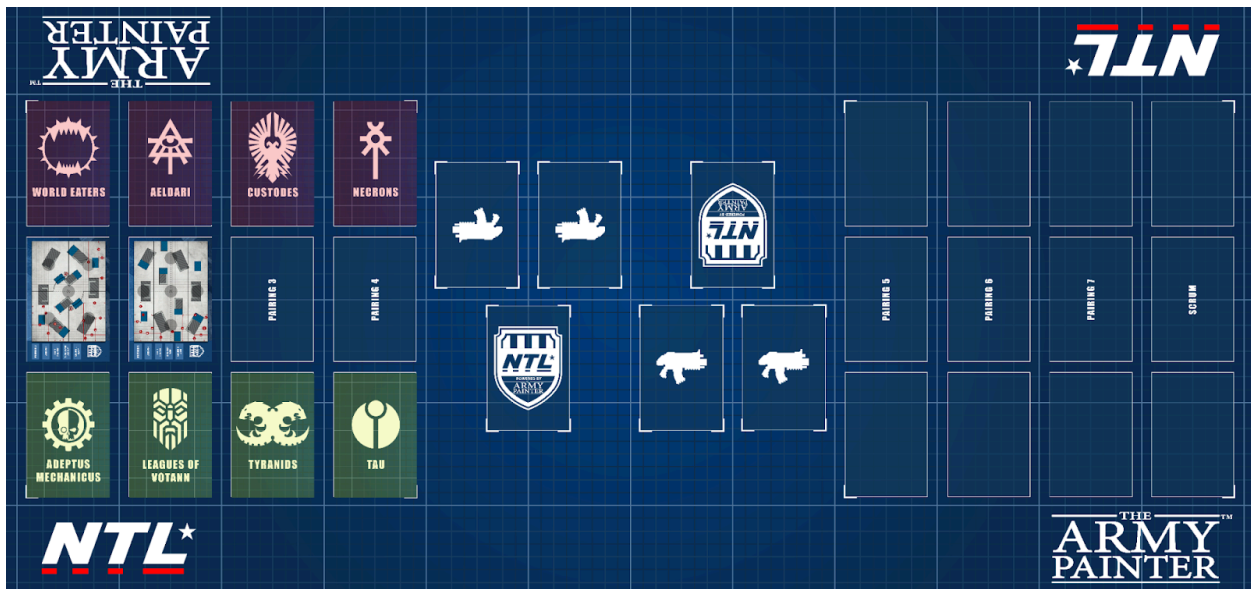   a. Once both defenders are placed each team will reveal them simultaneously

8. Team A and Team B place 2 attackers face down
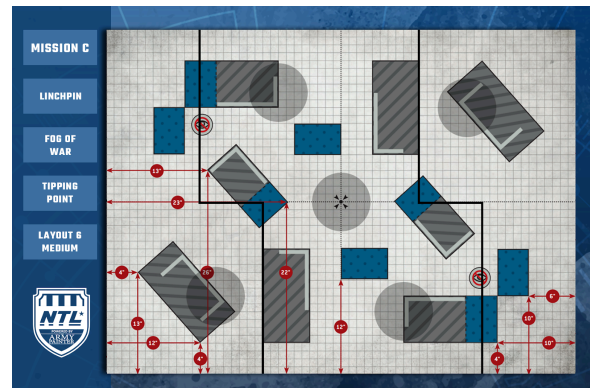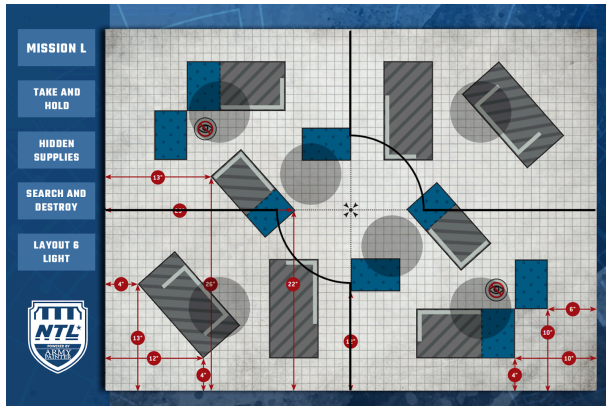   a. Once both teams attackers are placed they will reveal them simultaneously

9. Each team picks an attacker for their defender to play against
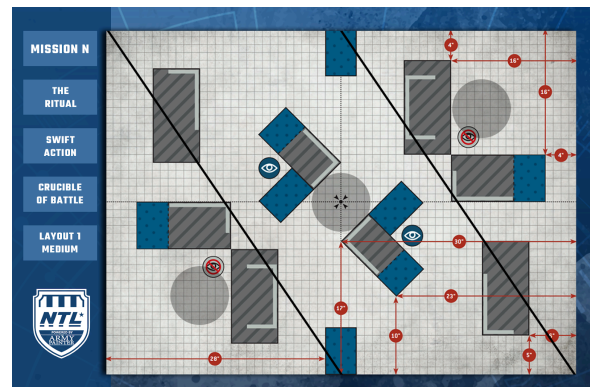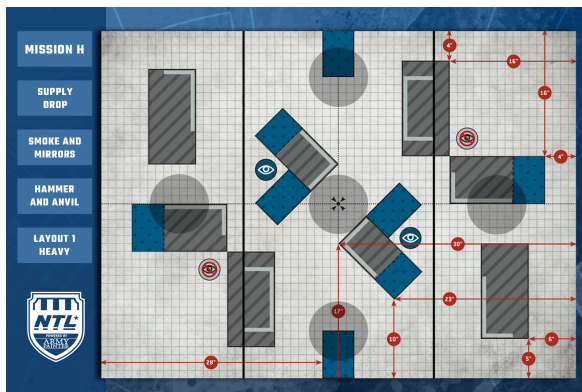   a. Once both teams have selected the attacker to play they will reveal them simultaneously

10. Pairing 3
   a. Team B selects a layout
   b. Team A selects the mission

11. Pairing 4
   a. Team A selects a layout
   b. Team B selects the mission

12. Pairings 3 and 4 are completed and the teams now continue to the back half of the pairings.

13. Team A and Team B place a defender face down
    a. Once both defenders are placed each team will reveal them simultaneously

14. Team A and Team B place 2 attackers face down
    a. The faction that is not placed to attack will be placed in the SCRUM
    b. Once both teams attackers and scrum factions are placed they will reveal them simultaneously

15. Each team picks an attacker for their defender to play against
    a. Once both teams have selected the attacker to play they will reveal them simultaneously
    b. The attackers that were not picked will result in the 7th pairing

16. Pairing 5
        a. Team A selects a layout
        b. Team B selects the mission
17. Pairing 6
        a. Team B selects a layout
        b. Team A selects the mission
18. Pairing 7
        a. Team B selects a layout
        b. Team A selects the mission
19. Pairing 8
        a. Team A selects the mission

20. Final Pairings