WARHAMMER
40,000

SALT CITY GT

HELD BY THE THIRTEENTH LEGION

August 9-11, 2024

Welcome to the Warhammer 40,000 Grand Tournament using The Pariah Nexus Tournament Packet, at **The Salt City GT**. The Warhammer 40,000 event is a hope in delivering a fine-tuned tournament experience using the Pariah Nexus Mission Deck. This event offers an unprecedented scope for matched play. This document provides a ready-made framework for levelling the playing field and getting games underway quickly, whether you are playing your first matched play event or have years of experience plying in the largest and most acclaimed tournaments. For this we use the recommendations (within our abilities) to use the full Pariah Nexus Tournament Companion in it fullest recommendation.

SCHEDULE

Friday — Aug 9, 2024

Check in	8:00am— 9:45am
Announcements	9:45am—9:55am
Round 1	10:00am—1:00pm
Lunch	1:00pm—2:00pm
Round 2	2:00pm—5:00pm
Break	5:00pm—5:30pm
Round 3	5:30pm—8:30pm

Saturday — Aug 10, 2024

Terrain Setup	9:30am—10:00am
Round 4	10:00am—1:00pm
Lunch	1:00pm—2:00pm
Round 5	2:00pm—5:00pm

Sunday — Aug 10, 2024

Terrain Setup	9:30am—10:00am
Round 6	10:00am—1:00pm
Lunch	1:00pm—2:00pm
Round 7	2:00pm—5:00pm

ARMY CONSTRUCTION

Your army must be constructed using Match Play rules as laid out in the Warhammer 40,000 Core Rulebook. We will be playing 2000 point Strikeforce.   Army list are Due in BCP on 8/6/2024 by midnight!!

MODEL AND CONVERESION POLICY

3D Printed Models and Models that are not standard Games Workshop must be pre approved by the Judging team.

For approval please email: horton_brian@icloud.com

Failure to have your models pre approved by August 1, 2024 means that you agree that you will be using only standard GW models in your army. Any violation of this will force at the <u>minimum</u> of a Yellow Card and 20 point game penalty.

PAINTING POLICY

All models must be painted to Games Workshop Battle Standard.

For questions please email: horton_brian@icloud.com

The middle model on this is considered the minimum to receive the 10 points for painted. To get paint judged towards Best Overall you must meet the standard of Fully Painted in the first image.

This Space Marine is a good example of what we consider 'fully painted'. The model has the trusted method of base colour, shade and highlight. The base is finished with some texture, paint and tufts. Final details such as transfers have been added to complete the model.

This Space Marine is done to a more basic level with just the base coat of colours added. This is the basic minimum standard we would expect. Sometimes known as 'tabletop quality', at a distance it's fine. There's room for more however, and we would encourage everyone to add those extra few touches.

This Space Marine has been primed and washed. This level of painting wouldn't meet the minimum standards and wouldn't be permitted at gaming events.

Hobby Rubric

Your army must be painted to "Fully Painted" Standard Picture on previous page. This as all painting is subjective but we are trying to make it very easy to understand.

Painting		Total
Army at Basic Fully Painted	5 points	
Army Above Fully Painted (Advanced techniques)	1-10	
High Standard (Advanced Technigues including free-hand, decals, weathering squad marks)	1-15	
	Painting Total (30 max)	
Basing		
Basic Basing (1 Material or pre painted bases or clear acrylic only)	3	
Advanced Basing (Multiple Materials)	1-10	
Masterpiece Basing (Paintined effects, tufts and theme built in)	1-17	
	Basing Total (MAX 30)	
Conversions		
Basic (Head and Arm Swaps on a few models)	5	
Customized Advanced (50% + of army customized)	1-10	
Fully Customized with Sculpting (100% of army is customized with Sculpting and other techniques. 3D printing does not meet this standard)	1-15 points	
	Conversions Total (Max 30)	
Display Board		
Basic Display (Minimal Display)	5	
Advanced Display (Effort to make the Board, with Basing make a Story)	1-15	
	Display Board (Max 20)	
Army Story	5	
Discretionary Judges	1-10	
	TOTAL	
	MAX TOTAL (100)	

Missions Day 1

Round	Mission Letter	Primary Mission	Mission Rule	Deployment	Terrain Layout
1	B	Purge The Foe	Smoke and Mirror	Tipping Point	4
2	I	Burden of Trust	Prepared Positions	Search and Destroy	4
3	N	The Ritual	Swift Action	Crucible of Battle	4

Missions Day 2

Round	Mission Letter	Primary Mission	Mission Rule	Deployment	Terrain Layout
4		Supply Drop	Rapid Escalation	Sweeping Engagement	3
5		Linchpin	Inspired Leadership	Dawn of War	3

Missions Day 3

Round	Mission	Primary Mission	Mission Rule	Deployment	Terrain
6	M	Purge The Foe	Rapid Escalation	Crucible of Battle	1
7	A	Take and Hold	Raise Banners	Tipping Point	1

Terrain Layouts

TERRAIN LAYOUT 4


TERRAIN LAYOUT 3


TERRAIN LAYOUT 1
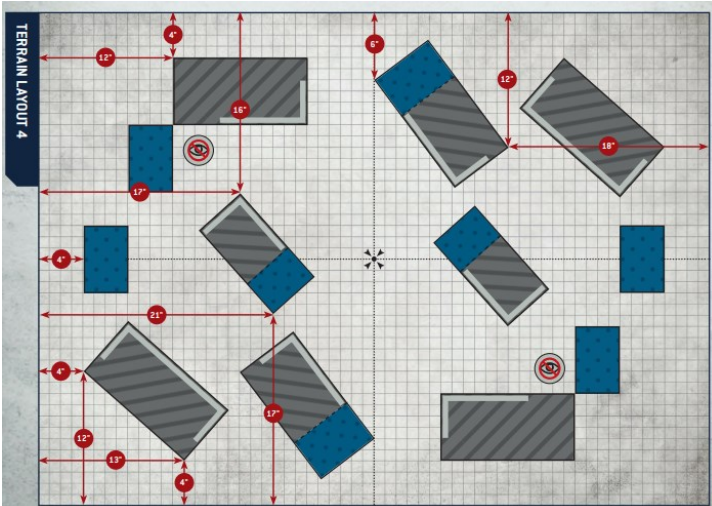
Please note:

There are NO WINDOWS OR DOORS ON THE 1st FLOOR OF ANY BUILDING.

All Area Terrain Areas are considered ruins for line of sight rule purposes. This efficiently achieves a large amount of line of sight blocking.

If you are in a piece of terrain that is shaded blue and are visible.

Please note that our terrain does not exactly match the Games Workshop recommended layouts for ruins but will come as close as we can.

Any question please call a judge.
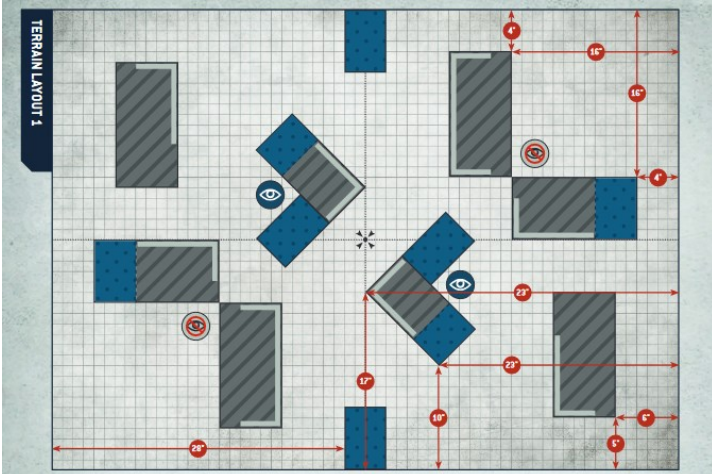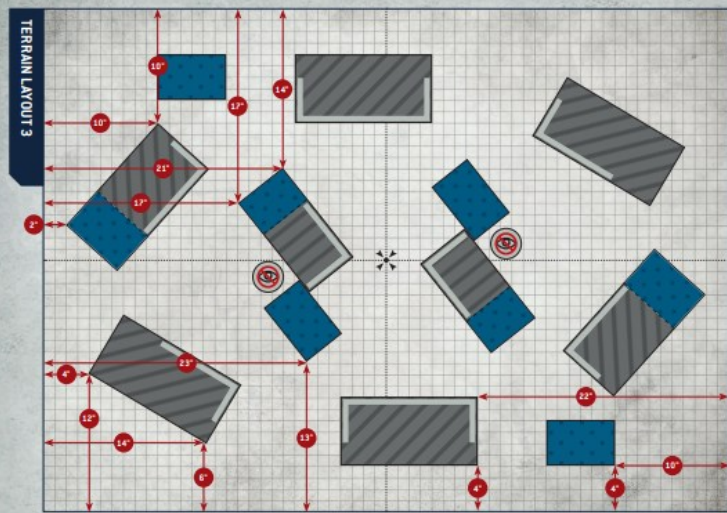
TERRAIN KEY – SUGGESTED TERRAIN HEIGHT

MORE THAN 4"

2" OR LESS

SINGLE AREA TERRAIN SECTION

SEPARATE AREA TERRAIN SECTIONS

Prizes

Best General (Golden Ticket)

2nd Best General

3rd Best General

Best Overall (Hobby Score + Battle Points) (Golden Ticket)

2nd Best Overall

3rd Best Overall

Best Hobby

2nd Best Hobby

3rd Best Hobby

Best in Faction (Generalship Scores)

IMPERIUM
CHAOS

XENOS

Best in Faction (Hobby + Battle Points)

Orks	**Necrons**
Chaos Daemons	**Imperial Knights**
Chaos Knights	**Blood Angels**
Death Guard	**Dark Angels**
Thousand Sons	**Grey Knights**
World Eaters	**Space Wolves**
Adepta Sororitas	**Aeldari**
Adeptaus Mechanicus	**Drukhari**
Leagues of Votann	**T'au Empire**
Astra Militarum	**Genestealer Cults**
Space Marines	**Tyranids**