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TOURNAMENT RULES

- Each player must use the Milarki webapp
- 2000 point list using the latest General's Handbook
- Any ability you can choose before the game must be chosen before the event and recorded on your army roster. These choices persist for the event.
- Each Player must adhere to the *Player's Code*.
- Lists in by 11:59 PM 12/13/24, include points/grand strategy/enhancements.
- New Battletomes or publications after 12/12/24 will not be used, save for FAQ's.
 - If you want to modify your list due to a FAQ post 12/13/24 reach out to [Raine](#)
 - New Battletomes are "released" when their units are in the AOS APP.
- When time is up, players must be "Dice Down". You may talk out that battle round. If there is any uncertainty on the result, call over at TO to help resolve it.
- Dice must have 6 sides and may only have symbols other than pips on the 6 side.
- 3D printed models and conversions must be cleared with a TO ahead of time. These will be allowed when they are in no way ambiguous as to what unit they represent and cannot be confused for another model in the army.

SLUGOUT PLAYER EXPECTATIONS

- Be part of creating a warm and welcoming environment.
- Measure moves and distances carefully and accurately *before models are moved*.
- Give your opponent the chance to examine your dice rolls before picking up the dice.
- Remind your opponent about rules they may have forgotten to use or that they have used incorrectly, *especially when doing so is to your opponent's advantage rather than your own*.
- If you are not comfortable with a rule or action consult the TO *before* resolving it.
- Complete all of your thinking and actions in 90 minutes so your opponent has equal time.
- Players are expected to finish games. If your round does not finish the TO may, at their discretion, require either or both players to use chess clocks in further rounds.

TOURNAMENT SCHEDULE

Saturday 12/24

9:30 Doors open and Check In

9:20-9:30 Announcements and Pack Review

10:00-1:00 Round 1 - *Shifting Objectives*

1:00-2:00 Lunch (Players *may* set up for paint judging. Others will be judged during round 2/3)

2:00-5:00 Round 2 - *Close to the Chest*

5:00-8:00 Round 3 - *Feral Foray*

8:15 Closing Ceremonies

EVENT SCORING

Overall score will be the lowest average RANK of the other three categories of score.

ROUND SCORING

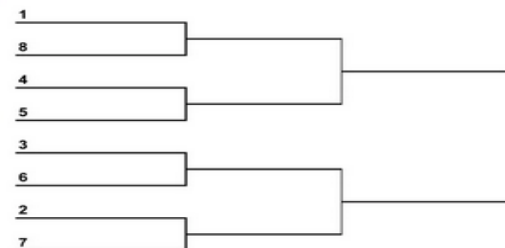
Each round is scored based on the battleplan.

The event uses a modified 20-0 system

- Players submit raw scores via QR code. These will be translated into 20-0, +500 for a win and +200 for an exact tie. A minor victory via battleplan tie breaker is 11-9. A 1 point win is 12-8. Every 2 additional points of a win changes the score up by 1. That means that a 17 point win is a 20-0 result.
- Players will be awarded a bonus of 2 points each for completing their round AND turning in their scores before the round time is done.

PAIRINGS

Pairings will be random in the first round with club immunity. The second is random within your win bracket. The third round will have a top 8 cut and all other players will be paired based on standings each round, including tiebreakers. The top 8 cut will only be used for pairings, not final placement.



PLAYER CONCEDES

If a player concedes, players can talk through the resulting differential. When in doubt, the conceding player receives 0 points for all subsequent battle rounds their opponent receives the maximum points they could conceivably score for each round (e.g. if you have no possible tactic or your grand strat is already impossible, you do not get those points).

LATE ARRIVALS AND BYES

- If a player arrives more than 15 minutes late for a round the result is 0-20.
- If there are an odd number of players, 1 player receives a Bye. In round 1 the Bye scores 20-0. Otherwise, the Bye scores 15-5. If we have a ringer, they will be scored like a normal player.

PAINT SCORING

Paint scoring will be based on the [rubric](#) and will hold to the schedule in the agenda.

SPORTS SCORING

At the end of the event a QR code will be provided so that players can score their top 3 opponents in sports votes. A first place vote is worth 3 points, second place 2, third place 1.

TERRAIN

SETUP AND TERRAIN

Each battleplan will use terrain maps from the General's Handbook. The GHB offers alternative maps for each battleplan, and this tournament will allow the defender to choose which map to use. This pack contains a set of [terrain maps](#) mimicking those from the GHB. The missions outlined in this pack will indicate which of the maps are appropriate for the mission, with the GHB's default map noted in red.

The rules for setup are then:

The players roll off. The winner chooses which player is the attacker and which is the defender.

Next, both players set up the objectives in the locations indicated by gold circles on the battlefield map. Then, the defender selects which [terrain map](#) to use, and sets up the terrain features according to the selected map. The defender may choose which piece of terrain will count as each terrain type designated by the map. Each terrain feature must be set up more than 3" from the battlefield edge, more than 3" from all objectives and more than 6" from all other terrain features.

After objectives and terrain have been set up, the attacker picks which territory is their territory. The other territory is the defender's territory. The players then resolve the deployment phase. The attacker begins deployment.

EVENT FAQs/Erratas

For this event, we will be using the most recent FAQ/Errata published by Games-Workshop prior to the rules cut-off for each event. If there is a question during a game, call for a TO for adjudication (TOs will issue all rulings based off their best judgment for Rules-As-Written).