

Player pack - Sleepover & Barbecue 2024

Nyköping Wargaming - Sleepover & Barbecue 2024 takes place on the 15-16th of June 2024

You can read more and discuss about the tournament at

<https://www.facebook.com/groups/7110207249092621/>

Sign up by sending an email with the player name (First, Last) to

nykopingwargaming@gmail.com. Complete the signup by sending 1000 SEK to 0738353436 (Ulf Erling). Any dropouts after the 19/5 23:59 date will not be refunded.

Event location: Oxelösunds segelsällskap

(<https://maps.app.goo.gl/Q4iCbUmKRKqQm4qs7>)

Beverages and light snacks will be sold at the venue.

Food: Lunch, Dinner, Breakfast, Lunch will be served at the event and is included in the price.

List submission: Lists shall be sent to nykopingwargaming@gmail.com at the latest 4/6 by 23:59. Lists shall be sent in TEXT format and can be built in either warscroll builder or the APP. If the app is used make sure to include DROPS and CORRECT POINTS on reinforced units. **OBS! List weapon options on units the app and warscroll builder sometimes misses these options so please read through your warscrolls, items, spells and so on an extra time.**

Rules cutoff: All changes published after 31/5 23:59 will not be valid for the event.

FAQs: Both GW official (<https://www.warhammer-community.com/downloads/>) and AOS (<https://www.aosfaq.com/rulings.html>) will be in effect at this event.

Painting: All models have to be painted to an acceptable tabletop standard, if uncertain, send an email to nykopingwargaming@gmail.com before the rules cutoff for clarification.

Conversion and proxies: If any conversions, 3D prints or proxies are to be used, they need to be pre-approved by sending an email to nykopingwargaming@gmail.com before the rules cutoff.

General rules:

The event will be 4 rounds. Each army is capped at 2000 points and the current GHB will be used.

For any rule questions, the TO will always have final say.

At the start of each round.

1. Clarify terrain (see attached maps later in pack). If you cannot agree, roll off and the winner decides. You can always remove trees from forests during the game.
2. Discuss how you want to roll your dice during the game, when you reroll etc.

The schedule looks as follows:

Saturday 3/2

8:30 - Gathering
9:00-12:15 - Round 1 - No Reward Without Risk
12:15-13:45 - Lunch
13:45-16:45 - Round 2 - Spring the Trap
17:00-20:00- Board games / Sauna
20.00 - Dinner

Sunday 4/2

8:00-9:00 - Breakfast
9:00-12:15 - Round 3 - Power Flux
12:15-13:15 - Lunch
13:15-16:15 - Round 4 - The Frigid Zephyr
16:30 - Award Ceremony (Prizes will be awarded for best General (top 3) and best painted, best Jonte).

Scoring:

We will use Ecksen to track scoring and you can find a link to the event here: [Link](#). You will, together with your opponent, put in the result for the game in ecksen if you have any questions talk to TO.

At the end of each game, players work together to determine the victory points achieved by each player during the battle. Once the total number of victory points is determined for each player; players then use a differential between those points to determine the margin of victory. The differential in points is referenced below and shows the score for each possible outcome.

Scoring table		
VP Differential	Winner score	Loser score
Draw	10	10
Minor Victory	11	9
1-2	12	8
3-4	13	7
5-6	14	6
7-8	15	5
9-10	16	4
11-12	17	3
13-14	18	2
15-16	19	1
17+	20	0

The tiebreakers are:

1. Win/Draw/Loss
2. Score.
3. SoS

Chess Clock:

All players are recommended to use a chess clock. It is mandatory for both parties to do so if one player should wish to use a chess clock. In each 3-hour round, the time will be set at 1h

25 min each. That leaves 10 minutes for introductions to the lists, tables and social niceties. The clock starts after the first roll of the dice has been made or no later than 10 minutes into the round. A player has the right to pass over time as soon as the other player is active, i.e. if they roll dice, remove models or think about whether to use a rule. If you run out of time, it's over, you can't ask your opponent for more time and your opponent can't give you more time. The clock must NOT be paused, except by the TO. For rules discussions, the time should be on the player who initiated the rule discussion. If you can't reach an agreement, call the TO.

If a player runs out of time:

Once a player has run out of time, the player cannot do anything except contesting objectives, not even roll saves or battleshock (All save rolls count as one (1) and all battleshock rolls as six (6)).

Terrain and Maps

Tables will contain 6 terrain pieces with the official Mysterious Terrain Rules and 2 terrain pieces labeled with green color and they gain Overgrown rules see below, you can find the latter as marked F (Forest), in the terrain maps found in this document.

Overgrown - Visibility between two models is blocked if an imaginary straight line 1mm wide drawn between the closest points of the two models' bases crosses over more than 1" of this terrain features. This scenery rule does not apply to models with a wound characteristic of 10 or more."

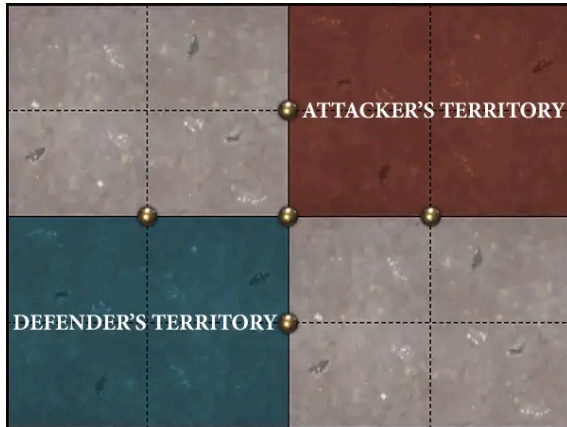
In addition, every table will have markers with yellos and red color on them, these will indicate that this piece is Defensible (Yellow) to a maximum of 15 models, or that it is Impassable (Red). We will make limited use of Defensible terrain pieces. Mind you that terrain pieces with the Impassable mark will still allow models to pass over the (if applicable) base of the terrain piece. Only the actual terrain piece itself will be deemed impassable.

At the start of the match, both matched players will roll off to determine who is attacker/defender for that battle plan (mind you that being defender during pairing does not make you defender during the match itself). The defender can distribute 6 Mysterious Terrain markers, after which the attacker can choose sides. Two of the terrain features will have the "Overgrown" effect and do not gain an additional Mysterious terrain marker.

House Rule:

Garrisons that are smashed will be considered impassable.

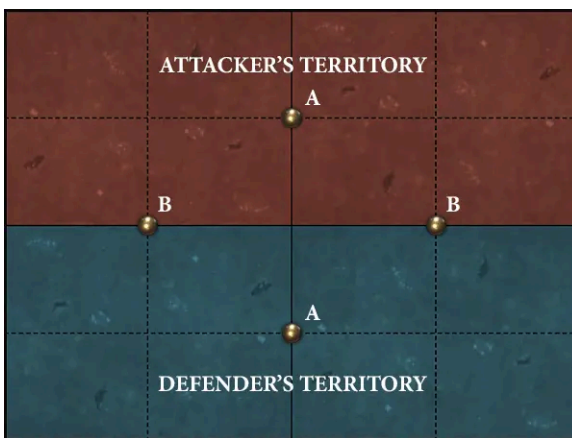
No Reward without Risk



Spring the Trap



The Power Flux



The Frigid Zephyr

