

HEROCON 2024 – Warhammer 40,000 – Pariah Nexus

Tournament Organisers – ADFWGA, (Adrian Moss and Richard King)

Dates – Sat 30 November – Sunday 01 December 2024

- Venue – Australian Defence Force Academy (ADFA) - Canberra
- <https://maps.app.goo.gl/mQr7DsvCF4JeQDuWA>
- 5 rounds Warhammer 40,000 10th edition: Pariah Nexus- 2000pts
- Tournament cost – \$25

Schedule:

| DAY ONE | DAY TWO |
|--|---|
| <ul style="list-style-type: none">• 08:00 Registration and venue sign in• 08:25 Announcements• 08:30 ROUND 1• 11:30 Lunch break (1 hour)• 12:30 ROUND 2• 15:30 ROUND 3• 18:30 End of Round 3 | <ul style="list-style-type: none">• 08:30 venue sign in and short announcements.• 08:45 ROUND 4• 11:30 Lunch Break (1 hour)• 12:30 ADFWGA AGM¹• 13:00 ROUND 5• 15:45 Submission of final scores and sportsmanship/players choice matrix• 16:00 Presentations/Awards, Pack -up |

Round Times

Rounds will be 2 hours and 45 minutes in length. 10 minutes of time will be given to setup terrain. Once time is reached you have 5 minutes to finish the round and talk out the rest of the game to a similar state for each player. Afterwards dice down will be enforced.

Mission Overview

Pregame setup and administration with your round opponent will be as per Warhammer 10th Edition Strike Force and the Pariah Nexus GT Companion.

(<https://www.warhammer-community.com/wp-content/uploads/2024/06/1U4CJSV1NJDmXnv2.pdf>)

Missions will be available as a hard copy printout on the day and will be set from the Pariah Nexus GT Companion.

List Submissions and Rules

Lists to be submitted no later than **Midnight Friday 22 November 2024.**

DATA-SLATE – the cut-off for any data slate rules released will be 1 week prior to list submissions – **Midnight Friday 15 November 2024.**

Any lists found with errors will be asked to fix these and resubmit their list prior to the lists being used at the event. Anyone found using models not listed will have them removed from the table for the rest of the event.

¹ Subject to change. May occur on day 1.

Late list submission **will** result in players being penalised 5 Points per Battle Round (for a cumulative total of 25 points across the tournament).

Requirements

Each player must have a submitted and cleared list (manually written, Battlescribe, etc)

- Dice, tape measure and any measuring implements required.
- Glue for emergency repairs.
- Chapter Approved-Pariah Nexus mission deck
- Codex/Index updated FAQ relevant for your army
- Pen and Scoring sheets. (Highly recommended, will not be provided)
- Objective Markers.

Prizes

Prizes will be offered in the following categories:

- Overall (1st, 2nd, 3rd)
- Best General – TO Award
- Best Painted
- Players Choice Painting
- Best Sports
- Hobby Award

Best Sports

Scoring for this will be determined predominantly by the players. Each player will be given a matrix to fill out and submit to the TO's rating their opponent for best sport. It's a game and should be fun. Someone does have to score lower on the matrix but that in no way reflects your interactions with your opponent or takes away from your fun. We understand this will be hard to do and have placed in the following guidelines:

- You must have played an opponent to award them points in this way. This is to avoid any sort of manipulation of overall scores.
- Any exemplary behaviour seen should be reported to the TO's who will record it and add this to the player submitted results appropriately.
- Any less than exemplary behaviour (This **DOES NOT** include rules infractions, see Tournament rules below) should be reported to the TO's. Remember this isn't about crushing people's spirits, if you or your opponent have a rough game because of dice we want to know about that too.

Players Choice Painting

Similar to Best Sports scoring will be done for this completely by the players. Each player will be given a matrix to fill out to determine this award. Remember this is less about technical mastery of a skill (although that will help here) and more about what you think is thematically excellent.

Scoring and Pairings

Scoring will be done by wins followed by victory points. There will be a random draw for the first round of play, then players will be matched with others on the same number of wins. In the event of a draw on points 'Battle ready' will be used to award a +/- 1 point to the victor. If both armies have been awarded 'Battle ready' by a TO in this circumstance then a D6 roll off will determine the +/- 1 point awarded.

Tournament Rules

Sportsmanship and cordial behaviour will be expected for all participants as well as anyone else watching. Any behaviour towards opponents, other players, persons watching or the TO's will be subject to yellow cards or immediate ejection for serious offences.

Any rules queries that are not able to be resolved should be brought to the TO's attention ASAP. Any rules questions can be asked in private and regardless should **NOT** be viewed as a cheating accusation.

As per the above, whilst chess clocks are not mandatory slow play should be brought to the TO's attention and will be assessed on a case-by-case basis. *Players are encouraged to bring a chess clock to assist them in their play.*

Please be mindful of the facilities provided as well as the terrain and mats. Please do not move terrain from one table or another and do not put drinks and food directly onto the mats. Rules for terrain specifics will be provided and are to be played as such for the event. We will **NOT** be using any external rule source such as WTC. Terrain rules will be provided to all tables on the day. Whilst the TO's will attempt to enforce rules evenly it is up to their discretion and decisions are to be abided by.

Painting / Battle Ready

The intent of this event is to encourage and allow players to showcase other aspects of the hobby, not just tabletop prowess or the capacity to rolling 6's.

The judging of the best painted will be treated as if judging an army or models by high end display standards, considering many aspects of the art of the hobby including elements such as:

- Coherent light sourcing
- High level of contrast appropriately achieved
- Multi-light consideration
- Colour usage and composition
- Highly detailed conversions or scratch builds
- Thematic and detailed basing
 - Advanced painting techniques
 - Smooth brush blending
 - Non Metallic Metals
 - OSL
 - Freehand
 - Weathering

Please note, the TO's say is final on all matters regarding the quality and execution of paint and hobby. Seeking advice or critical feedback is welcome and encouraged however any arguments over the results will not be tolerated.

Conversions

Conversions are acceptable however must be a reasonable representation of the original model that does not confer an advantage to the owning player. Models **MUST** be reasonably WYSIWYG for any options and units must be identifiable. If there are any questions, please email the TOs. All conversions must be cleared by the TO at time of list submission cut off **22 November 2024**.

Contact

If there are any questions not covered in this players pack please reach out. Additionally, we would appreciate any feedback you can provide us on how the event was run in order to improve for future events.

Tournament Organisers:

SGT A Moss

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SGT R King

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Rationing

Due to the location of this event, it may be prudent to have a plan in place to avoid missing the start of the next round. This is particularly important for the second day as many players will be scheduled flights shortly after the round finishes.

The nearest facilities for take away meals are located at Canberra airport.

