

MYTHICOS STUDIOS

40K Tournament Player Pack

EVENT INFORMATION

March 26th - 26th

Mythicos Mahwah
115 Franklin Turnpike Unit 2C, Mahwah, NJ 07430

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[Mythicos Studios Community Page](#)

CONTACT INFORMATION

Organizer Names	Role	Contact Information
Kenny Viado	Event Organizer/Head Judge	kenny@mythicosstudios.com
Steve King	Event Judge	vinco.fero.et.igne@gmail.com
Chris Torgersen	Mahwah Staff	973-846-3170

EVENT SCHEDULE

Saturday, March 26th
Registration 9:00 AM - 9:45 AM

Round	Start Time	End Time
Registration	9:00 AM	9:45 AM
Pairings	9:45 AM	10:00 AM
Round 1	10:30 AM	1:00 PM
Lunch/Paint Judging	1:00 PM	2:00 PM
Round 2	2:00 PM	4:30 PM
Round 3	4:45 PM	7:15 PM

Sunday, March 27th
Check In 9:00 AM - 9:45 AM

Round	Start Time	End Time
Check In	9:00 AM	9:45 AM
Pairings	9:45 AM	10:00 AM
Round 4	10:30 AM	1:00 PM
Lunch/Paint Judging	1:00 PM	2:00 PM
Round 5	2:00 PM	4:30 PM
Awards	4:45 PM	5:00 PM

FORMAT & FAQ

Missions

Warhammer 40k: Chapter Approved - War Zone Nachmund: Grand Tournament Mission Pack

Note on Secondaries:

- You are only allowed to use **ONE** secondary objective from your Codex.

Example: If you are playing Blood Angels/Space Wolves/Deathwatch, you **MUST** decide if you want to use secondary objectives out of either Codex: Space Marines or Codex Supplement: Blood Angels/Space Wolves/Deathwatch **NOT** both.

Terrain

We expect to be using these pieces of common terrain features on many of our tables:

- **Woods**
 - **Area Terrain, Dense, Breachable, Defensible, Difficult Ground**
 - **Note:** The trees are aesthetic and can be moved to accommodate the placement of models; however, where they exist outside of a wood's floor piece, they still provide cover.
 - **Note:** Vehicles can pass through the woods and trees as infantry
- **Ruins**
 - **Area Terrain, Breachable, Scaleable, Obscuring, Defensible, Light Cover**
 - **Being In Ruins:** To be on a ruin, the base of your model must at least partially be on the base of the ruin or inside the footprint. Simply touching the wall is not sufficient to count as being in the ruin, nor does touching the outer wall of a ruin allow you to see through it.
 - **Footprint:** The footprint of a ruin that is not on a base is defined by an imaginary line connecting the open edges of the ruin to each other, as shown in the image below. For an L-shaped piece of terrain, this will form a triangular footprint.



- **Example:**

- **Industrial Structures**

- **Area Terrain, Scaleable, Breachable, Dense Cover, Defensible**

- **Craters**

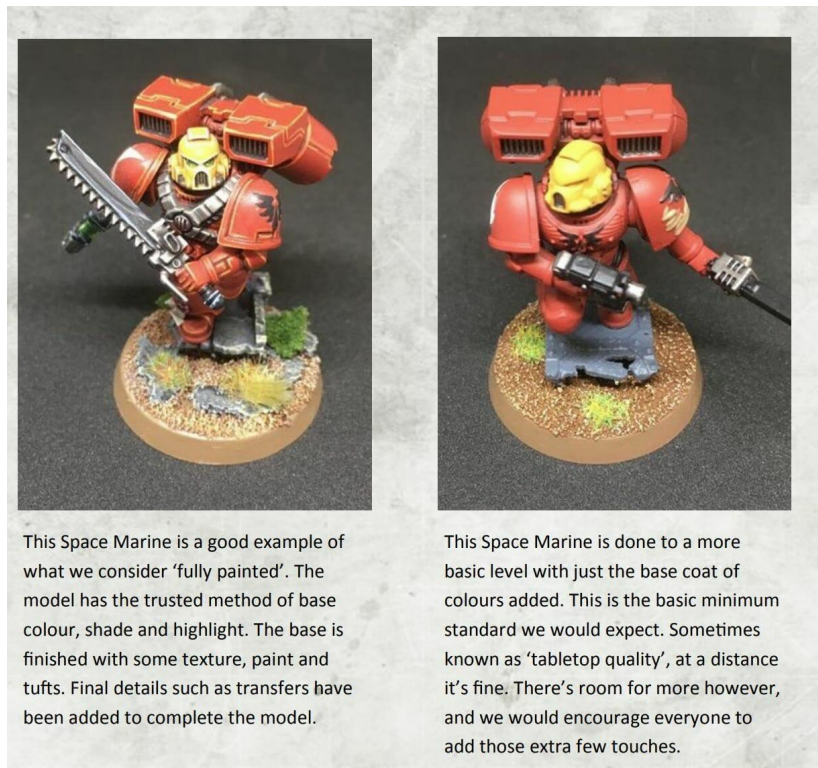
- **Area Terrain, Light Cover, Difficult Ground**

- **Crates**

- **Obstacle, Exposed Position, Scaleable, Breachable, Light Cover**

Army Composition

- 2000 points battleforged
- 3 detachment maximum
- 10 points will be awarded to each player every round of the tournament for having a fully painted and based army.
 - Reference the image on the right in the example below for the minimum requirement to receive paint points.
 - Players are encouraged to strive for the model on the left in the example.



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 applies to every model and base in the army with the exception of the flying stands + bases for aircraft, and clear flying stands + clear bases.
- The deadline to submit pictures to the head judge for model conversion approval is 7 days before the event. Conversions not submitted for approval prior to this date may be removed from play if deemed to be inadequate substitutions.

Army Lists

- It is recommended but not required to use Battlescribe for your list
- Please bring one physical copy of your list for each of your opponents
- **If your list is not submitted into Best Coast Pairings 7 days before the event date you may be penalized by 20 points in your first round.**
 - This penalty is assessed on a case by case basis at the discretion of the event organizer.
 - This does not hold true for tickets purchased after the list submission deadline or for players who are given a spot from the waitlist.

Clock Rules

- Each player will have 1 hour and 15 minutes per round
- If one player wants to use the clock, both players MUST play with the clock.
- [ITC Clock Rules](#) will be used for tables that use a clock

FAQ + Errata

- The most recent FAQs will always be active for all events, with the following exception:
 - **No new rules material (codex or FAQ) will be used at an event if released after the list submission deadline, which is 7 days before the event.**
- Please review our [judges' responses to event questions](#) for any ruling or clarification.
 - If you still have questions, please submit them [HERE](#) for our judges to review and answer. The answer will then be saved and shared in the above responses document.
- This event will be using the [ITC Code of Conduct](#). You are expected to have read and understood it before coming to the event.

COVID Safety

All players will be required to wear masks for the duration of the entire event while inside Mythicos Studios, as are the staff and any customers in the store during the event.

