



Crit Con 40K RTT Player Packet October 2025

Date: October 25 2025 9am -8:00pm

System: Warhammer 40,000 Matched Play

Format: Singles

Army Size: Strike Force (2000 points)

Number of Games: Three

Game Length: 3 hours

Meal Break: 45 minutes

Model Requirements: 3 color minimum and based. (Will take a 10 point penalty per game if not met.)

Tournament Organizer: Brock Birtwistle/ Overcast Wargaming

Tournament Judge: Brock Birtwistle

Venue: Double Tree Hotel 1000 NE Multnomah St, Portland, OR 97232

PARKING

Double Tree has a parking structure. It's \$10 for the day.

8:05

40°
AQI 22

Lovey Nailz

Lloyd Center Ice Rink

Stoopid Burger

Gather Food & Drink

DoubleTree by Hilton Hotel Portland

NE 11TH AVE

NE 11TH AVE

NE HOLLADAY ST

Portland Oregon Fish and Wildlife Office

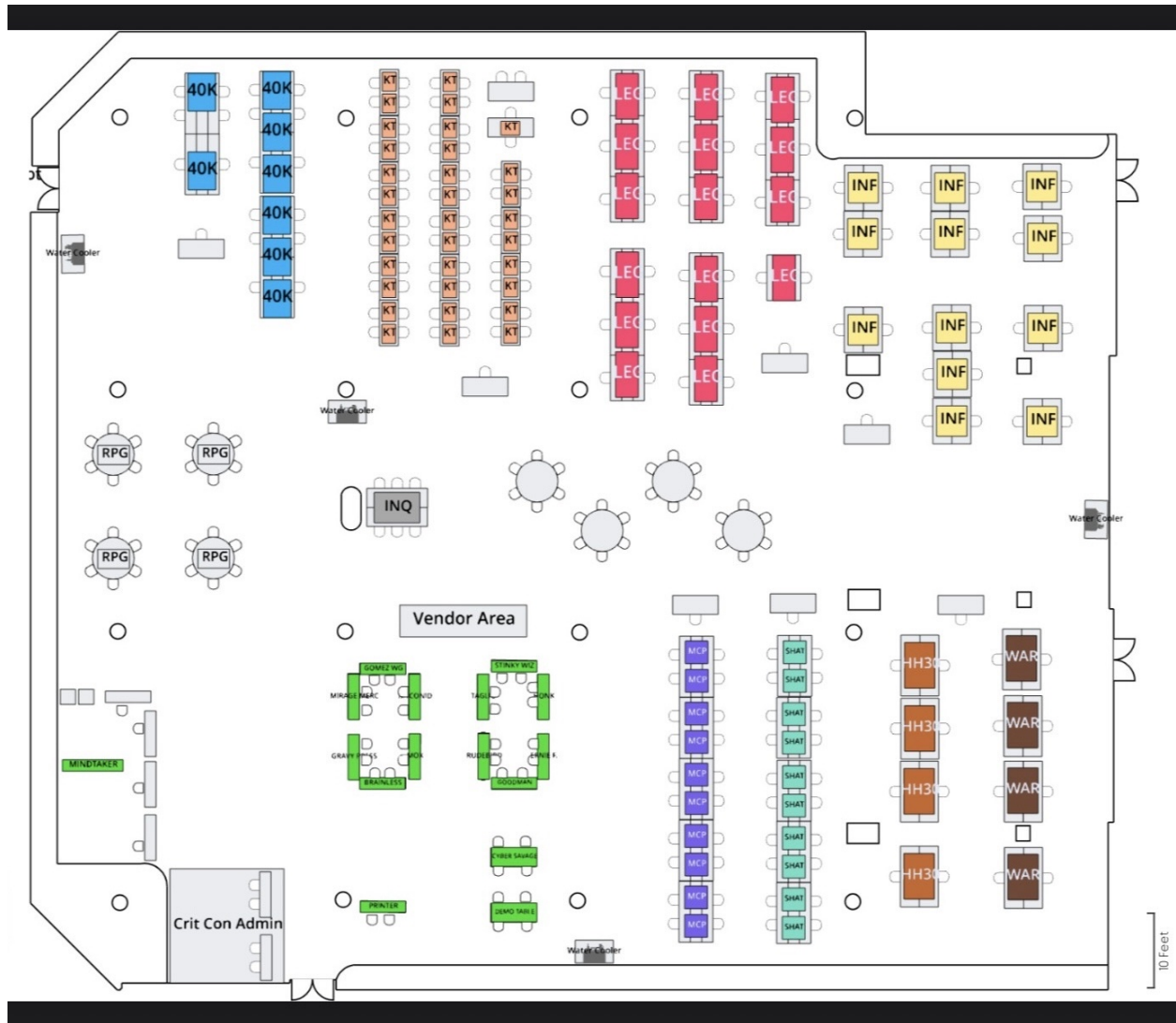
Union Market

eWork

Bonneville Power Administration - cafeteria

Event space:

Once inside the 40K tables will be the tables in blue in the diagram below:



Tournament Structure: This tournament will be a competitive event. 1st Round tournament matchups will be made random at the beginning of the event. Round 2 and 3 you will be paired up based on win/loss first and total points second. This event will be ran using Best Coast Pairings.

Mission Pack: This tournament will be using the Chapter Approved 2025 Pack and Chapter Approved 2025 Tournament rules.

Missions: There will be three missions for the entire event, one for each round, pre-selected by the Tournament Organizer and Tournament Chaplain from the missions in the Chapter Approved 2025 Tournament Mission Pool. The missions for each round will be announced before each round.

Army Construction Rules:

- **LIST SUBMISSION:** All players must submit their lists by October 24, 11:59pm PST. Changes to lists cannot be made after this point. Lists can be submitted before this deadline. Lists that are submitted early may be changed until the deadline. **ALL LISTS MUST BE SUBMITTED THROUGH THE "BEST COAST PAIRING" (BCP) APP.**
- **LIST BUILDING:** The armies in such an event should be Battle-forged according to the following sources - Strike Force Events: Warhammer 40,000 Chapter Approved 2025 and the Strike Force guidelines set forth in the Pariah Nexus Tournament Companion
- **PROXYS:** Proxy's are allowed at this event as long as base sizes are correct and what they represent is clear and consistent.
- **LEGENDS UNITS:** Legends units are not allowed.

Tournament Rules:

- **BATTLEFIELDS:** We are not a big store and this is the largest event we have ever had. Battlefields will be set up on a 44" x 60" field of play. Each map will be approved by the TO for fairness and equality and we will try to adhere to the suggested tournament layouts set forth by GW. All terrain features will follow the rules set forth in the core rule book. **The one exception being ground level line of sight blocking in all Ruins.**
- **GROUND LEVEL LOS BLOCKING:** This rule is often in place because it is hard to find terrain that is actually TLOS blocking, and terrain with bases as large as the one in our examples become mostly pointless when played RAW as obscuring since it forces units to sit behind it (while also giving wide open angles to shoot the hiding unit, and basically turns the midboard into a shooting gallery that is no fun to play on.

NOT GROUND LEVEL LOS BLOCKING - Completely open sides don't block TLOS in this case, since there is no "bottom floor" from that angle. I.e. The attack bike can shoot the Daemon.



IS GROUND LEVEL LOS BLOCKING - The doorways and windows on the first floor will be considered "boarded up" and as such are TLOS blocking. So in this scenario it would block

- **TOOLS OF WAR:** Attendees are expected to bring their army, dice, a tape measure, and all relevant rules publications. If players use any electronic devices to carry official rules references, we recommend reminding them to charge their devices in advance or bring battery packs.
- **TIMING:** The judge will be maintaining the clock throughout the tournament. Time shouts can be requested and will be said at major intervals throughout the round.
- **CONCEDING:** Conceding is highly discouraged in this event. In the case of a player conceding, the offending players points accrued up until the concession will stand.

The conceding players opponent will receive points as follows:

- an automatic 100 VP on their score if the concession takes place in Battle Round 1 through 3
- If the concession takes place in battle Round 4 or 5, player scores points based on remaining cards that would have been drawn until end of game as well as movement of models on primaries.

Getting tabled is not a concession and will not be treated like one. We are all paying to be here so be respectful to your opponent and give it your best shot.

- **CHESS CLOCK ETIQUETTE:** Chess clocks are not a requirement at this event. However, if your opponent brings one and requests that you both use one during your match, it will then switch to being a requirement at your table. Each round is 3 hours in length. When using a chess clock, the amount of time set to each player should be set such that there is time to go over army lists, rules, etc with your opponent. Clocks should NEVER be set to 1 hr 30 mins per player, as this does not allow the proper time for all

actions that occur pre game, and in game rulings when necessary. 1 hr 20-25 mins is my general suggestion to players. This gives you each sufficient time to talk about lists and rules and do general pre game actions/discussions.

Unless otherwise announced, the schedule in the packet outlines what time each round begins throughout the weekend. Please ensure your clock is starting at the correct time for that round's start time.

What happens when a player runs out of time?

When one player runs out of time on the clock, they are no longer allowed to make any game actions whatsoever outside of making saving rolls for their models. This means no moving models, no shooting guns or making melee attacks, no actions may be declared, and no stratagems may be used. Secondary cards are still drawn as normal but may only be scored without the player doing any of the above mentioned game actions.

- **SCHEDULE:**

Time	Event
8:30-9:00	Set-Up
9:00-12:00	Game 1 (3 Hours)
12:00-1:00	Lunch
1:00-4:00	Game 2 (3 Hours)
4:00-4:20	Break
4:20-8:20	Game 3 (2:45 Hours)
8:20-9:00	Prizes/Clean-Up

- **DISAGREEMENTS:** In the event of a disagreement on a rule between two players, each player will make their case to the Tournament Judge in a timely manner. The Tournament Judge verdict on the matter will be considered final and no further discussion will take place on a matter already resolved. We're doing this to keep the speed of the game moving forward as much as possible.

Competitions:

There will be several competitions held throughout this event, each of which represents a different aspect of the hobby but is equally prestigious to the others.

Best General: Whoever places first in the standings.

Second Best General: A lot like the award above except for whoever comes in second place

Best Painted: Best overall painted army voted on by your peers. Vote slips will be passed out during round 3.

The Tomato Can Award: Lovingly named during a heated argument on our discord, the Tomato Can Award goes to the player that earns last place. Losing games graciously is the hardest skill in Warhammer so for that you get a gift card. And a can of tomatoes..... as promised.

All winners of competitions will be announced after all games are complete and prizes will be distributed. I'm terrible at public speaking so expect this to be slightly awkward.

CODE OF CONDUCT

The following guidelines and codes of conduct exist to ensure that the intended spirit and intent of the Warhammer hobby is maintained at all times.

- The Warhammer hobby is primarily a means for individuals to enjoy themselves. Interpersonal actions intended to lessen this enjoyment are not within the spirit of the game. For the ITC, the game of Warhammer 40K is about sporting competition between two individuals. Any actions that are unsportsmanlike are not within the spirit of the game.
- Players must announce their intent when rolling a die/dice and apply the outcome. Their opponent is responsible for listening. Any dice rolled without announced intent may be ruled as void by a present judge and the player must re-roll it.
- A player must announce their intent to move a model/unit and for what purpose. Any model/unit moved without announced intent will be considered to be activated for that phase and the player cannot choose to activate another unit instead or rewind their decision. A player who purposefully moves a model/unit without announced intent and outside of normal protocol for activating a model/unit has committed a foul. Players are accountable for their mistakes, and penalizing or reporting an opponent who doesn't give you a mulligan, or take back, is grounds for a foul.
- A player may not manipulate, touch, or otherwise interact with any models currently active in the game unless they announce their intent to interact with the game state (such as charging, removing casualties, etc). When a model is placed in a precarious position, a player may adjust a model's position slightly to

avoid falling, but this must be declared first and with the opponent's verbal authorization of acceptance. Any player interacting with models without announcing intent and in a legal manner has committed a foul and will be issued a Yellow or Red Card and an appropriate penalty at the judge's discretion..

- Dice that do not land on the playing surface, such as dice that land on the floor, do not count for game purposes and must be rolled again. Players must roll dice in view of their opponent. Consistently rolling dice in a manipulating manner, or out of sight of the opponent have committed a foul and will be issued a Yellow or Red Card and an appropriate penalty at the judge's discretion.
- Verbal agreements between players that alter the rules, interpretation of rules, or the adjudication of disputes are binding and enforceable during the course of the game in which the agreement was struck. Both players must clearly announce their intent to enter into such agreements, and the players must also have a third party witness to such agreements.
 - Any agreements that do not meet the above qualifying requirements are void and not binding for the game. A judge may issue Yellow Cards and appropriate penalties at their discretion for this.
 - This includes agreements by players to "play by intent". Players should consider entering into agreements like these carefully prior to doing so.
- Any measurement must be acknowledged by the opponent as accurate and accepted. Once accepted, this measurement is considered to be the distance measured, regardless of what another measurement might yield. No player may move a unit without the benefit of a special rule back to its initial or an alternative position after it has been placed without the permission of that player's opponent. A player that does so has committed a foul and will be issued a Yellow or Red Card and an appropriate penalty at the judge's discretion.
- Each player must endeavor to complete his/her turn in a timely and efficient manner. Any player found using a disproportionate amount of time, particularly if it provides a tactical advantage, will have committed a Foul and will be issued a Yellow or Red Card and an appropriate penalty at the judge's discretion..
- Other than a judge, at no time may any 3rd party physically interact with models or dice during the course of a game. A player who knowingly allows or invites a 3rd party to do such has committed a foul and will be issued a Yellow or Red Card and an appropriate penalty at the judge's discretion.
- An opponent may never without expressed permission, move or manipulate their opponent's models. A player moving their opponent's models without their expressed permission has committed a foul and will be issued a Yellow or Red Card and an appropriate penalty at the judge's discretion.
- A player may never move models, or in any way advance or change the game state while a judge is present making a ruling, or while their opponent is away from the table. Doing so is a Foul and the offending player will be issued a Yellow or Red Card and an appropriate penalty at the judge's discretion.
- Persistent buffs/debuffs, from stratagems or psychic powers, should be clearly marked with a card or token when being applied to a particular unit or explicitly

communicated to the opponent. Failure to do so can result in a Foul and a Yellow or Red Card and an appropriate penalty can be issued at the judge's discretion.

A special thank you to Chris from Vancouver Wargaming Community for letting me use his player packet as an outline for my own.