



Just Games Rochester: Warhammer 40K Rogue Trader Tournament

November 16, 2024

Just Games Rochester

1601 Penfield Rd #750, Rochester, NY 14625

Rules:

- Lists will comprise a **2000pts** strike force, adhering to the latest game point values and updates. We recommend using the Warhammer 40K app to help with list building.
- The event will follow the Warhammer 40K 10th Edition Rules and **Pariah Nexus Mission Deck**, including all relevant GW errata and dataslates.
- The event will use **Best Coast Pairings** for pairings and scoring.
- The event consists of three 3-hour rounds, with a 30-min lunch break following game 1 and a 15-min break following round 2.
- In addition to your army, players must bring the rules of their units and all other materials needed, including dice and measuring tools.
- The event will use pre-placed tournament-style terrain. We will be using **terrain layout 2** as found in the Pariah Nexus Tournament Companion.
- Points will be awarded for battle-ready painting.
- The event adheres to **“What You See is What You Get”** meaning wargear and weapons that the model is going to have equipped going into battle must be shown on the model.
- List submission deadline is **November 15th at 10pm EST**. Army lists can be submitted to outreach@justgamesroc.com.

- The deadline for new Games Workshop rules and changes is **November 13 at 5pm EST.**
- A judge will be available during the event. If there is a rules dispute that cannot be resolved quickly, the judge can be called to resolve the issue as a third-party.
- Players will adhere to the [Just Games Code of Conduct](#) during the event.

Game Scoring:

- Round pairings and scoring will be done through Best Coast Pairings.
- Each round will be a mission from the Pariah Nexus Mission Deck, and use terrain layout 2 as found in the Pariah Nexus Tournament Companion.
- Each game is standard Games Workshop scoring, with a final score of 90 + 10 points for battle-ready painting.
- The event will use the Games Workshop battle-ready paint system to add 10 points to each player's score. The judge will be checking all players in round 1 for battle-ready paint jobs, and those not meeting standards will not score the 10 battle-ready points.

Prizes:

- **Best Overall**
- **Best General**
- **Best Painted** (determined by community vote)

Schedule:

Check-In: 10:30am
Pairings: 10:45am
Game 1: 11:00am - 2:00pm
Lunch: 2:00pm - 2:30pm (Pizza Lunch Provided)
Game 2: 2:30pm - 5:30pm
Game 3: 5:45pm - 8:45pm

Missions & Terrain Layout:

Game 1: Pariah Nexus Mission B

Primary: Purge the Foe

Secondary: Smoke and Mirrors

Deployment: Tipping Point

Game 2: Pariah Nexus Mission K

Primary: Scorched Earth

Secondary: Stalwarts

Deployment: Search and Destroy

Game 3: Pariah Nexus Mission N

Primary: The Ritual

Secondary: Swift Action

Deployment: Crucible of Battle

Terrain Layout 2:

