



# ESCAPE FROM THE CORONID DEEPS

INVITATIONAL

## LOCATION:

### BOARDS AND SWORDS HOBBIES

Jubilee Business Park  
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## CONTACT:

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## DATE:

14<sup>th</sup> November 2021

## ITINERARY:

Doors Open:  
9:00am

Mission Debrief:  
9:30-10:00

Event Start:  
10:00

Game 1:  
10:00-12:30

Break/Armies on Display Voting  
12:30-13:30

Game 2:  
13:30-16:00

Break:  
16:00-16:30

Game 3:  
16:30-19:00

Awards:  
19:00-19:30

## TOURNAMENT DETAILS:

18 Players  
6 x Imperium, 6 x Xenos, 6x Chaos

## TICKET PRICE:

£20.00 (non-refundable\*)

\*In the event that you can no longer attend, you may recommend your place to be allocated to another player of the same army type/faction by contacting the event organisers.

## GENERAL RULES:

### Army Composition:

Unless otherwise stated below, you must follow the rules and restrictions found in the Chapter Approved Grand Tournament 2020 Mission Pack for building your army roster.

### <General Rules>

- Army is to be comprised of 2000 points or less.
- Must be Battle-Forged.
- All models must be fully painted to tabletop standard.
- Army must be WYSIWYG. However, certain non-visible upgrades (e.g. various Character war-gear, grenades, etc.) are allowed some leniency. If you have any conversion work and are unsure whether they will be legal, please contact us beforehand.
- Armies painted in any specific Chapter/Regiment/Hive World/etc. schemes must use the rules associated to them (e.g. An army painted as Ultramarines cannot use any Chapter Trait besides those for Ultramarines)

### <Faction Rules>

-Armies must be comprised of a single faction Codex, with the following armies being broken down further. (Note: Whenever a specific Codex is mentioned within this section, it is assumed to also include Forge World units of the same army)

#### Chaos:

-Units that arrive from summoning may be chosen from their existing army Codex.

#### Aeldari:

-Craftworlds may contain a detachment solely comprised of units with the faction keyword "Anthrath".  
-Ynnari armies must choose their entire army from the same Aeldari Codex. (i.e. Craftworld, Drukhari or Harlequins.) Furthermore, they may not take non-Ynnari detachments in their army.

### <Detachment Rules>

- Armies must contain either one or two detachments as chosen from the rulebook with the following restrictions:
- May NOT include Index or Legendary units.
- Forge World units are allowed unless they are also Legendary.
- No specialist detachments can be taken (e.g. Imperial Assassins, Inquisitors, etc.)
- Only one type of unique sub <faction> keyword is allowed within the entire army. These are pertaining to the keywords found within the brackets, e.g. for Space Marines it is the keyword <chapter>, which would represent either Ultramarines, Salamanders, Raven Guard, etc.

The only exception to this rule is:

- <Mark of Chaos> may be mixed within a Chaos army.

You must list the following items in your army list:

- Warlord
- Warlord Traits
- Relics
- Any pregame stratagems
- All psychic powers

### <Scoring>

- All postgame scores must be submitted after each game.
- All games will be scored out of 100 points, allocated in the following way:  
45 points for Primary, 45 points for Secondary, 10 points for fully painted

### <Missions>

- All missions are from Chapter Approved Grand Tournament 2021 Mission Pack.
- All secondaries must be taken from Chapter Approved Grand Tournament 2021 Mission Pack. This is to avoid any one faction having an advantage over others due to the delayed release of some Codices.

-During this event, there will be three missions played across three themed tables. The missions are:

- Surround and Destroy**
- Sweep and Clear**
- Retrieval**

-The tables will be themed as: Ruins, Industrial, Wastelands.

### <Additional Information:

-There will be prizes and awards for the Tournament and Armies on Display winners.

- 1<sup>st</sup> Prize
  - 2<sup>nd</sup> Place
  - 3<sup>rd</sup> Place
  - Best Army (Voted by players during lunch break)
  - Players Player
  - Best in Faction (Imperium, Xenos, Chaos)
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