

TNT players Pack

<https://www.nashcon.org/>

First and foremost - here at TNT our main rule is we don't take things too seriously. Each scenario will have some random features to help all the participants enjoy the game and time with friends. We invite you to laugh, smack talk and drink if you want but, above all, have fun !

Army Selection & list construction:

List should be emailed to tntgtinfo@gmail.com

Lists are due on 8-14-21

Army size: 2,225 points

5 games; 2.5 hour rounds; clocks are recommended but not required. Rounds will be on a round clock and dice down will be in effect.

Mantic books that are allowed: Core Rulebook 3rd Edition, Uncharted Empires 3rd Edition, Halpis Rift, COK 2021

The most current Mantic FAQ & Errata rules will be used. If an FAQ or Errata are released less than thirty days prior to TNT, the TO will make a final determination to use the changes.

Allies are allowed

Allies can only be chosen from a single list using no more than 25% of the total army points . In addition you cannot select the same allied unit entry of type War Engine, Hero (all types) or Monster more than once and magical artifacts may not be given to any allied units you take.

T-N-T Specific Rules.

This is an open list tournament for the games, so the players must provide a copy of their army list to their opponents at the beginning of each game. All units must be pointed out to your opponent at the start of the game.

Models used may be from any product line or manufacturer.

All of the models used **MUST** be appropriate models for the units they are representing. If models are used as proxies, they must be easily recognized as the unit they are representing by your opponent or they will not be allowed.

Any model that will be used in the tournament **MUST** be placed on display for appearance score judging.

Please use base sizes that are appropriate for the unit the model(s) are representing. If a larger base must be used due to a dramatic model, use the Arc of Sight rules for the model or unit found on page 12 of the hardcover rulebook which covers how to handle Arc of Sight in these situations. Distances for your opponent to charge and shoot are used off of the model's physical base.

If using dramatic basing for units, a unit is still required to have 50% plus 1, or have the majority of the base be covered by actual models from the unit

Terrain:

Terrain will have the following heights throughout the tournament.

Terrain Feature Height

Water, crops or fields-1 (this only provides cover to units 50% within them)

Fences and bushes-2 (Do not block line of sight, units touching them do not suffer a penalty when shooting through it)

Hills- 3

Impassable- 9

Forests- 9

Placing of terrain:

The terrain will be set prior to rolling for sides by each player using dot deployment. Players will roll off to determine who places first, then alternating back and forth till all terrain is placed.

Each player will then place one obstacle, it must be in contact with another piece of terrain or the first obstacle placed. One piece of terrain will be placed over each dot. The dot must be completely covered. Terrain must be at least 3in from a board edge.

Scoring:

TNT will be using this scoring system. W-L-D system with the option for attrition points and Manager bonus points.

15 points for a win,

10 points for a draw, and

5 points for a loss.

Each player's point score will also be modified based on the table below.

Margin of victory. Add up the difference of your game points and apply.		
Point difference remaining	Higher killed	Lower Killer
0-275	0	0
276-625	+1	-1
626-1125	+2	-1
1126-1425	+3	-2
1426-1725	+4	-2
1726-2225	+5	-3

Bonus points:

Each mission will have bonus points for your manager to add to your final score.

Paint:

Paint will use a combination of checklist scoring and judge critique. Players' choice will also play a factor into your paint score.

Good Gaming Score:

Good gaming points will be awarded, for list and team submissions being correct and on time. (People not on a four horsemen team receive any points for team submissions)

Arriving at the table late. When the rounds starts a tardy player can have that time deducted from their round clock at the discretion of the TO and their opponent. Tardiness can also negatively affect your good gamer score.

Refusing to play a round or quitting a game will result in your opponent receiving the win, bonus points based on their loses at the point of quitting vs your full 2225, and all manager points. The losing player will receive zero points. This will also make the quitting player ineligible for any awards at the event. Contact the TO if this should happen. Prior to quitting or refusing to play, please contact the TO to see if any accommodation or a positive resolution can be agreed to.

Reading the pack and notifying the TO when you submit your list, will earn you one good gamer point.

T-N-T Theme

At TNT we are a little bit into wrestling, so this tournament will be a wrestling themed event. Awards and missions will all have a wrestling association.

Awards:

Heavyweight Title: 1st place will get a belt [Best Overall Score including battle points, paint score, and good gamer.

Lightweight Champion: This award will be given to the player who finishes exactly in the middle of the pack based on their overall score. I.e., out of 50 players the player who is 25th will be the Lightweight Champion.

King of the Ring: Is the player who has the most attrition bonus points after game 6.

Pretty Boy: The person who best exemplifies the theme of TNT will win this award. This is a team decision between the TO's and Todd Perkins.

Best Painted: This will be the highest combined score of the painting rubric and bonus judge points. This score will also be used for the overall score and as the four horsemen ranking.

Four Horsemen: Teams of four players will compete for a combined overall score. One player from each team will be responsible for one of four aspects of the score. Their rank in each category will be combined with their team members ranks, the lowest total will win. The four

aspects are: **Battle, paint, sports, and attrition.** Have one team member submit the team and each member's aspect when they submit their list.

The Manager:

Every army will use a free character to be its “manager.” Rules for the manager are provided below. The manager does not count towards your 2225 and will be used in the missions.

Manager stats and rules

SP	Me	Ra	De	At	H	N
6	4+	-	5+	1	2	-/14

Managers Special, Manager Slap, Individual, Very Inspiring, Elite, Vicious, Mighty, Wild Charge (D3)

Can it get any Worse: Blast 2d6, CS 1

The Manager Special: The manager can cast Managers Special on a unit within 12 inches, on the next nv roll for that unit the caster can select one dice to be rerolled. If this reroll causes a reroll as a result of inspiring or other factor, then the caster can choose a new dice to be rerolled on the reroll. This can be cast on a friendly or enemy unit. Still spell effect ends when the reroll is used or when the caster's next turn begins. One us only

Missions:

Missions from the main rule book and clash of kings 2021 with modifications to reflect the wrestling theme will be used. All rounds are 2 hours 30 minutes with a stop time that will be enforced. Down dice will be called and we hope to get the players' scores promptly.

Control: Manager bonus points

+1bp your manager ends the game in the opponent's center square.

+1bp your manager completes a flank/rear charge.

+1bp your manager never enters your center square.

Dominate:

+1bp move your manager into the center of a circle on turn one.

+1bp your manager disengages from combat.

+1bp your manager ends the game inside a circle.

Push:

+1bp your manager charges a unit holding a loot token.

+1bp deploy your manager as your first deployment.

+1bp your manager never leaves your deployment zone

Fools Gold:

+1bp if the closest bluff counter to your manager is worth 2 points.

+1bp your manager completes a charge.

+1bp you have the only manager alive at the end of the game.

Salt the Earth:

+1bp destroy a token within 6in of your manager.

+1bp your manager never leaves your side of the board.

+1bp you never attacked your opponents manager with a ranged attack.

Schedule

Saturday	
Registration	8:30am
Starting of the day	
Round 1	9:00am
Lunch	11:30am
Round 2	12:30pm
Round 3	3:15pm

Sunday	
Round 4	8:45am
Round 5	11:30am
Lunch	2:00pm
Awards	3:00pm

