



SN BATTLE REPORTS *No Retreat* RULESPACK v1.0



SN Battle reports started in July 2014 with the vision of recreating the old school style picture battle reports that people were used to seeing in the White Dwarf magazines. Our goal was to steer the game away from its hypercompetitive status that had been commonly seen throughout the years and bring it back to its roots with well painted fluffy armies.

In January 2016 SN held its first No Retreat tournament, and despite it obviously having an element of a competitiveness, we wanted our event to mirror our battle reports. We created a ruleset that encouraged players to create more fluffy lists whilst also trying to level out the playing field between each army to the best of our ability. Aside from that we wanted to make the whole No Retreat experience to be about more than just a tournament, but a gaming retreat. Unfortunately though, as much as we would love everyone the chance to join in on the experience we can only cater for a limited amount of slots, so we have to filter through all the applications and pick our favourites (and that is not an easy task!)

Fast forward to today and we feel like we have achieved what we set out to do when we started. We are very proud of our No Retreat events and with each event it just gets better and better. So for all the players who wish to apply and/or have been successful in their application, below you can find the rules for the upcoming No Retreat event.

LOCATION

Europa Retreat Centre,
11 Windmill Hill Road,
Gibraltar
Gibraltar

[Click here for directions](#)

DATE

Doors open: Friday 30th Sep 17 @13:00
Tournament begins: Saturday 1st Oct 17 @10:00
Tournament ends: Sunday 2nd Oct 17 @20:00
Event Ends: Monday 3rd Oct 17 @14:00

TOURNAMENT DETAILS

Maximum Players: 28
Minimum age for tournament: 18

Ticket Price: **£75** (*Non Refundable*)

Ticket includes exclusive event T-Shirt, free goodies, free entry to painting competition and a shuttle service from the airport to the venue. Water, tea & coffee are also free at the venue for ticket holders.

Overnight packages are the following:

£35 per night for a single room
£25 per person a night for a double room (£50 total)

Overnight packages are for the Friday, Saturday & Sunday nights. If you intend to spend any more nights, before and/or after the event, please contact us directly to arrange to see if this is a possibility.

Please note that as the location is a licensed premise, all guests wishing to stay over must be at least 18 years of age. For additional information, or if you are intending to stay over with somebody who is not participating within the tournament, please contact us at team@snbattlereports.com

ARMY COMPOSITION

- 3,000 points army
- Armies must be comprised from a single Age of Darkness force organisation
- No optional Age of Darkness force organisations are allowed
- Allies are not allowed.
- All armies must be comprised entirely from a single legion/Faction.
- Players have a maximum of 750 points that they may spend on Lords of War's.
- Fortifications are not allowed.
- War machine detachments are not allowed at this comp
- No super heavy walker can be larger than a Imperial Knight variant (e.g. no Warhound Titans allowed)
- Primarch's are allowed
- Rites of War are allowed, and must be picked and submitted when your army list is submitted
- Relics of the Dark Age of Technology are not allowed
- Only HH units and models allowed.
- Shattered Legions are not allowed

If there are any units that are deemed legal by our restrictions but not mentioned in the above list please contact us and we will evaluate it.

MODELLING & PAINTING

- Armies must accurately represent their unit type and are required to be strictly WYSIWYG. Wargear that may be visible must be displayed clearly on the model.
- If you intend to use any converted models, you will need to email snbattlereports@hotmail.com to confirm whether they are suitable or not.
- Armies must be fully assembled, painted and based to a level approved as satisfactory by the SN Team.

TERRAIN

- Terrain: Terrain will be defined by the SN admins prior to the start of the event. Tables will be setup in advance, and players will not be allowed to alter or move the terrain in any way (not even by any special rules that allow a player to do so).

SCENARIO RULES

- Objectives from the primary missions must be placed within 6" from a table edge and at least 12" away from each other.
- Only Troops from the Troop slot, and Terminators or other that have Implacable Advance can score the primary objectives: dedicated transports cannot score primary objectives
- Night fighting is rolled by a tournament adjudicator and applied to all games for that round.
- There will be 5 games played during the course of the tournament.
- Each game will consist of three missions: A Primary, Secondary and Tertiary, which will be scored as follows:
 - Primary Mission: 14vp
 - Secondary Mission: 8vp
 - Tertiary Mission: 6vp
- In the case of a draw on any of the missions, both players will get half the points for that mission.
- Games will vary in deployment, but some tables will have set deployment types.
- Once the final scores are recorded, In the case of a tie break, players will be ranked depending upon who has gained the most logistical points from all their games collectively. Logistical points are the points value of a unit that has been completely destroyed. Units only partially removed grant no points to the opponent.
- Tertiary mission – First Strike: Gain a victory point if you manage to kill a unit in your first turn.
- The Price of Failure will be included on all missions. If achieved it is worth 2 points while each of the other secondary missions remain at 1 point for a success/win. These points are then used for working out the winner for secondary.

MISSIONS

Game 1:

Primary - Shatter Strike

Secondary - Slay the Warlord, Attrition, The Price of Failure

Tertiary - First Strike, Table Quarters

Game 2:

Primary - Blood Feud

Secondary - Slay the Warlord, Last Man Standing, The Price of Failure

Tertiary - Line Breaker, Table Quarters

Game 3:

Primary - Dominion

Secondary - Slay the Warlord, Attrition, The Price of Failure

Tertiary - First Strike, Line Breaker

Game 4:

Primary - Tide of Carnage

Secondary - Slay the Warlord, Last man Standing, The Price of Failure

Tertiary - First Strike, Line Breaker

Game 5:

Primary - Onslaught

Secondary - Slay the Warlord, Attrition, The Price of Failure

Tertiary - Line Breaker, Table Quarters

Tertiary Mission Notes:

- *First Strike: if managed to kill the opponent's scoring or denial unit during your first turn you gain a point*
- *Line Breaker: If you have a scoring or denial unit in the enemies deployment zone when the game ends, you gain a point*
- *Table Quarters: Count up how many table quarters where you have at least one scoring or denial unit on. If you have more quarters than your opponent you gain one point.*



ITINERARY

Fri 29th Sep 17

14:00 – Doors open (Players can meet, greet & play friendlies)

20:00 – Meet & greet at nearby club with drinks and burgers

Sat 30th Sep 17

09:30 – Tournament starts – Introduction

10:00 – 12:45 Game 1

12:45 – 14:00 Lunch

14:00 – 16:45 Game 2

17:45 – 20:30 Game 3

Sun 1st Oct 17

10:30 – 13:15 Game 4

13:15 – 14:30 Lunch/Break

14:30 – 17:15 Game 5

18:00 – Awards Ceremony

Mon 2nd Oct 17

14:00 – Doors close

ADDITIONAL INFORMATION

All army lists are to be validated and must be submitted to team@snbattlereports.com by Saturday the 29th July 2017, the latest. Army lists must be submitted in both battlescribe .rosz filetype, and a battlescribe exported .html file. If this is not possible we also accept word documents or pdfs as long as all the wargear and points are listed clearly. We strictly do not accept Quartermaster submissions.

There will be Prizes and awards for both tournament and painting competition winners.

Please remember that tickets are non-refundable.

If you are interested in signing up or require any further information, please contact team@snbattlereports.com

