

PLAYER'S PACK



LUDI BASH



NOVEMBER 9 & 10, 2024

Presented by



Please print it yourself, there will be no pack at the event



EVENT SUMMARY

LudiBash 2024 will be the first Warhammer 40k tournament to take place at the Palais des Congrès de Montréal and it's the event you don't want to miss!

The tournament will take place over 2 days (November 9th and 10th, 2024) and will be played in five rounds. LudiBash 2024 will use the Pariah Nexus format with the player placed terrain formula. The tournament will provide ITC and ITC Hobby points for the current ITC season. For the first edition of LudiBash there will be 40 places (players) available. The tournament will have 3 prize categories and trophies will be awarded to the winners.

In addition, players will have the chance to participate in a silent auction which will include, among other things, one of Frank de LaQueteDubois' famous exclusive dice boxes which generously had its premiere at the last AZBash by Jeux AZ Games.

TEAM



Mario Richer
LudiBash Chief Referee
mario@jeuxaz.games



Cara Lachapelle
LudiBash hobby judge



FlamyLeFox
LudiBash hobby judge



Maiee
LudiBash hobby judge

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EVENT SCHEDULE

Event room : Palais des Congrès, room 519

Link : [Pariah Nexus Tournament Companion](#)

Day 1 : Saturday, November 9th, 2024

ROUNDS	START TIME	END TIME
Arrival / Registration	10h00	10h30
Round 1 – Mission A Take and Hold, Raise Banners, Tipping Point	10h30	13h30
DINNER (Not included; Palais des Congrès rules)	13h30	14h30
Round 2 – Mission O Terraform, Stalwarts, Crucible of Battle	14h30	17h30
Round 3 – Mission B Purge the Foe, Smoke and Mirrors, Tipping Point	17h35	20h35

Day 2 : Sunday, November 10th 2024

ROUNDS	START TIME	END TIME
Arrival	10h00	10h30
Ronde 4 – Mission C Linchpin, Fog of War, Tipping Point	10h30	13h30
DINER (Not included; Palais des Congrès rules)	13h30	14h30
Ronde 5 – Mission P Scorched Earth, Inspired Leadership, Crucible of Battle	14h30	17h30
Closing ceremony and awards ceremony	17h35	18h00

Notice: Please refer to this player guide before arriving at the event for any significant changes to our tournament so that you have the best possible experience.

FORMAT + FAQ'S

- ⚙️ 10th edition current 40k Games Workshop Grand Tournament Missions from Pariach Nexus, 2000 point armies
- ⚙️ List submission due date : November 3rd, 2024 at 23h59 EDT
 - [How to submit lists in BCP](#)
 - Lists for attendees will be made public on Friday, November 8th at noon
 - You MUST select your correct faction in BCP when submitting your list otherwise; you WILL receive a Yellow Card (ITC rules)
- ⚙️ Now new rules and/or models will be allowed after Saturday, October 26th, 2024, however FAQs, Erratas etc rules materials may be allowed at the judge's discretion.
- ⚙️ For any clarification of rules, you can send your questions by sending an email to Mario@jeuxaz.games
- ⚙️ For all models and conversion approvals please e-mail Mario@jeuxaz.games
 - The deadline to submit your request(s) is November 1st, 2024 at 23h59 EDT
 - Conversions not submitted for approval prior to this date may be removed from play if deemed to be inadequate substitutions.
- ⚙️ All models must meet the minimum tournament standard of 3 colors as stipulated in the [FLG Guidelines](#), in addition, proxies must comply with proxy regulations. Models that do not meet the minimum standards for proxies may be removed from the table by a judge, even if it happens in the middle of a game.
- ⚙️ Round 1 pairings will be made on the morning of the first day of the tournament and Round 4 pairings will be made on the morning of the second day.
- ⚙️ The [FLG Code of Conduct](#) will be in effect for this event. You will be expected to have read and understand it prior to coming.
- ⚙️ You have the right to ask your opponent to play with a chess clock, you are responsible for having one with you or using an application.

TERRAIN GUIDELINES

Player Placed Terrain (PPT) Rules will be used

For a video visually demonstrating the terrain placed by the player, click [Here](#)

- The terrain images for our 40k championship event will differ slightly from the images below as players rotate the pieces as they see fit and place them where they want depending on the scenario. Please just use them as an example as well as a reference for the lands that will be handed out at each table.

BELOW IS WHAT CAN BE EXPECTED (there may be slight deviations).

The numbers in the following images represent the corresponding terrain features in the attached list. See explanation below to cover features with a *. The letters distinguish which terrain pool a player selects, A or B, and will be directly part of both players' terrain pools.

- F indicates that no line of sight can be drawn through the first floor of this terrain feature and that visibility is blocked as if this floor of the ruin had solid walls at all times.

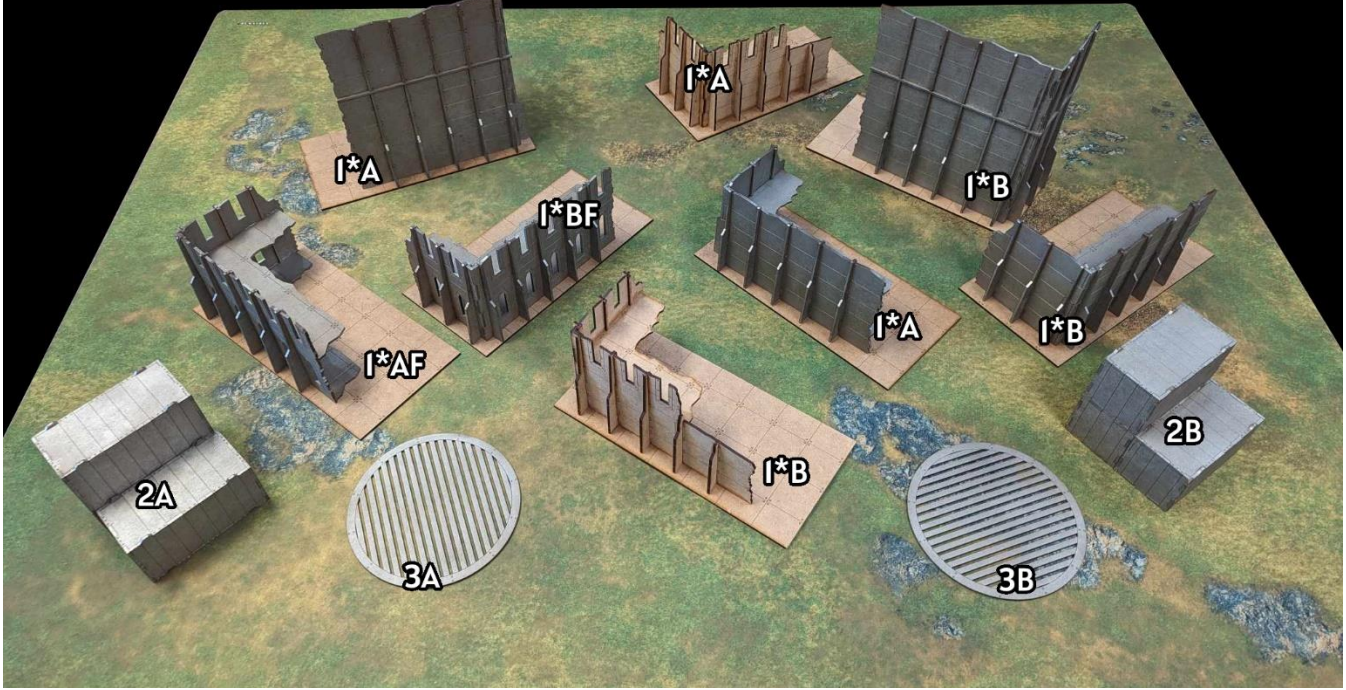
- 1 - Ruins : (p. 48)

- 2 – Armoured Containers : (p. 46)

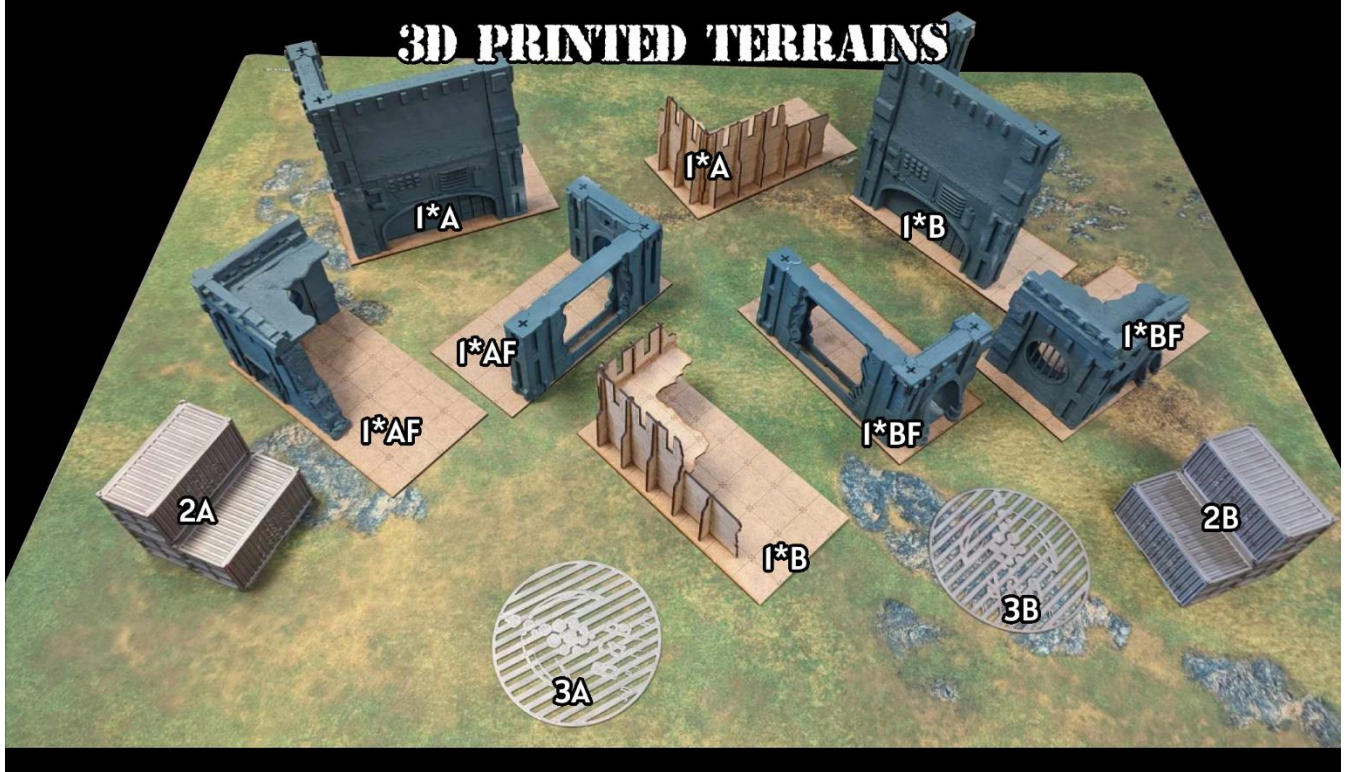
- 3 - Woods : (p. 47)

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XOLK TERRAINS

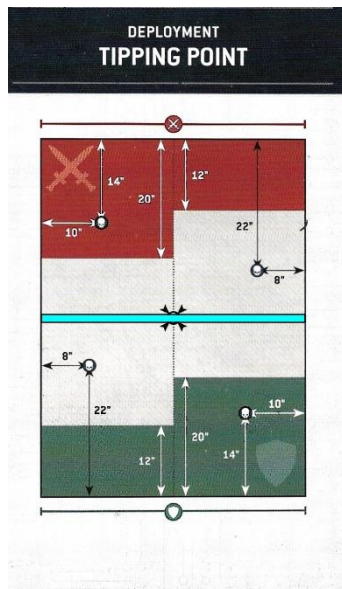
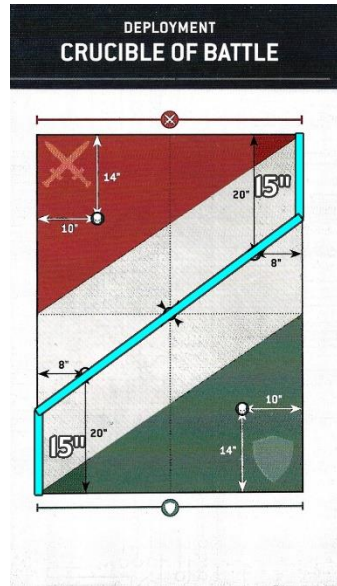


3D PRINTED TERRAINS



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Land Placement Rules: The images below show how to appropriately divide the table halves based on where players can place their pool of lands. Separation was created this way to ensure that no player could influence the placement of the field in their opponent's deployment zone.



Players will follow the normal pre-match setup steps outlined in the Leviathan Mission Pack, with the exception of swapping step 5, create the battlefield and 6, determine the attacker and defender. The Defender chooses their table side and the players separate the field as shown in the images above.

Continued

During the step to create the battlefield, the player designated as Defender will place the first piece of terrain from their terrain pool following the guidelines below. The player designated as Attacker will then place a piece of terrain from their terrain pool following the instructions below. Once this is complete, starting with the Defender, players will alternately place a piece of land from the land pool until all lands have been placed. All terrain pieces **MUST** be placed.

- ⚙️ Players can only place land in their half of the table, as shown in the images above.
- ⚙️ The terrain can have 1 corner that touches the edge of the table but must be at least 4 inches from another piece of terrain. Additionally, the lands designated 2 and 3 can be placed along the edge of the board if desired.
- ⚙️ Land marked with an asterisk (*) must be at least 5" from another piece of land marked with an asterisk.
 - Note: In the event that one or more players own a model that has a footprint greater than 5" in diameter at their narrowest measurement, that player may adjust their terrain in their half as needed to allow it to be able to cross the board (your opponent can still follow normal court placement guidelines on their half of the board) Call a judge for assistance if needed.

⚙️ **No terrain piece of any kind may be placed within 4" of the center of the table.**

⚙️ Setups that have multiple containers assigned to half of a player's terrain must count the containers as a single piece of terrain and at least one container must be stacked on a 2nd level and each container must touch another. Place them in a tangent configuration flat on the table following the placement guidelines above. Containers cannot be placed vertically and must have their longest sides parallel to the tabletop.

⚙️ Terrain can be placed on the 40mm objective circle, but vertical ruin walls must remain 1 inch from the 40mm objective circle.

⚙️ **With 3D Printed Terrains, any open doors or openings having grates are considered fully covered and no line of sight can be shot through these holes or openings of any size. Ex. Ventilation grilles, open doors or hangar doors.**



MAIAEE AND FLAMYLEFOX

Maiaee and FlamyLeFox are two of our artist judges. Maiaee is a “Bob Ross” painter on Twitch while FlamyLeFox does hand woodburning as well as canvases. If you want to place an order, you can find them on:



Twitch.tv/maiaee and <https://linktr.ee/flamylefox>

LA QUÊTE DU BOIS

La Quête du Bois a.k.a Frank is a trained woodworker who makes custom geek tables, whether for your Warhammer, dungeons and dragons or other needs! If you want to place an order you can go through here:



<https://laquetedubois.com/>

JEUX AZ INC.



Jeux AZ Inc. is a small board game store located in Châteauguay as well as a Twitch channel which brings together the participation of several streamers around an interrelated game in an entirely original universe. If you want to support the store you can shop here:

<https://jeuxaz.games/>

XOLK

Xolk is a Quebec company that develops a variety of articles for modelers from which a good part of our terrain comes. Their main objective is to increase the immersive experience of consumers all at affordable and motivating prices. To shop their products, click here:



<https://www.xolkstore.com/fr>