

### **The Adventurers Attic – BirkenHammer League 1 2025**

Hello, The Adventurers Attic is delighted to announce the league rules pack for The Adventurers Attic BirkenHammer League 1 2025.

Key Rules:-

- You are locked to the faction you start with. You must bring a legal 2000pt Warhammer 40k army.
- You may make list changes after each game, but not detachment changes.
- All league games must be played in The Adventurers Attic.
- A secret prize has been provided for the winner by The Adventurers Attic.
- The first two games will have random pairings, after the first two games, Swiss-system Tournament Pairings (Swiss pairing system is a tournament pairing system that aims to pair players with other players of comparable skill level, we will be using your total VP from each month to calculate this) will be used going forward to ensure a fair and balanced game for all.
- Players must play 2 games per month. If you are unable to play a game, it will be scored as 40VP (I feel giving 0VP for missing a game is too crippling, but we want to incentivise players to play their games) and a loss, your opponent is welcome to play their games against another player so long as they adhere to the rules listed here.
- Players are welcome to play their games whenever they are free, but they must abide by the Mission Pack set by the organiser to play those games.
- There will be a dedicated 'League Play Day' held on the last Sunday (10:00am – 4:00pm) of each month, players are welcome to turn up and play one or both of their required games, or to just hang out and watch some games. (Current capacity for this will be 8 players/4 tables, first come first serve)
- Winners will be decided by the overall number of Victory Points scored through the 6 games played after 3 months (meaning you could lose all your games and still win if you score enough points!).

- A mission pack (Mission rules/terrain layouts/deployment layouts) will be shared prior to each game (the TO will share this information on the 1st of each month, it will cover both games being played).
- Models do not have to be painted and all players will receive the 10 points per game for painted models. Proxys & kit-bash models are welcome & encouraged so long as they are on the correct base size. Please disclose any proxy/3rd party units with your opponent prior to starting your game.
- This league will be using the Pariah Nexus Mission pack and most up to date MFM & Data slates. If a new Mission Pack/MFM/Dataslate is released it must be used as soon as it is widely available.
- Each month will have a 'Secret Mission' that players can complete for an extra 5VP per game. The Secret missions are revealed along with the mission pack on the 1st of each month.
- Please record your game scores through the TableTop Battles app where possible and submit a screenshot of your scores to the TO. (TableTop Battle is a free phone app which is a great resource for game score tracking)

### **Terrain**

While using GW terrain layouts please note that the ground floor of all ruin walls are considered to be closed/blocked and LOS blocking (including windows/doors).

The blue boxes on the GW terrain layouts are 2" walls which vehicles may pass over but not end their move on top of. These may be represented with containers/other small terrain if need be.

If you have any other questions please don't hesitate to contact the TO!



**Game 1 Pairings :-**

Deployment – Sweeping Engagement

Terrain Layout (GW) – 6

Primary Mission – Linchpin

Mission Rule – Smoke & Mirrors

**Players**

1. 3 & 8 – Jehanzeb & Vince
2. 10 & 2 – Bear & Matthew
3. 5 & 12 – Andrew & Owen
4. 9 & 1 – Rob & Bobby
5. 6 & 14 – Adam & Steven
6. 4 & 11 – Dan B & Sam
7. 7 & 13 – Paul & Dan M

**Game 2 Pairings :-**

Deployment – Hammer & Anvil

Terrain Layout (GW) – 7

Primary Mission – Terraform

Mission Rule – Inspired Leadership

**Players**

1. 3 & 11 – Jehanzeb & Sam
2. 7 & 2 – Dan M & Bear
3. 5 & 14 – Owen & Steven
4. 8 & 1 – Vince & Bobby
5. 4 & 10 – Dan B & Matthew
6. 6 & 12 – Adam & Andrew
7. 9 & 13 – Rob & Paul

**Game 3 Pairings :-**

Deployment – TBC

Terrain Layout (GW) – TBC

Primary Mission – TBC

Mission Rule – TBC

**Players**

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.

**Game 4 Pairings :-**

Deployment – TBC

Terrain Layout (GW) – TBC

Primary Mission – TBC

Mission Rule – TBC

**Players**

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.

**Game 5 Pairings :-**

Deployment – TBC

Terrain Layout (GW) – TBC

Primary Mission – TBC

Mission Rule – TBC

**Players**

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.

**Game 6 Pairings :-**

Deployment – TBC

Terrain Layout (GW) – TBC

Primary Mission – TBC

Mission Rule – TBC

**Players**

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.