



**DROP POD WARGAMING**



**NARRATIVE EVENT**  
**DROP POD WARGAMING**

**2024**  
**PLAYERS**  
**PACK**

**DROP POD WARGAMING**



DPW NARRATIVE EVENT DETAILS

# ENTRY & REGISTRATION

Entry fee for the DPW Narrative Event April 13th, 2024, is 25 kr. per player. Payment must be made via Posthusets website.

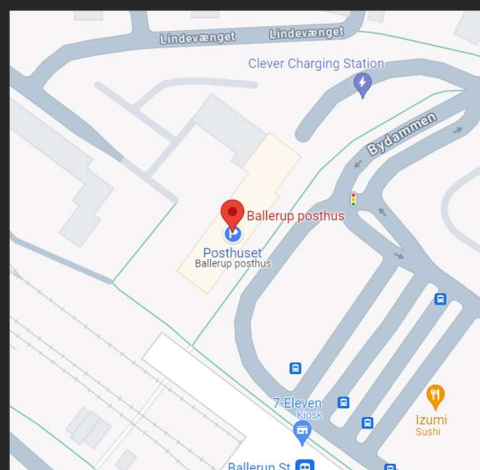
\*INSERT LINK\*

## REFUNDS AND CANCELLATION POLICY




All tickets are digital. You will not receive physical tickets. For the DPW Narrative Event April 13th, 2024. Tickets may be transferred to another party up until Friday, April 12th. In the instance the event is cancelled due to forces outside of our control, such as Covid-19, customers may donate their ticket revenue (fully or partially) to the event to help offset the significant financial burden the event faces in the event of a cancellation (with our sincere gratitude), ask for a refund which will be issued even if the cancellation occurs after April 12th. In the instance the event is forced to cancel, refunds may take up to 90 days to process.

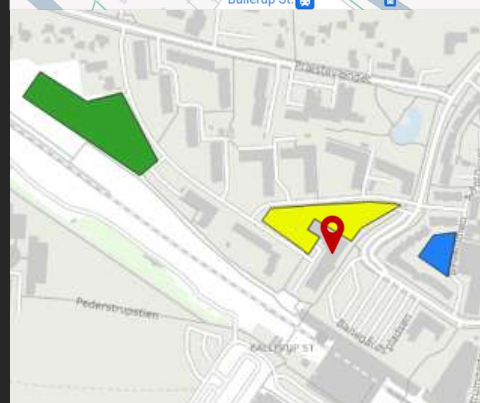
## DPW LOCATION

The event will be held at Posthuset, Banegårdspladsen 7, 2750 Ballerup. We are literally on Ballerup Station, with S-tog (C), S-busses (350, 400 & 500), E-busses (40 & 55) as well as other minor bus routes.



## PARKING

-  Unlimited parking
-  4-hour parking until ???
-  1-hour parking



## DRINKS, FOOD & SNACKS

Drinks can be bought on site and work is being done to obtain discount coupons for food places in the area.

Tuborg dåse øl: 15 kr.

Sodavand (coca cola alm. + zero, faxe kondi): 10 kr.

Monster Ultra Zero: 15 kr.



**ABOUT THE DPW NARRATIVE EVENT**

# EVENT OUTLINE

The DPW Narrative Event is a 1 day, 2 round event that takes place on April 13th, 2024. The players will be matched by playing at pre-decided tables.

In this narrative event you and your opponent will encounter, not only each other, but also the dangers of the planet Thiliv. Inhabitants of the planets and other dangers will make your mission even more difficult.

On arrival you will draw an envelope assigning you to Team Beta or Team Delta. It will also tell you at which tables your two games will be played at. There may even be a secret mission for you to accomplish.

The crew at the event will come to your table and roll a dice when an event occurs (1-3 means Team Beta Player, 4-6 means Team Delta Player) and present some form of event. The opposing player might play a role in this event. Events will only occur between phases. That means that when a crew member steps up to your table, your game will pause, when you have finished the current phase.

## REGISTERING FOR THE DPW NARRATIVE EVENT

Registration for the DPW Narrative Event will be done by Posthuset website alone. In case the number of registering players is uneven, the tournament a stand-in will be at the ready.

### EVENT SCHEDULE

09.00-09.30	Registration *
09.30-10.00	Briefing by TO
10.00-13.30	Game 1
13.30-14.30	Lunch
14.30-18.00	Game 2
18.00-18.15	Break
18.15-18.45	Award Ceremony

\*If you arrive later than 09.30, a stand-in will take your place.

**WHAT YOU NEED TO KNOW**

# EVENT RULES

- 10th edition, 2023 Leviathan GT Pack
- 1500 points Strikeforce armies, no painting requirements\* and WYSIWYG
- Preset missions (deviating from Leviathan Mission Pack) and terrain, played on a 60" by 44" table.
- Forgeworld units are allowed, but no Titans (Tau'nar, Revenant, ...).
- Units of Legend may not be used.
- A player may demand that a chess clock\*\* is used but must in that case provide one themselves.
- Easily read dices are required.

\*but there will be a price for best painted army

\*\*An app on a device is acceptable

## WYSIWYG & 3D PRINTED MODELS

The DPW Narrative Event armies have to be WYSIWYG, remember to ensure the base sizes are up to date. Models that are not official, do not fit the WYSIWYG profile, or considerably deviate from the norm MUST be presented in an email to: [davidbuus83@gmail.com](mailto:davidbuus83@gmail.com) (with pictures and a clear description), at least 2 weeks PRIOR to the event and meet an approval from the tournament team before they can be used at the event.

**3D printed models** are allowed but must always be approved following the same guidelines as above.

## LIST SUBMISSION

At this event, we will trust that you follow the guidelines, or bombard you with tons of acid rain, missiles and fierce tyrannids! But just in case – you're required to send a list to [davidbuus83@gmail.com](mailto:davidbuus83@gmail.com) no later than Friday April 5th, 2024.

All lists will be submitted using the export format from the official GW app, presaged with the following header:

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Player Name:

Factions Used:

Army Points:

Army Enhancements (list on which model):

Detachment Rule:

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**WHAT YOU NEED TO KNOW**

# EVENT TIMELINES

**LIST & SUBMISSION TIMELINE**

Registration & Payment Deadline	Friday, April 5th	23:59
Rules & Publication Cut-off Date	Friday, April 5th	23:59
Model Approval Deadline	Friday, April 5th	23:59
Registration & Payment Deadline	Friday, April 5th	23:59
Rules & Publication Cut-off Date	Friday, April 5th	23:59
List Submission Deadline	Friday, April 5th	23:59
Model Approval Deadline	Friday, April 5th	23:59

## TO'S

The Tournament will be officiated by a TO and referees. A TO's word is final, and a decision may not be escalated. Any ruling that may have a severe impact on the outcome of a game are only ever made in concert with between the team of tournament holders. Abuse of any kind will not be tolerated where our tournament staff are concerned.

Official complaints after the round will be handled by request of either player immediately after the round. Both relevant players and both TO's will participate. TO's will hear one statement from each player and their counterpart's response. After this the TO's will make undisputed judgement about the case. Possible infractions and associated cards are valid in the next round of DPW Tournament.

## PAIRINGS AND SCORING

Scores will be submitted to a TO or referee, both players do this together as soon as the game has finished.

Pairings are pre-decided by the faction you join.

## PRIZES

Prizes will be awarded for 1st place, 2nd place, 3rd place and best painted army. The best painted army will be chosen by the tournament holders. All prizes will be awarded at the award ceremony.


- Best Painted Army – Gift Card for Format Cinema





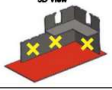
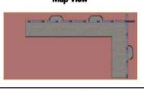


# HOW YOU'RE GOING TO PLAY


## MISSIONS & TERRAIN


### TERRAIN INFORMATION





#### TERRAIN INDEX v1

<b>THREE STOREY RUIN</b> 3D View 	<b>THREE STOREY RUIN</b> Map View 	Dimensions Length: 9" Width: 5" Height: 9.5"  Footprint Size: 12"x6"	Rules Terrain Category: Ruins  <b>All floor widths are 33mm.</b>
<b>TWO STOREY RUIN</b> 3D View 	<b>TWO STOREY RUIN</b> Map View 	Dimensions Length: 9" Width: 5" Height: 5.01"  Footprint Size: 12"x6"	Rules Terrain Category: Ruins Clarification: Treat all ground floor windows as closed  <b>Top floor width is 51mm.</b>
<b>CONTAINERS</b> 3D View 	<b>CONTAINERS</b> Map View 	Dimensions Length: 5" Width: 2.5" Height: 5"  Footprint Size: NO additional footprint	Rules Terrain Category: Armoured Containers Clarification: You can NOT draw line of sight between the gaps between a container and another container or the table floor.


 Warmaster GT will use the following list of maps:  
 Round 1: Map 3 - Round 2: Map 2 - Round 3: Map 4 -  
 Round 4: Map 12 - Round 5: Map 7 - Round 6: Map 6  
 Round Shadow: Map 10 - Round 7: Map 5 - Round 8: Map 14


 This part of terrain feature is shorter than 4" for the purpose of allowing models with abilities allowing them to move over terrain 4" and shorter as if they were not here. This does not allow such models to end any move within a wall.


 Models can not draw line of sight through gaps that has been marked with this symbol. (From ground level to the top of the shortest ruin)


 Floors are 3" and 6" high respectively. Two Storey Ruins have only one additional floor. Three Storey ruins have two additional floors other than the ground level.

All buildings are to be considered as fully closed (no windows or holes)

## PRIMARY MISSIONS, MISSION RULES & SET SECONDARIES

### GAME 1

Priority Targets, Minefields, Engage on All Fronts & Assassination

### GAME 2

Take and Hold, Sweep & Clear, Storm Hostile Objective & Cleanse

## TERRAIN LAYOUT

The terrain layouts are not revealed before arrival at the event.



DPW NARRATIVE EVENT SPONSORS

# MEET OUR SPONSORS



MAIN SPONSOR



TECHTEKET HELPS WITH THE PRODUCTION OF TERRAIN

