

Team Trash Bandits

Twin Swords!



15/03/26

The Boring Bit!

Welcome! Let's get the boring stuff out of the way first, so we can get to the fun smashy make frenemies bit 😊

List format because its fast and im lazy :D

- **Date** – 15/03/26
- **Time** – 09.00-19.30 (ish!)
- **Points** – 2000
- **List Submission & rules cutoff** – 08/03/26, 20.00
- **Painting** – Battle ready as per GW specs
- **Scoring/Rules** – WTC/WTC
- **Terrain** – UKTC
- **Food** – Ticket price includes a sandwich meal/snack provided by the venue!
- **Cost** - £20
- **Spectators** – encouraged! Free entry, come check out the venue!
- **How sweaty should I be?** – up to you! Be as sweaty or daft as you like, the main goal will be fun 😊
- **Proxies** – please post any proxies in the main event chat for approval, please try to provide reference for size, shape etc
- **Prizes!** – up for grabs shall be 1st, 2nd, 3rd, most sporting and wooden spoon!

The Less Boring Bit!

SCHEDULE:

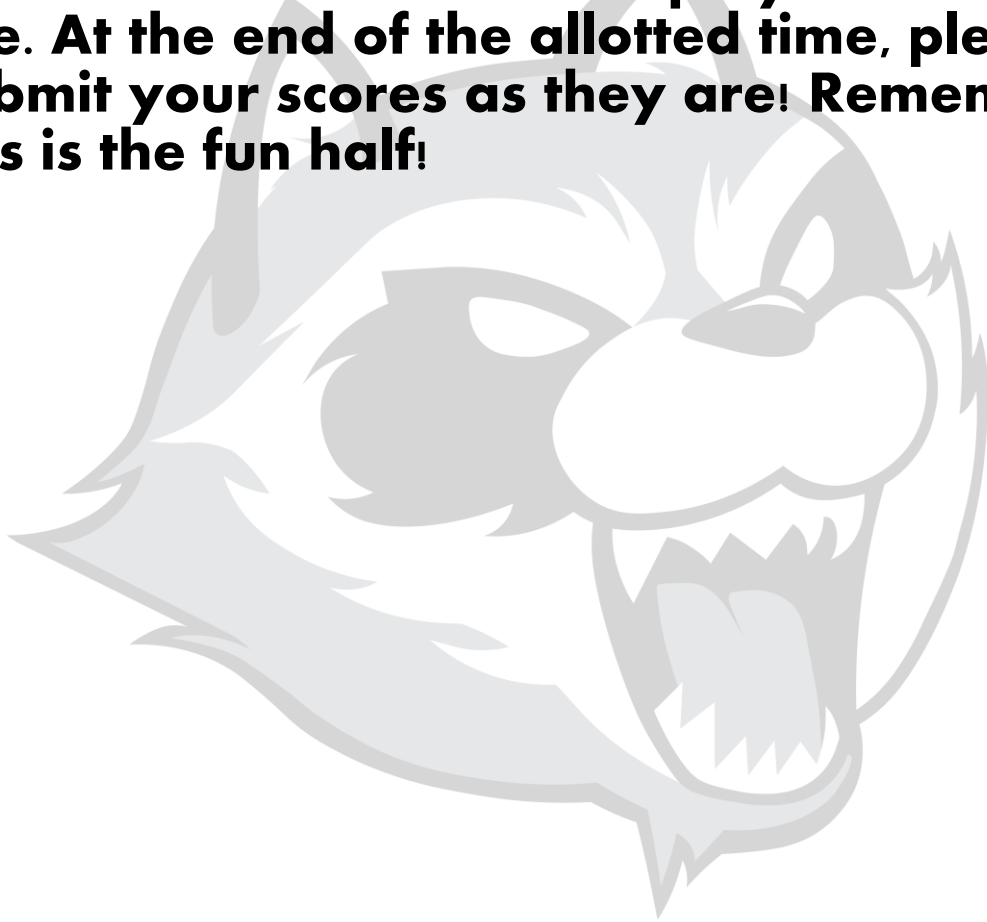
- 09.00 – Entry, mingle, trash talk
- 09.20 – Short chat, welcome, fire exits, don't sue me etc
- 09.30-12.00 – Round One
- 12.00-13.00 – Lunch!
- 13.00-15.30 – Round Two
- 15.30-16.00 – Short break/Pairings
- 16.00-18.30 – Final Round
- 18.30-18.50 – Pack down, tally up, collect yeeted dice
- 19.00-19.30 – Awards!

Schedule is intended as a guideline, we all know these things get derailed half the time, so please do your best to stick to times! :D

The Mildly Stern Bit!

Following on from feedback from previous events, we are introducing some measures for round timings.

Each round will be TWO hours FORTY minutes, a timer will be displayed for all to see. At the end of the allotted time, please submit your scores as they are! Remember, this is the fun half!



The NOT Boring Bit!

AWWWW SHOOT, HERE WO GO AGAIN...



It's 2026! Welcome to our first event of the year, naturally it's a double header 😊
This will be 2 events rolled into one, because why not! Twin swords will be a 12 player competitive RTT, as well as a simultaneous 8 player narrative/ fluffy rtt!

Timings apply to all players, however play style is grouped to either event 😊



boards to follow!

TERRAIN KEY – SUGGESTED TERRAIN HEIGHT


MORE THAN 4"	2" OR LESS
	

For model mobility purposes, we have shaded the area terrain outlines in the above colours to show our recommendations for how tall the terrain should be in each section.

Below are examples of Ruins terrain placements within area terrain sections, as well as icons that denote if connected area terrain outlines are a single area terrain section or separate area terrain sections when determining line of sight.

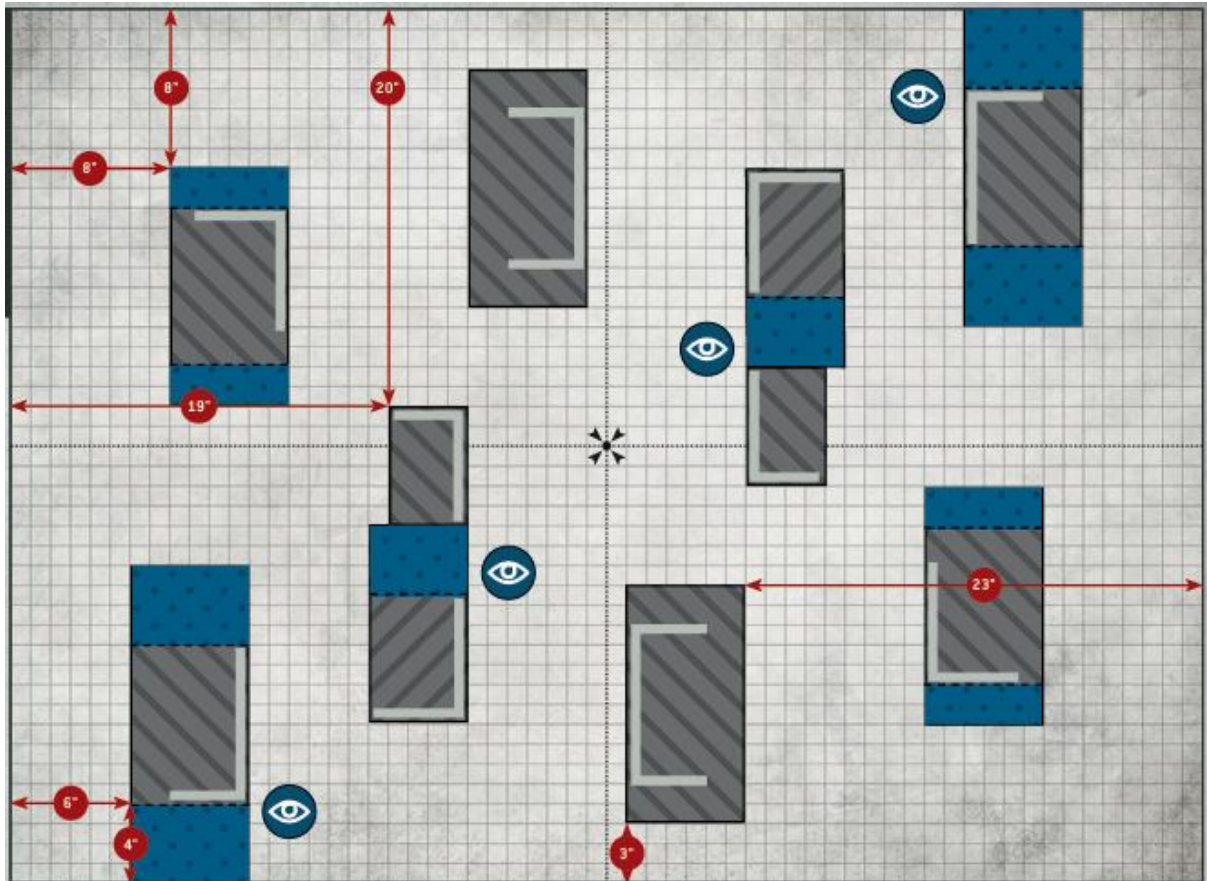
These height and Ruin placement guidelines help provide a balanced tournament experience; as organisers you are free to adjust this to suit your terrain collection.

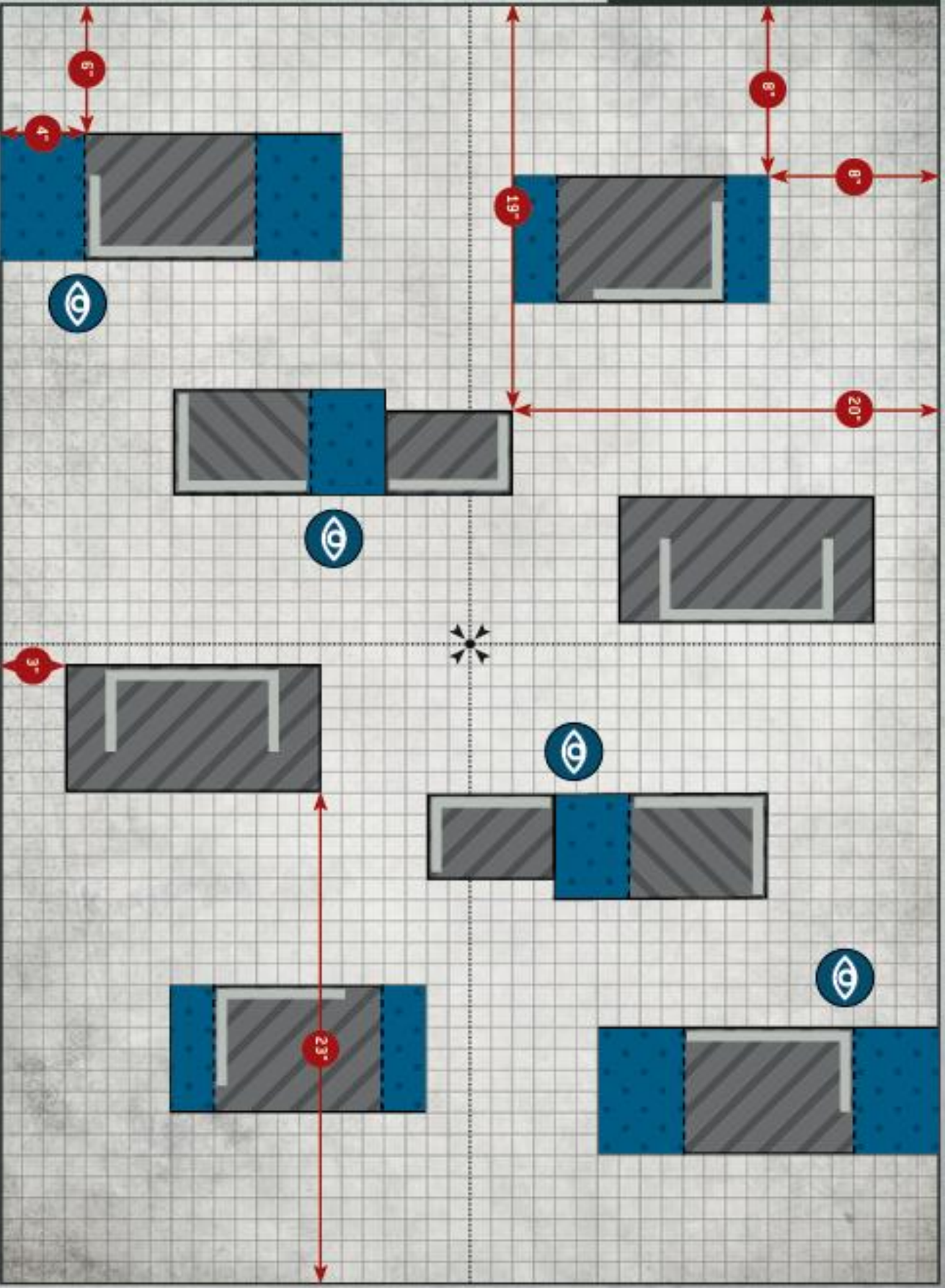
 **RECOMMENDED
RUINS TERRAIN
PLACEMENT**

	
SINGLE AREA TERRAIN SECTION	SEPARATE AREA TERRAIN SECTIONS

1

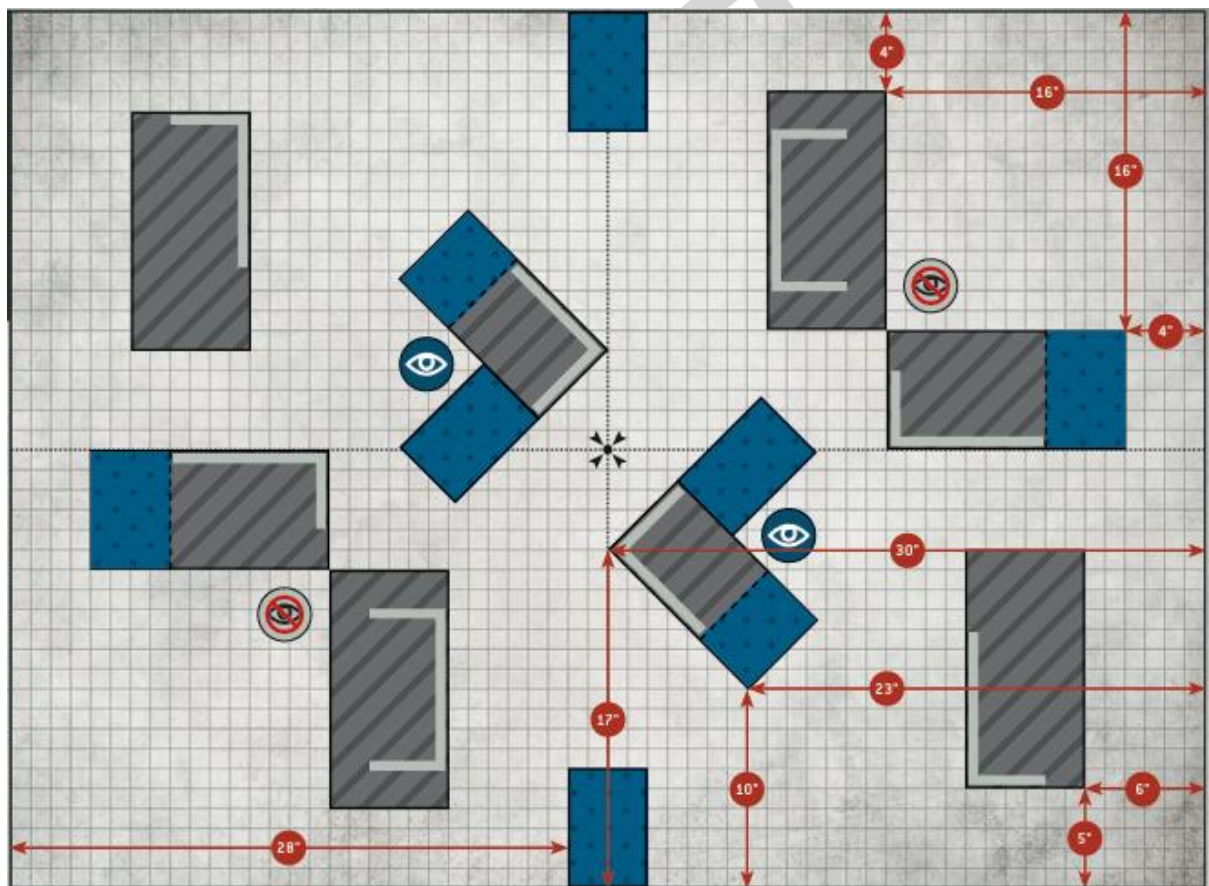
Mission: Scorched Earth (D)

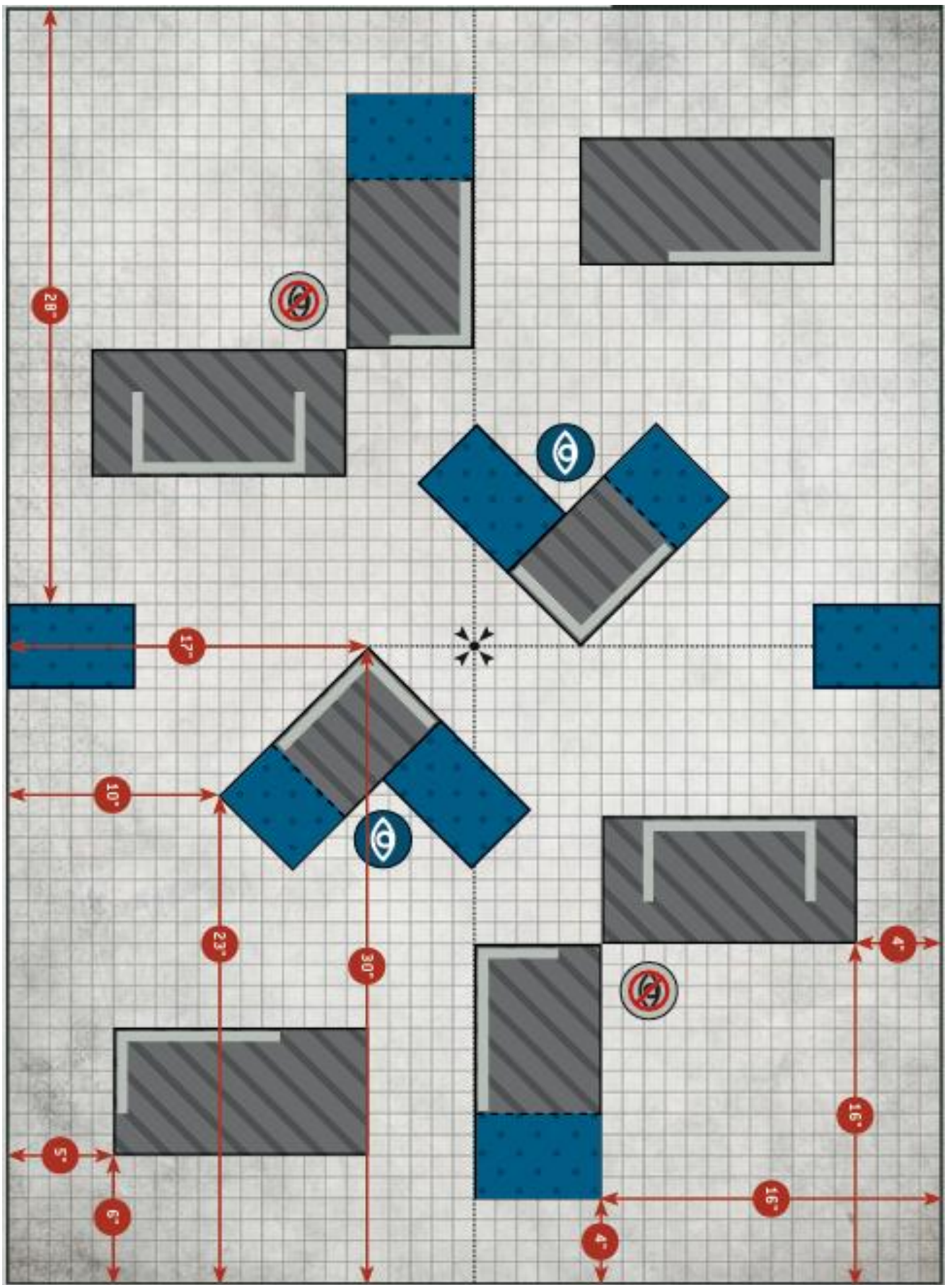




2

Mission: Take and Hold (L)





3

Mission: Terraform (O)

