



CHARITY ACHEIVEMENTS TOURNAMENT

4TK GAMING - COLCHESTER - 18th NOV 2018



40K Charity Achievements Tournament

Warhammer 40,000 Achievements is a three game charity tournament with a twist. The event is distinctive in that it can potentially be won by a player who loses all their games!



This event is in support of LUPUS UK (registered charity no. 151610), the only national registered charity supporting people affected by lupus.

What is lupus?

Lupus (systemic lupus erythematosus or SLE) is an illness of the immune system in which the body's defence mechanism starts making antibodies against its own cells. It is therefore called an auto-immune disease. This immune response can cause inflammation in cells which can affect one or many tissues in the body: skin, joints, muscles, blood vessels, blood cells, brain and nerves, other organs such as lungs, heart, kidneys, gastrointestinal tract and/or the linings around internal organs.

Approximately 1 in 1,000 people in the UK have lupus. Around 90% of people with lupus are female, although men and young children can also develop it. People of black African, Caribbean and Asian origin are more likely to develop lupus than those of white European origin.

At present there is no cure for lupus, but those diagnosed usually receive ongoing treatment to lessen the impact of the many symptoms. It is rare for lupus to be fatal but patients can face an increased risk of premature death, mostly due to infection or cardiovascular disease.

You can learn more about lupus at www.lupusuk.org.uk

Darius could not believe his luck! Only 30 seconds earlier he had been talking to the quartermaster at the forward equipment post and had managed to get a brand new flak vest without filling in the required A383b form and now, safe and sound, he was looking at the crater where the post had been. Obliterated by the falling blitz bomber the post and master were no more. Patting his winnings from last night card's game in his jacket pocket, he started fondly recalling that girl he met on the way back to barracks..... shrugging his shoulders at the fact he couldn't remember her name, he almost missed the call for battle stations from the captain. Running forward to the nearest trench, he tripped over a ammo crate and fell face first into a large puddle of water. Gasping for air as he looked up the next thing he saw was the manic grinning of a burna boyz flame throwing the trench. As the screams of his squad echoed, Darius thought that maybe it was time to quit, while he was still alive.....!

Army Selection:

- Armies must not exceed 1,750 points.
- Armies must be battle-forged.
- A maximum of three detachments are allowed.
- Publications in use: All current and in-print Warhammer 40,000 Index books, Codexes, beta rules, FAQs and errata from Games Workshop and Forge World. We expect you to use the most current datasheets for your models – e.g. those found in a Codex rather than an Index if a Codex is available for your army. This means that you may use Faction-appropriate Index datasheets that might not appear in your Codex (such as Chaplain on Bike).
- Armies do not need to be fully painted and based.
- Miniatures should be fully built and it should be clear to your opponent and the tournament organiser what wargear each miniature is equipped with.
- Command points and stratagems listed in Games Workshop publications will not be used for this event – please see details further on.

What you need to bring:

- A 1,750 point battle-forged army.
- Any rules publications needed for the game and army (40K Rulebook, Chapter Approved, Codex/Index, FAQ etc.)
- Objective markers numbered 1-6
- Dice, tape measure and tactical objective cards
- Cash

Timings:

08.30; Registration
09.00 - 11.30; Game One
11.30 - 12.00; Break
12.00 - 14.30; Game Two
14.30 - 15.30; Lunch
15.30 - 18.00; Game Three
18.15 - Results and Awards

Missions:

Chapter Approved 2017 Maelstrom of War Missions will be used for all three games. The mission will be rolled for everyone before each round.

Stratagems:

Each player has access to nine stratagems created for this event listed below. Instead of using command points, these stratagems are activated by making a £1 donation to the TO. These stratagems are one use only per game.

1. **Magic Tape Measure** - During the Movement phase select a unit or model they can move an extra 50% further.
2. **Curved Bullets** - During the Shooting phase select a unit or model they gain the Barrage special rule.
3. **Supreme Psychic Ability** - During the Psychic phase you automatically pass the first test needed to cast any ability.
4. **Combat Discipline** - During the Assault phase all units or models that charged strike first.
5. **Blessed Armour** - Automatically pass any one armour or invulnerable save during any phase.
6. **Loaded Dice** - Chose the result of any one friendly dice roll.
7. **Original Deepstrike** - Ignore the change of rule for deepstrike for one model or unit.
8. **Brain Bugs** - During either the Shooting or Assault phase take control on any one unit or model it acts as if it was yours for the remainder of that phase.
9. **Tactical Foresight** - Discard any number of objective cards and re-draw that many.

Mega Stratagems:

In addition to the stratagems listed above, a select number of exclusive one use only "mega stratagems" will be available to purchase on the day.

1. **Infinity Gauntlet** - Pick any model or unit they are removed from play, this counts as having being destroyed.
2. **I'll be back** - Return any units or model to play that has been previously destroyed.
3. **Nothing to See Here** - Cancel any stratagem your opponent just used.
4. **Supercharged Relic Weapon** - Replace the damage profile or any models close combat weapon to 6.
5. **Maximus Decimus Warlord Trait** - Any model within 9" of your warlord gains the Feel No Pain rule on a 4+.
6. **Ablative Armour** - Pick on vehicle that vehicle gain an additional toughness for the remainder of the game.

Event Scoring:

A maximum of 85 tournament points will be up for grabs for each player;

Each game will have 10 points up for offer:

Annihilation (no enemy models on the board) = 10 points

Strategic Victory (most mission points scored) = 7 points

Draw = 3 points

Loss = 1 point

There are 60 achievements available to players split into five categories;

1. Generalship – these are achieved through the games
2. Army Selection – what you bring in your list
3. Army Building – Achieved for painting and building your army
4. Sports – Being sporting
5. Negatives – For the more gamey people out there....

Each achievement can only be scored once per player.

What is this Achievement Lark then?

The achievements are the main focus of the event. The award for Best Overall will go to the player who scored the most points and hopefully the winner could come from anywhere within the field! The Achievements are diverse enough that they can be attained by most players throughout the day. Be warned though; getting every Achievement is probably not possible, and to gain the most Achievements you will probably need to do things in games that would not normally seem, let us say, sensible. The idea is to promote fun games where the unexpected happens.

Achievement List:

Generalship Achievements

- Seize the initiative!
- Richard Hammond Award – Totally wipe-out your opponent's army
- I'm Not Scared! – Pass a Morale Test with a roll of a 1
- One Man Army – Charge a lone CHARACTER into a unit of 15+ models
- Crash Landing! – Kill a unit with the FLY keyword
- Mind Bullets – Do 3 wounds with a single Smite
- Eager Beaver – Complete a turn 1 charge
- Super Charged! – Perform a max distance (double 6) charge
- Where'd he go?! – Miss a shot with a 2+ re-rollable ranged weapon
- Spray bullets – target a different enemy unit with every ranged weapon within an INFANTRY unit that has at least four models
- Oh! You Want Some Too!? - Split a units combat attacks between multiple enemy units
- Bullet Magnet – Fail 8 or more armour/invulnerable saves in a row
- Heroic Duel – Kill a Warlord with your Warlord
- Totes Morts - Inflict 6 wounds/mortal wounds on a D6 roll
- Splat! – Kill a multi-wound model with one shot/hit from a weapon
- Willpower– Dispel an opponent's psychic power
- Cold Feet - Fail a charge of 4" or less

- Free Hugs – Have every model in your army (at least 5) within 1” of an enemy model
- First Blood – Kill the first model of the game
- Death by a Thousand Cuts – Kill a MONSTER with a TROOP unit
- Chop off the Head – Kill a CHARACTER model
- Kamikaze – Cause at least one mortal wound to an enemy unit when a VEHICLE in your army explodes
- Monster Hunter – Kill a MONSTER model that doesn't have the CHARACTER keyword
- Splitter – Finish the event with a win, a draw and a loss
- Ultimate Warrior – Win all your games

Army Selection Achievements

- Big 'Ol Boy– Include a unit with the MONSTER or TITANIC rule in your army
- Swarm – Include 5 or more TROOP units
- Faction Specific – Stick to one faction keyword when building your army (not including AELDARI, CHAOS or IMPERIUM)
- Terror from the Skies – Include a unit that has the FLY keyword
- One of a Kind – Have no duplicate unit entries in your list
- That's My Boy (or Girl) – Include a Named (Unique) Character
- Derren Brown – include a unit with the PSYKER keyword
- Speed Freekz – Take 2 or more FAST ATTACK units in your army
- The Fellowship – Build your army using only one detachment
- Big Guns Never Tire! – Include a unit with the VEHICLE keyword

Army Building Achievements

- Face-melter – Use a fully painted and based army for the tournament
- Conversion Corner – Include a converted unit in your army
- Old School – Include a unit of metal miniatures (it may be a character)
- Plant the Flag! – Paint an impressive banner with Freehand on it!
- Down and Dirty! – Demonstrate weathering techniques across a unit
- Diorama – Include a mini diorama in your army
- I'm all about that Bass (Base) – Show off some scenic bases (not just sand and flock)
- Technicality – Use a GW technical paint in your army
- X Marks the Spot – Make some custom objective markers
- Greenstuffer – Include a model with some greenstuff sculpting (not filling) on it

Sports Achievements

- Barman – Supply your opponent with a drink
- Turncoat – Give your opponent advice on what he can do to beat your army
- The Written Word – Write background fluff for your army
- Dude! That's Coked – Allow your opponent to reroll any one dice
- Puppy Dog Eyes – Let your opponent go back and do something they forgot
- InstaFace – Take a mid-game selfie with your opponent
- After You – Decline the first turn after winning the roll-off
- Time Manager – Complete all 3 games (games go to 5 turns/army is destroyed)
- Most Sporting – Receive a 'Most Sporting Opponent' nomination
- Non-altruistic giving – Use a stratagem

Negative Achievements (-1 achievement point)

- Spammer – Take three or more of the same unit
- How many wounds?! – Cause more than 15 mortal wounds in one turn
- That's the magic number! – Take 3 or more miniatures with 20 wounds or more each
- Jammy Git – Pass more than 10 armour/invulnerable saves in a row
- Unsinkable – Have more than 66% of your army in 2+ armour

Prizes:

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| 1st Overall | – A glamorous trophy |
| 2nd Overall | – A lovely certificate |
| 3rd Overall | – A (slightly less) lovely certificate |
| Last Place | – A wooden spoon |
| Painting Competition Winner | – A magnificent trophy |
| Everyone else | – A good fun day, a sense of accomplishment for helping a great charity and a discount on Warhammer 40K products in the shop. |