



4TK TEAM CHAMPIONSHIP

TOURNAMENT PACK v1

7TH OCTOBER, 2018

4TK TEAM CHAMPIONSHIP EVENT ESSENTIALS

Date: Sunday 7th October 2018

Location: 4TK Gaming store, 20 Davey Close,
Colchester, Essex

Rules: Warhammer 40,000 Matched Play. Games Workshop 'Beta' Rules for Matched Play are in use with one exception, see army selection for the 'rule of 3'.

Team & Army Size: Three Armies, 1,750 pts each

Army Selection: Each army in the team must be battle-forged with a maximum of three unique detachments (no duplications). The Big FAQ 'Beta' rule to determine the number of times each datasheet can be included, applies to the total in use across the team (3 armies) not to any one army. This will allow 2 or 3 armies to use the same codex.

Missions: Primary, secondary and tertiary mission (mixture of Eternal War and Maelstrom of War missions).

Number of Games: Three

Publications in use: All current and in-print Warhammer 40,000 Index books and Codex's from Games Workshop and Forge World, unless their release falls on the weekend prior to the event. 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).

Food & Drink: Free Tea and coffee will be provided. Lunch is not provided microwave fast food, snacks and soft drinks are available on site, there is a local Tesco min walk.

Terrain: Each round you and your team will be assigned to 3 tables. These tables will have a mixture of terrain density (high and low) and is part of the tactical decision your team has to make when matching opponents.

Terrain is pre-set on the tables. The terrain should NOT be removed, moved, re-adjusted, etc. We know that during an event that terrain does get moved around, so if you find yourself at a table that the terrain seems out of place or there are large areas with no terrain, call the judge over BEFORE you begin the game and have them re-set the terrain for that table.

GAMES

Each game round will be 2 hours 45 mins and includes time to pair off players in both teams. Make sure your team is ready to start as soon as the round begins so not to delays others.

To pair off each team should follow the process below. At any time the opposing team may request to see a copy of the army list of each player in your team, this should be ready to show on request.

Roll off to determine who puts the first player forward. See example below:

1. Team A lose the roll off and so must put their a player forward (1st player, Team A)
2. The Opposing team (Team B) then chooses one player to play 1st player from Team A.
3. Team A select the table to play, out 3 possible choices.
4. Next the opposing team (Team B) selects out of the remaining 2 players to put a player forward.
5. Team A then selects from their remaining 2 players.
6. Team B must select out of the last 2 tables which to play on.
7. The remaining players from Team A and Team B are then matched on the last table.



BATTLE ORDER

- 1. Exchange lists, discuss primary and secondary mission and terrain rules.**
Note terrain can not be moved unless instructed by the judge.
- 2. Generate Pre-game Abilities:** Make pre-game determinations such as Command Point expenditures, Warlord, Warlord Trait, Psychic Powers, Relics, and the like.
- 3. Determine Deployment Style:** The deployment style is dictated by the mission.
- 4. Place Objective Markers:** Armies either roll off to alternate placing objective markers or place them in accordance with mission directives.
- 5. Determine Deployment Zones & Deployment Order:** Armies roll-off and the winner chooses their deployment zone. The other Army begins deploying first.
- 6. Determine First Turn:** The Army that finished deploying first gains a +1 to the roll to go first. The winner of the roll may elect to go first or second; the other Army can attempt to seize the Initiative.
- 7. Secondary Objectives:** If required for the Game Round, select secondary objectives for mission.

OBJECTIVES AND DIFFERENTIAL SCORING

PRIMARY OBJECTIVES:

Eternal War Objectives: Eternal War objectives are ALWAYS scored at the end of the game.

Progressive Objectives: Progressive objectives are ALWAYS scored at the top of the player turn, after the first Battle Round.

SECONDARY OBJECTIVES

Advance: At the end of any of your turns, have all your units on the table (i.e. not in reserves) and have none of your units within your own Deployment Zone. This objective is not scoreable during Battle Round 1.

Fire for Effect: During any of your Shooting phases, destroy 3 enemy units. This objective is not scoreable during Battle Round 1.

Marked for Death: After exchanging lists, before anything else, secretly but clearly indicate (and mark down) three (3) of your opponent's units that you must destroy before the end of the game. Reveal these units to your opponent at the start of Battle Round 1.

Lead from the Front: At the start of any of your turns (before your movement phase), have your Warlord and no enemy models within 3" of any Objective that is not in your deployment zone.

Vanguard: At the start of any of your turns, have at least 1 of your units entirely within your opponent's Deployment Zone.

War to the Knife: During any of your Fight phases, destroy 3 enemy units. This objective is not scoreable during Battle Round 1.

Modified Kill Points: Every 100 points worth of enemy units destroyed by the end of the game (rounded to the nearest 100) is worth 1 Victory Point.

- Example A: 4 units worth 495 points rounds to 500/100 = 5 Victory Points
- Example C: 8 units worth 320 points rounds to 300/100 = 3 Victory Points
- Example D: 1 unit worth 385 points rounds to 400/100 = 4 Victory Points
- Example E: 1 unit worth 40 points rounds to 0/100 = 0 Victory Points

NOTE: A maximum of 20 Victory Points may be earned from Kill Points regardless of the number of units in a player's army.

TERTIARY OBJECTIVES

Slay the Warlord: If, at the end of the game, the enemy's Warlord has been removed as a casualty, you score 1 VP. If you prevent your opponent from scoring **Slay the Warlord** you score 1 additional VP.

First Blood: If you destroy a unit in the first turn you score 1 VP. You prevent your opponent from scoring **First Blood** you score 1 additional VP at the end of the game.

Linebreaker: If, at the end of the game, your army has at least one model from one or more scoring units completely within 12" of your opponent's table edge, you score 1 VP. If you prevent your opponent from scoring **Linebreaker** you score 1 additional VP.

HOW DIFFERENTIAL SCORING WORKS

Battle Points: Both Armies begin the game with 20 Battle Points. At the end of the game, Armies compare total VPs earned. The difference in VPs is added to the winning Army's Battle Points and subtracted from the losing Army's Battle Points. A difference of 20 VPs or greater is scored 40-0.

Example Game: Player One scores total 25 VPs and opposing Player Two scores 18 VPs; there is a 7 VP differential between the two armies. The Example Game is scored as such:

- o Player One: 27 Battle Points (20 starting +7 for VP Differential)
- o Player Two: 13 Battle Points (20 starting -7 for VP Differential)

In the case of concession, the winner is given 40 Battle Points and the other player is given 0.

In the case of a 'wipeout' (see Sudden Death rules), the winner earns 5 VP and the game is scored as normal.

TEAM SCORING

At the end of the round each team should combine the 3 games Battle Points to score the total Team Battle Points between 0-120.

Example: First player from 'Team A' scores 27 Battle Points, second player scores 10 Battle Points and the third player scores 32. The total Team Battle Points score is 69.

The opposing team 'Team B' total Battle Points score would be 51. Both scores should be clearly marked on the score card.

THE MISSIONS

GAME ROUND 1

Primary: Maelstrom of War - Tactical Escalation

Choose any three Secondary Objectives: Marked for Death, Lead from the Front, Fire for Effect, War to the Knife & Vanguard. (4VP each).
All Tertiary (2VP each)

Deployment: Search & Destroy

GAME ROUND 2

Primary: Maelstrom of War - Deadlock

Secondary: Modified Kill Points
All Tertiary (2VP each)

Deployment: Vanguard Strike

GAME ROUND 3

Primary: Maelstrom of War - Targets of Opportunity

Secondary: Eternal War Mission
- Scorched Earth (1VP for each objective held per turn)
All Tertiary (2VP each)

Deployment: Dawn of War

PAINTING REQUIREMENTS

All models should be painted and based to a tabletop standard. This means three colours applied in a cohesive and coherent format. Please use common sense in determining if a model is painted to tabletop standard. If you have to ask, then it probably isn't. Unpainted models will be removed from play.

WHAT YOU NEED TO BRING

- Your painted and based army
- 2 Copies of each army list (one for yourself and opponents and one for the judges)
- Dice and tape measure
- 6 objective markers numbered 1 to 6
- Maelstrom Cards (Faction specific)
- Rules, including core rule book, codices, indices and any FAQs relevant to your army.

FAQ

All Games Workshop FAQs released prior to 30th September will be used. This includes the 'BIG FAQ' in it's entirety. Where an ambiguity is not answered by official FAQs players should call a judge for determination.

MATCHING

Teams will be drawn randomly for the first round with a 'Swiss system' being used to determine team pairings for game rounds 2 and 3. Where winners are pitted against winners with similar scores (Battle Points) and losers are pitted against losers with similar scores. Teams will not play the same opponent twice in the 2nd Game Round. However, it is possible that you may have to play a repeat opponent in game round 3.



AWARDS

- 1. Team Champions:** Highest Battle Points Score. Highest VP for tie breakers.
- 2. Judges Award:** This is special recognition for team that has made particular effort in painting, team army theme or overall team sportsmanship awarded by the panel of judges.
- 3. The Tertiary Winners:** Most Slay the Warlord, First Blood and Line breaker Tertiary Objective VP's achieved. Total Battle Points for tie breaker.

Your team can only win one award on this list and will always win the highest ranked award.

SCHEDULE

8.00am - 8.45am Registration
8.45am - 9.00 Event Brief
9:00 - 11.45am Game Round 1
11.45am - 12.30am Lunch / Break
12.30am - 3.15pm Game Round 2
3.15pm - 3.30pm Break
3.30pm - 6.15pm Game Round 3
6.30 Winner Announcements

GAME ROUND 1

Primary: Maelstrom of War - Tactical Escalation

Any 3 Secondary Objectives:
Marked for Death, Lead from the Front, Fire for Effect, War to the Knife & Vanguard.

All Tertiary Objectives (2VP each)

Deployment: Search & Destroy

TEAM
NAME:

YOUR TEAM TOTAL
BATTLE POINTS:

vs

OPPOSING TEAM TOTAL
BATTLE POINTS:

Your teams total Battle Points + opposing teams total Battle should ALWAYS Equal 120. If not, please check your results.

	Primary	Secondary	Tertiary	Total VP	Differential VP	Start Battle Pts	Differential	Total Battle Pts
						20 +/-		
						20 +/-		
						20 +/-		
						20 +/-		
						20 +/-		
						20 +/-		

Each game the players Battle Points + their opponent's Battle Points should ALWAYS equal 40. If not, please check your results.

GAME ROUND 1

Primary: Maelstrom of War - Tactical Escalation

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All Tertiary Objectives (2VP each)

Deployment: Search & Destroy

TEAM
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BATTLE POINTS:

vs

OPPOSING TEAM TOTAL
BATTLE POINTS:

Your teams total Battle Points + opposing teams total Battle should ALWAYS Equal 120. If not, please check your results.

	Primary	Secondary	Tertiary	Total VP	Differential VP	Start Battle Pts	Differential	Total Battle Pts
Player A	12	3	6	21		20 +/-	-3	17
Opposing Player B	14	6	4	24		20 +/-	+3	23
						20 +/-		
						20 +/-		
						20 +/-		
						20 +/-		

Each game the players Battle Points + their opponent's Battle Points should ALWAYS equal 40. If not, please check your results.