Battle For Survival
GT Rules pack

Things you need to know
All armies must be painted and based minimum 3 colours.

Beta rules are in play.
No codex/army rules less than 14 days old

Lists must be uploaded to best coast pairings app 14 days before the event these will be hidden until all lists are in.
Must bring FAQ's and codexes for your army.
Models must be WYSIWYG.

Any converted models need to be of a very similar shape and size to the original model and pictures sent to us for verification we don't want you turning up and not being able to use a model.

Forge world is allowed but must have rules and FAQ's for the units no forge world beta rules.
You will need dice, objective markers, score sheets, pens and a tape measure.

Army list
2000 points maximum 3 detachments must be battle forged.
All of the normal rules apply with building your army e.g the rule of 3.
Any models that do not meet the painting standard will go up 1 on their ballistic skill and weapon skill (i.e BS 3 becomes BS 4).
Unpainted models will not be allowed.

Best Coast Pairings
We are using best coast pairings for this tournament and you will need to register and upload your list to our event on this app.
All your scores and pairings will be done through this app and you will be asked to enter your own scores into the app. (any issues someone will be there to help)

Missions

This is a 2 day event 5 games each will be an ITC Scenario which you will be told on the day.

All primary and Secondary missions from the most up to date ITC rules are in play to be found on the Frontline Gaming Website www.frontlinegaming.org
It is a swiss style tournament first round is random and after that you will be paired up depending how well you did in your last match up.

Tables will be marked out so there will be no registration we will address the players 15 minutes before we start the first game to make sure everyone one knows what is what for the day.

Each game lasts **6 Battle Rounds**. At the game's conclusion, the player with the *higher total score* is the winner. If one player chooses to concede before the game has come to a natural conclusion, they automatically score 0 points and their opponent is marked as the victor. At the time of concession, the victor keeps their current score and earns 4 points per remaining Battle Round towards the Primary Mission, assuming their army has enough forces to accomplish mission objectives. Additionally, the victor also earns the maximum number of possible Secondary Mission points left to them, also assuming the victor's army has the capability to accomplish the mission objectives.

Chess Clocks

Chess clocks are to be used if one of the players wants to you will have to provide your own or use an app. If both players agree not to use a chess clock there should be no complaints about time.

Deployment

Will differ slightly from the ITC Current format the Defender will choose their deployment type rather than roll for it. The attacker will choose weather or not to go first before the first battle round and no seize same as ITC.

Terrain

We will be using hab blocks on some tables all full hab blocks will have data sheet rules and can be blown up and made into a ruin. These hab blocks cannot be seen through even if you are able to they

block line of sight. Ruined hab blocks use the normal ruin rules, all ruins ground floor blocks line of sight.

Trees block line of site unless you are in the trees in which case you can shoot out and others can shoot in. but you cannot shoot through them infantry get a cover save in trees.

We will be playing the ITC rule if fits it sits.

There will be a terrain pack to follow this rules pack for our varied terrain.

Hills with a base grant the benefit of cover to infantry. Bikes/Calvalry will get the benefit of cover on hill if they are 50% obscured.

We will be using ITC rules such as if it sits it fits and being able to charge into a ruin even someone is an inch away from the wall.

Prize Support
If we have full 32 players
1st 4tk Voucher £50 Trophy
2Nd £25 Voucher Certificate
3rd £15 Voucher Certificate

If the Winner wants to they will be interviewed on BFS Wargaming.

Timings
Day 1
Arrive 8.30am
Game 1 9 – 12
Game 2 12 .30 – 3.30
Game 3 4 – 7

Day 2
9-12
1-4

Updates
This Mission pack will be subject to updates if rules change or we see fit to change it.