

WARHAMMER  
40,000

# ULTIMATE COMMANDER TOURNAMENT PACK



# ULTIMATE COMMANDER

THIS YEAR WILL BE THE 12TH UC TOURNAMENT THAT 4TK GAMING HAS RUN AND AS WITH MANY THINGS, IT IS GETTING BETTER WITH AGE. THIS TOURNAMENT DIFFERS FROM THE OTHER TOURNAMENTS AROUND AND OTHER 40K TOURNAMENTS WE RUN IN SEVERAL WAYS; FOR STARTERS, IT IS RUN OVER A WEEKEND, PROVIDING GAMING ON BOTH SATURDAY AND SUNDAY.

The Terrain plays an important part of the game and can mean the difference between winning and losing. This year sees the continuation of weather/board effect that each player will have to overcome!

Our gaming boards are themed and look great so we want it to mean something.

You also find that amongst the top performers it can be very competitive; Saturday is all about getting as good a score as possible and for Sunday it's all about the knockout! As such, you should prepare yourself for some very serious friendly gaming. Note although you potentially can get knocked out of the UC Tournament you still need to play the full set of 6 games over the 2 days for your final standings.

## EVENT ESSENTIALS

**Date:** Saturday and Sunday 7th & 8th of March 2020

**Location:** 4TK Gaming store, 20 Davey Close, Colchester, Essex, CO1 2XL  
Plenty of Parking  
Tel: 01206 861549

**Rules:** Warhammer 40,000 Matched Play rules including all updates in the Chapter Approved 2019 edition. Games Workshop 'Beta' rules and all official released FAQ's are in use. Any new Codex released is acceptable providing the official release day was prior to 21st February 2020. Forgeworld units are permitted.

**Army Size:** 2,000 points

**Army Selection:** Your army must be Battle Forged. You may have up to three detachments from the 40k rulebook but you must have one of the following and it must make up at least 1000 points of your army, Battalion, Brigade, Vanguard, Spearhead or Outrider Detachment.

**Number of Games:** Six

**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

**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 5 min walk.

# GAME BOARD TERRAIN

All terrain is pre-set on the tables. The terrain should NOT be removed, moved, re-adjusted, etc. We know that during a tournament 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.

All scenery should be used as per the 40K rulebook, this will include any type of building/fortification. Scenery is not to be moved without the prior consultation of a Tournament organiser. Each table, where needed, will have a terrain guide which is designed to help you understand how the board terrain fits within the 40K rules.

**House Rule:** 4Tk Gaming uses small groups of densely packed trees as 'Dense Woods' on some tables. These trees can be moved to allow units, vehicles, etc. to enter and exit. 'Dense Woods' completely block line of sight through them but do allow line of sight into, over and out of them as per the normal 40K rules.

**Weather/Board Effects:** All boards will have special weather or board effects. These could affect anything from Shooting to Movement or even the ability to cast psychic powers. They can range from slight effects to heavy depending on a dice roll and the table you are playing on. These effects must be played and will effect both players. **Table 1 and table 2 after the first game on day 1 will NOT have any weather or board effects.**

# YOUR ARMY & GAMES

You will require an army of no more than **2,000 points**. Follow the matched play (pg 214) and Battle-forged (pg 240) rules in the Warhammer 40,000 rulebook when choosing your army. You may take a maximum of three Detachments in your army. Excluding Troops and Dedicated Transports, each datasheet can be included a maximum of

3 times in your army.

Once you are happy with your army, you must record it on an army roster. You will need to register on Beast Coast Pairings and upload your Army Roster before the day of the Tournament. You must use the same army roster for each game, and all choices available to you must be noted down on your army roster. Remember that your roster must include things like reinforcement points, Command Points, army Faction, who is your Warlord and what Detachments you are using.

Psychic powers, Warlord Traits, your chosen relic and specific Faction keywords, such as <Chapter> or <Clan>, must be decided on before the event and recorded on your army roster.

## GAMING SCORES

At the end of each game, hand your completed result slip to the 4TK Gaming front desk.

To determine the winner of each game, use the victory conditions as laid out in the mission. Once you know the result, you will record it on your event card using the following system:

- 200 Tournament pts for a significant victory
- 150 Tournament pts for a victory
- 100 Tournament pts for a draw
- 50 Tournament pts for a loss
- 10 Tournament pt for a significant loss

A significant win or loss is determined by winning by 7 or more VP (Victory Points).



## PAINTING REQUIREMENTS

All models should be painted and based to a tabletop/4TK painting 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. Each model must completely and accurately represent its entry on your army roster (including all weapons and equipment). If a player fails the tabletop painting standard, then for each unit responsible a player will lose one CP.

If you have used different keywords between Detachments, there must be a clear visual difference between each Detachment. For example, if you have a Tyranid army with Detachments from both Hive Fleet Kraken and Kronos, the models in each Detachment must be clearly distinguishable from one to another such as a different coloured carapace or identifying marks on the base.

## WHAT YOU NEED TO BRING

- Your painted and based army
- Rosta's MUST be uploaded to Best Coast Pairings
- Dice and tape measure
- 6 objective markers numbered 1 to 6
- Maelstrom Cards (Faction specific)
- Rules, including core rule book, codices, indexes and any FAQs relevant to your army.

## FAQ

All Games Workshop FAQs released prior to 21st February 2020 will be used. This includes the 'BIG FAQ' in its entirety and Chapter Approved 2019. Where an ambiguity is not answered by official FAQs players should call a judge for determination.

## MATCHING PLAYERS

Players will be drawn randomly for game rounds 1 and 2 to determine the seeding of the knock-out stage of the Tournament. Players will not play the same opponent twice in the first 2 game rounds. However, it is possible that players may have to play a repeat opponent in game round 3 onwards.

### PLAYER SEEDING

The top 16 seeded players will play off against each other in the Ultimate Commander Tournament. The bottom 16 seeded players will play off against each other in the secondary Tournament "Battle Captains" where players will be divided and play a 'swiss-style' tournament to determine their overall placing. Where winners are pitted against winners with similar scores (Battle Points) and losers are pitted against losers with similar scores.

The winners of Game Round 3 Battle Captains Tournament will continue to advance in the Battle Captains Tournament on day 2 (Sunday) whilst the losers will play in the Battle Captains 'Plate'.

The winners of Game Round 3 Ultimate Commander will continue to advance in Ultimate Commander on day 2 (Sunday) whilst the losers will move to play in the Ultimate Commander 'Plate'.

### DAY 2 - KNOCK-OUT

On the 2nd day of Ultimate Commander; we continue the knockout competitions with 8 players ready for each of the knockout stages, in each of the Tournaments (Ultimate Commander, Ultimate Commander Plate, Battle Captain & Battle Captain Plate).

Game round 4 onwards is a knock-out. If you lose any of your games (4, 5 and 6), then any game thereafter will be used for determining your finishing rank only. The winners from the game round in each of the Tournaments will progress to the next game round and the next stage of the knock-out, the semi-finals (game round 5). The losers will then be playing for their ranking within the overall Tournament only. As with the previous stage, the winners from each of the games in each of the Tournaments will then progress to game round 6 and the next stage of the knock-out, the finals.

# PRIZES & AWARDS

4TK Gaming has several prizes and awards for this prestigious event Tournament.

**Ultimate Commander XI:** Awarded to the overall winner of the Tournament. This player will have fought hard on their way to victory, by firstly securing themselves a top 16 place on the Saturday and then winning all 4 of their knockout games. They will be crowned as a worthy winner and presented with a Glass Trophy for their efforts, as well as a unique one off UC XI Certificate.

**Second Place:** Awarded to the player who has lost to the Ultimate Commander in the final game. This player was so close to winning the overall event and is recognised for their efforts by being awarded a 2nd place certificate.

**Third Place:** This is given to the player who has won the third-place play-off game, the game that is played by the players who were knocked out of Ultimate Commander at the semi-finals stage and therefore awarded a 3rd place certificate.

**Best Painted:** Awarded to the player who has brought along the best painted army, as judged by the Tournament organiser. The winner will be awarded a best painted trophy.

**Battle Captain:** Awarded to the player who won the Battle Captain Tournament. This player was in the last 16 from the Saturday but has won all four of their knockout games.

**Shadow Plate Winners:** These two players were unfortunate enough to be knocked out of Ultimate Commander and Battle Captains in the first round but then managed to win all their remaining games, to emerge as winners in the Shadow competitions.

**Other awards/prizes:** Several £5 vouchers for things that just should not happen.

Wooden spoon and the only cash prize £10 for the player who just did not get blessed by the dice god.

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## SATURDAY SCHEDULE

08:30 – 09:00; UC X Registration  
09:00 – 11:30; **Game Round 1** (*Seeding*)  
11:30 – 12:00; Break  
12:00 – 14:30; **Game Round 2** (*Seeding*)  
14:30 – 15:15; Lunch  
15:15 – 17:45; **Game Round 3**  
18:00 – Day 1 Results

## SUNDAY SCHEDULE

08:30; Day 2 Start  
09:00 – 11:30; **Game Round 4** (*Quarter finals*)  
Mission:  
11:30 – 12:00; Break  
12:00 – 14:30; **Game Round 5** (*Semi-finals*)  
14:30 – 15:15; Lunch  
15:15 – 17:45; **Game Round 6** (*Play-off finals*)  
18:00; **Results & awards**

**DISCLAIMER:** By entering UC XII, you agree to the following: During both days, we will be taking pictures of the games and your armies in action for our social media pages and Website. We would also like for all players to display their armies during the lunch break on the Saturday, where we will take some individual pictures of each army. If you would rather that we didn't take any pictures of your models, please let a Tournament organiser know and we will avoid any of your games.

In addition to the prizes for the winners, there is also a prize for the best painted army. 3 armies will be selected on day 1 and on day 2 the players will vote on their top 2 from the 3 selected.