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Big Game v1.0

@ Wargames Workshop Milton Keynes
Saturday 15/10/2016 £12 entry

This event is supported by Wargames Workshop and KR multi case

Schedule

08:30 – 09:00 Registration & set up
09:00-12:30 Game 1
12:30 – 13:00 Lunch
13:00 – 16:30 Game 2
16:30 – 17:00 pack up
17:00 Awards

Basics

- 3,000 points.
- Forge-world, experimental rules, named characters and all formations are all allowed.
- You may select up to 4 factions.

Each of the following counts as a faction:

- Primary codex
 - Any unit/model selected from a data slate.
 - Any formation even if this is included within your primary or allied codex (the only exclusion to this is when a codex combines multiple formation into one force such as the Necron Decurion, these will count as one **faction**)
 - Anything that is considered a special detachment such as an Inquisitorial faction
 - Allied codices, including supplement codices such as Sentinels of Terra.
 - Forge world army lists (if you take units from a forge world book these do not count as a source so long as they use a force organisation slot within your primary or allied codex)
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- There are no limits on the number of super heavies or Gargantuan Creatures in this round – bring whatever you like!
 - Lists must be submitted to got4ok@gmail.com by Friday the 7th October for pre event checking. Once lists are submitted no changes to your list will be permitted.
 - We are using Games Workshop and ETC FAQ's unless GW draft FAQ's become official, at which point only the GW FAQ's will be used.

Games

- The player with the most wins will win the tournament. The 1st tiebreak is game points. The 2nd tiebreak is tournament achievements.
- Players will enter into a 'Swiss' ladder tournament. This ensures that players are paired to others with the same ability or luck.
- All games should be finished within the 3.5 hour time limit. This is ample time to play your games in. When a TO calls time you need to stop immediately. Player who continue to play after this will be docked 1 point for every minute they play.
- Units that have fled from the battle or in ongoing reserves at the end of a game are regarded as destroyed.
- **In order for us to count the games score, all games MUST complete turn 5 full turns. Any games that do not reach this after the time limit has expired will be marked as scoreless draws for both players.**

Game 1

- 'Dawn of War' deployment (p119)
- Reserves, ongoing reserves, outflank, infiltrate, scout and deep strike all apply.
- Players will select 2 random objective cards from the tactical objective card packs indicating which 2 random objectives (from 6) on the table they will be required to take. Each objective will be pre-placed in the centre of a 2x2 tile
- Player's will only gain points for the objectives indicated on their card.
- 5 TP's for an uncontested objective.
- 2 TP's for a contested objective.
- 5 TP's if your opponents warlord is killed during the game or removed as a casualty
- 1 TP per unit killed or for every 3 hull points taken off a super heavy
- 25 TP's maximum surrender points.

Game 2

- 'Dawn of War' deployment (p119)
- Players will select 2 random objective cards from the tactical objective card packs indicating which 2 random objectives (from 6) on the table they will be required to take for double points. Each objective will be pre-placed in the centre of a 2x2 tile.
- All objectives will be in play, but the two you have drawn are worth double points.
- 3 TP's for an uncontested objective. (doubled if it is one on your card)
- 2 TP's for a contested objective. (doubled if it is one on your card)
- 5 TP's if your opponents warlord is killed during the game or removed as a casualty
- 1 TP per unit killed or for every 3 hull points taken off a super heavy or wounds off a gargantuan creature.
- 25 TP's maximum surrender points.

The Grand Championship

The Grand Championship will run over the course of the year for all of our 40k tournaments. Players will gain championship points (Cp's) for their tournament results and any Heroic deeds and tournament achievements.

Cp's from tournament results are gained as so 1st place gains +19 Cp's, 2nd place +17 Cp's, 3rd place +15 Cp, 4th place 13points, 5th place 11 points, 6th place 9 points, 7th place 7 points, 8th place 5 points, 9th place 3 points, 10th place 1 point.

Heroic Deeds

- Careful Planners
 - ❖ The player with the most tournament achievement points +3 Cp's.
 - ❖ The player with the second highest tournament achievement points +2 Cp's.
 - ❖ The player with the third highest tournament achievements points +1 Cp.
- No Mercy - Kill the Warlords +1 Cp's
- Conqueror - Have the biggest points win of the day +1 Cp's

In the event of a draw all for No Mercy or Conqueror, players get a single championship point each. In the event of a draw for careful planner, players will each get the points for the achievement. For example, if two people have the same highest TAP's on the day then they will both get +3Cp's and third place will get +1Cp's



Tournament Achievements Points (TAPS)

- 3 taps – Fully painted army of at least 3 colours (and based if you use infantry)
- 2 tap - All models are “What You See Is What You Get”
- 1 tap – Wear a t-shirt in the colours of your painted army scheme
- 1 tap – Have a copy of your current codex, rulebook, dice, measure, templates, a working pen. If you lose any of these through the day your achievements will be edited.
- 1 tap - Printed or digital army list
- 1 tap – Have at least 1 elite unit, 1 fast unit and 1 heavy unit
- 2 taps – Have at least 2 elite units, 2 fast units and 2 heavy units
- 3 taps – Have at least 3 elite units, 3 fast units and 3 heavy units
- 1 tap for each unit of troops
- 1 tap – For each walker
- 1 tap – For each monstrous creature
- 1 tap – No Super heavy or Gargantuan creatures

<u>Name :</u>	<u>Opponents name and score</u>	<u>Your Score</u>	<u>Turns Played (MIN REQ IS 5)</u>	<u>Warlord killed?</u>	<u>Win / Loss /Draw</u>
Tournament Points :					
Game 1 Score :					
Game 2 Score :					
Game 3 Score :					
Total Points :					