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The Classic v1.2

@ Wargames Workshop Milton Keynes
Saturday 20/02/2015 £10 entry

This event is supported by Wargames Workshop and KR multi case

The idea behind the tournament:

The way you used to build an army list and play but under the current rules.

Schedule

1000 – 1015 Registration & set up
1015 – 1215 Game 1
1215 – 1245 Lunch
1245 – 1445 Game 2
1450 – 1650 Game 3
1650 – 1700 pack up
1700 Awards

Basics

- 1500 points.
- No allies, no flyers, no fortifications, no unbound armies, no dataslates, no formations, no superheavies or gargantuan creatures, no lords of war.
- ForgeWorld and named characters are allowed.
- One 'Combined Arms' detachment only.
- Lists must be submitted to got4ok@gmail.com by Friday the 12th February 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

Games

- The player with the most wins will win the tournament. The 1st tiebreak is tournament achievements. The 2nd tiebreak is game points.
- 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 2 hour time limit. This is ample time to play your games in.
- Units that have fled from the battle or in ongoing reserves at the end of a game are regarded as destroyed.

Game 1 – Recon

- Players must scout the battlefield and hold table quarters.
- Table quarter deployment, 12” from the centre point.
- Only infantry troops may deploy at the start of the game or infantry with the following special rules, ‘Infiltrate’ and ‘Scout’. All other units (**including dedicated transports**) are held in reserve.
- The player with the most table quarters wins the game. In the event of a tie the player with the most points wins.
- Players gain points for owning table quarters. To claim a table quarter you must have more units in the quarter than your opponent. To claim a quarter a unit must be **completely** within that quarter.
- Objective secured is not in effect for this game.
- 10 pts for each table quarter. Doubled if the opponent has no units in the quarter.
- 3 pts for each unit that started the game on the table that is still remains at the end of the game.
- 100 pts surrender value. If a player withdraws from the game for any reason.

Game 2 – Rescue

- Players must recover a hidden objective.
- Pitched battle deployment.
- 5 objectives will be placed along the centre line of the board. At the end of a game turn, if a model belonging to either player is in base contact with an objective it is revealed. Roll a dice and on a 5 or 6 it is this objective that both players are looking for and the remaining objective counters are taken off the board. If both players are in base contact with the same objective it is contested and not revealed until one player controls it. If 4 objectives are revealed the last objective is automatically the objective players are searching for, there is no need to roll but you still get points for revealing this if you were in base contact with it. Players score points for all objectives that would have been revealed regardless of which one turns out to be the one you are looking for.
- The player who controls this objective at the end of the game wins. In the event of a draw the player with the most points wins.
- 10 pts for revealing an objective counter.
- 3 pts for each remaining unit.
- 40 pts if your model controls the objective at the end of the game.
- 100 pts surrender value. If a player withdraws from the game for any reason.

Game 3 – Take and Hold

- Both players will attempt to take and hold an objective in the centre of the board. Pitched battle deployment.
- The player who controls the objective at the end of the game wins. In the event of a draw the player with the most points wins.
- 2 pts per kill point, 3 pts per surviving troop’s choice
- 40 points for holding the objective uncontested.
- 20 points for holding the objective contested.
- 100 pts surrender value. If a player withdraws from the game for any reason.

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)

- 15 taps – Fully painted army of at least 3 colours
- 5 taps – Fully based army.
- 5 taps - All models are “What You See Is What You Get”
- 1 tap – Wear a t-shirt in the colours of your painted army scheme
- 3 taps – 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 army list
- 2 taps – Have at least 1 elite unit, 1 fast unit and 1 heavy unit
- 4 taps – Have at least 2 elite units, 2 fast units and 2 heavy units
- 6 taps – Have at least 3 elite units, 3 fast units and 3 heavy units
- 1 tap – For each troop entry
- 5 taps – Have no duplicate unit in your army (except troops choices)
- 5 taps – have a full detachment
- 1 tap – For each infantry unit
- 2 taps – Have a walker
- 2 taps – Have a monstrous creature

