



the complete storage and transport system



www.krmulticase.com

Proudly present

Highlander v1.1

@ Wargames Workshop Milton Keynes

Saturday 23/04/2015 £10 entry

This event is supported by Wargames Workshop and KR multi case

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.
- You may use any combination of Detachments and formations you wish; however, your Army must be bound.
- You may use unlimited sources, including all supplements and data slates
- 1 Independent Character must be your warlord, please note this on your army list. Your warlord must belong to your primary force as per the rulebook
- This event uses highlander selection rules, all units in your sources are a 0-1 unique choice, including dedicated transports. **Troops are exempt from this and you may take up to 3 of the same choice with no restrictions. In order to take a fourth squad of the same troops, you must take 1 of every other troop choice available in that source. For example, you may take 4 tactical squad if you take a scout squad too. This applies to every additional troop choice after the 4th too.** This highlander rule applies across sources, so if you take a rhino for a white scars detachment, you may not take one for an ultramarines detachment. If you take a dreadnought in one detachment, you may not take another in a separate detachment. This does not apply to troops across sources.
- Forge World units are allowed
- Apocalypse Units and Formations, Units with Experimental rules, 3ok rules are not allowed
- Any rules conflict between GW and Forge World, GW wins.
- A maximum of 1 Super Heavy, Gargantuan Creature, or model with the Mighty Balwark special rule allowed per army.
- Lists must be submitted to got4ok@gmail.com by Friday the 15th April for pre event checking. Once lists are submitted no changes to your list will be permitted.
- We are using Games Workshop (available from GW site) and ETC (available from Guardians of Tyr 4ok Tournament page) FAQ's
- The event winner will receive a ticket for the Champion of Champions event to be held in Jan '17 (see separate pack for details and restrictions)
- If you do not bring the rules for any of your units, you will not be allowed to use any of their Weapons or special rules that cannot be verified.

Games

- The player with the most wins will win the tournament. The tiebreak will be decided by combining a player's victory points and tournament points. If there is another tiebreak, the player with the highest TAP's wins.
- Players will enter into a 'Swiss' ladder tournament from game 2. This ensures that players are paired to others with the same ability or luck. For game 1 players will be paired based on TAP's
- All games should be finished within the 2-hour time limit. This is ample time to play your games in.
- Units that are retreating (remember you can only rally at the start of your turn), fled from the battle or in ongoing reserves at the end of a game are regarded as destroyed.
- Each objective will be placed in the centre of each 2x2 section.
- Your Warlord has the Eternal Warrior Special Rule.
- Slay the warlord, first blood and line breaker **are not** in effect, warlord traits **will** be used

Game 1

- 'Dawn of War' deployment (p119)
- Using cards 11-36 from a standard Tactical Card deck, players will select 2 at random (they can't be the same, redraw one if this happens) indicating which objectives on the table they will be required to take.
- Player's will only gain points for the objectives indicated on their cards.
- 3 GP's for an uncontested objective.
- 2 GP's for a contested objective.
- 1 GP's for each kill point gained
- 1 GP's per surviving unit of troops.
- 5 GP's if your Warlord kills your opponents Warlord
- 25 GP's maximum surrender points.

Game 2

- 'Dawn of War' deployment (p119)
- All 6 objectives are in play
- 3 GP's for an uncontested objective.
- 2 GP's for a contested objective.
- 1 GP's for each kill point gained
- 1 GP's per surviving unit of troops.
- 5 GP's if your Warlord kills your opponents Warlord
- 25 GP's maximum surrender points.

Game 3

- 'Dawn of War' deployment (p119)
- All 6 objectives are in play.
- Using cards 11-36 from a standard Tactical Card deck, players will select 2 random objectives cards indicating which objectives are worth double points for them.
- 3 GP's for an uncontested objective.
- 2 GP's for a contested objective.
- 5 GP's if your Warlord kills your opponents Warlord
- 25 GP'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 most Warlords with your Warlord +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)

- 5 taps – Fully painted army of at least 3 colours
- 1 taps – Fully based army.
- 1 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
- 2 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
- 1 taps – 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 troop entry (not including Dedicated Transports)
- 1 taps – Have a walker
- 1 taps – Have a monstrous creature

<u>Name :</u>	<u>Score</u>
Tournament Points :	
Game 1 Score :	
Game 2 Score :	
Game 3 Score :	
Total Points :	
Warlords killed by your Warlord	