



Guardians of Tyr and Luton Tabletop Gaming Club proudly present the premier event of the gaming calendar

THE DAY OF CHAMPIONS

28.01.2017 @ Wargames Workshop Milton Keynes V1.0

The Day of Champions is an invitational event for the winners of the 10 non team events run in 2016 by Guardians of Tyr and Luton Tabletop Gaming Club. If the winner of an event has already qualified or cannot attend the invitational, that ticket will go to the 2nd place person of the event that the champion won.

The top 3 from of The Day of Champions event will each receive a medal and the overall winner will be immortalised by having their name put on the new trophy “the shield of the immortals”. The trophy will live in Wargames Workshop Milton Keynes store and be proudly displayed for all people to see.

The following event Champions will qualify for The Day of Champions:

Guardians of Tyr:

- Classic
- Highlander
- Tank Battle
- Frontline
- Big Game
- Christmas Crunch highest scoring player

Luton Table Top Gaming Club:

- January Event
- March Event
- July Event
- September event
- November event

*One of these events will be a doubles; it will be removed from this list when announced

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

Player will be expected to bring all their own gaming aids, such as dice, a tape measure, templates and books.

In this event we will use, First Strike a version of first blood that is available to both players. If you kill an enemy unit the in your first turn you get a point.

Players will play 3 games on a 6x4 board over a single day at a 1500 points limit from a maximum of 3 detachments and no two detachments can be the same, I.E you could not have two combined arms detachments(even if they are different factions), or two of the same formation(except for formations within a decurion type detachment).

Armies must be selected using the most recent version of the codex available for your chosen army & any allies

Digital/Supplement codices such as Codex: Sentinels of Terra and Codex: Farsight Enclave are acceptable to use

Forge world 40k approved units may be included within your army, this includes super heavy vehicle/flyer/gargantuan creature. You must bring the relevant rules for your chosen Forge World unit, failure to do so will mean you will not be allowed to use your Forge World unit.

Any Forge world unit/model that has experimental rules may not be used

Forge world 30k armies may not be used

Players will use GW and ETC FAQ's

The winner of the event will be decided on number of wins. The first tiebreak is Tournament Achievement Points, the second tiebreak is victory points.



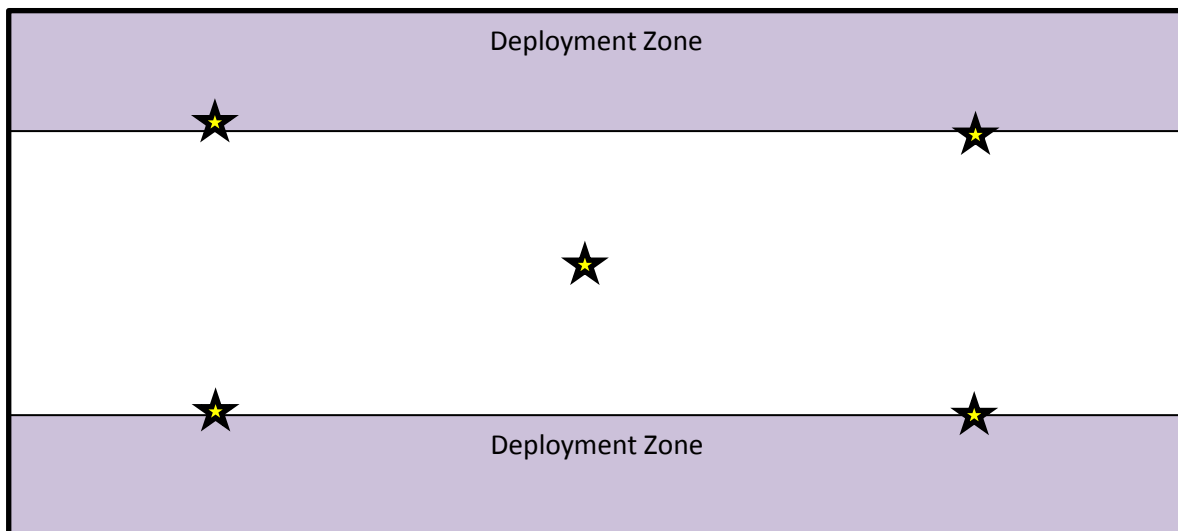
Game 1 – The Guardians of Tyr Mission

5 objectives will be placed on the table by the TO. One objective will be placed in the centre of the board. The other 4 will be placed in the centre of the 2x2 tiles in the corners as pictured below. Players will draw a card from a hand which will show which 2 objectives they are required to take in this mission. They do not have to declare which objectives they are after to their opponent until the end of the game but they must show the opponent their card when the game has ended.

'Dawn of War' deployment, night fighting, first strike, slay the warlord and linebreaker are all in effect.

Player's will only gain points for the objectives indicated on their card. You can contest another objective as usual.

- 3pts for an uncontested objective
- 1pts for a contested objective
- 1pts per surviving unit of troops
- 25pts maximum surrender points if your opponent concedes





Game 2 – The Rulebook Mission

ETERNAL WAR: PURGE THE ALIEN & THE EMPERORS WILL

Deployment

Players will use Vanguard deployment

Objective Markers

Players will take turns to place a single objective in their own deployment zone.

First Turn

The player who set up first can chose to take first or second turn. If the player goes first, their opponent may try to seize the initiative.

Game Length

This game uses variable game length (p133)

Primary Objectives

At the end of the game, players receive 1 Victory Point for each enemy unit that has been completely destroyed. Units that are falling back or in reserve when the game ends count as destroyed. At the end of the game, each objective is worth 3 points to the player controlling it. Whichever player has the most points, wins the game.

Secondary Objectives

Slay the Warlord, First Strike, Linebreaker

Mission Special Rules

Night Fighting (p133), Reserves (p135)





Game 3 – The Luton TGC Mission

Deployment

- Deployment will be as per Dawn of war in the main rule book

Primary Objectives

- Six objectives will be pre placed on the board, equally spaced, so that if the table was divided into 6 equal sections there would be one objective in each section. Players will draw and score tactical objectives as described on page 6.
- At the end of the game each objective will be worth one points to the player controlling it.
- **At the end of the game the game the maximum points you can score from primary objectives is 25.**
- If at any point your opponent surrenders, you automatically achieve the maximum points score which is 25 plus any secondary objectives.

Secondary Objectives

- First strike will be used. A player achieves this objectives if they destroy an enemy unit in the first game turn, both players can achieve this.
- Slay the warlord will be used as described in the main rule book
- Line breaker will be used as described in the main rule book
- If you manage to wipe out your opponents army you gain an additional two victory points for achieving a massacre

Victory Points

	Names		
Objectives	No. of Points	Your Score	Opponents Score
Tactical Objectives	As per card		
End of game Objectives	2 per objective		
First Strike	1		
Slay the Warlords	1		
Line Breaker	1		
Massacre	2		
Game Totals			
Win/Loss			



Tactical Objectives

- For each mission tactical objective cards will be used. At the start of the game each player draws a hand of 4 cards. If a player does not like their original hand of cards they may discard their hand, shuffling their hand into their deck and then draw 3 cards. Each turn after their first a player draws 1 tactical objective. All objectives card in a players hand are active (face up).
- At the start of a players turn they may also discard up to one tactical objective (putting those objectives into their discard pile) to immediately draw an additional card, this is in addition to the 1 card they would already draw. So for example you could discard 1 card and draw a total of 2 cards for the turn.
- If after drawing and discarding any cards a player has less than 2 tactical objectives in hand they may immediately draw up to 2.
- Player are allowed a maximum hand size of 6 cards at any one time, if for any reason they have more than 6 they must discard down to 6 cards (putting any excess cards into their discard pile).
- Players are allowed to use army specific tactical objective cards or the standard cards in the main rule book.
- If a player draws a tactical objective that they cannot achieve, I.E destroy an enemy psyker and your opponent does not have any psykers in their army, they may immediately discard that card and draw a new one.
- Each objective may only be scored once per turn, so for example you could only achieve a tactical objective for holding objective marker No. 1 at the end of your turn once, regardless as to whether you have two tactical objectives cards for objectives marker 1, you would have to achieve the second card in a different game turn. This rule applies even if you have two different units that could hold the same objective.
- Any tactical objectives that use a D3 to determine the number of victory points scored automatically count as 2, plus any modifiers. For example if a tactical objective is achieved and you can score 3 + D3, you would instead score 3 + 2 for a total of 5.
- Any tactical objective that uses a D6 to determine the number of victory points scored automatically counts as 4, plus an modifiers. For example is a tactical objective is achieves and you can score D6+1, you would instead score 4 + 1 for a total of 5.
- Both players must keep track of their own victory points score and their opponents victory points score, at the end of each players turn both players should agree how many points have been scored. It should be common knowledge exactly how many points each player has currently scored.

Tournament Achievement Points

You can earn points which are added to the overall victory points total and will help to determine your overall position within the tournament, these are scored as below

Please note units taken as part of a formation still count as their original force organisation slot for the purposes of determining if you have met the requirements for having a set number of force organisation slots filled:

1. Three points for a fully painted army, this must consist of at least 3 colours on every model in a coherent colour scheme.
2. Two points for a fully based army, this must consist of every base in the army being painted. The only exclusion to this is skimmer/jet bikes models that have clear bases these can remain clear if you wish.
3. Two point if your entire army is 'what you see is what you get'.
4. One point if you have a copy of your all codices, rule books used within your army. Digital copies will be accepted provided you don't mind other people viewing rules on the relevant electronic device you bring.
5. Two points if you bring your tactical objective cards
6. One point if you have a clear hand written, printed or electronic army list
7. Five points if your army list includes no repeated units apart from troop choices and dedicated transports. So if you were to include five tactical squads this would be fine, however if you included two devastator squads you would have repeated a unit and so do not get the points.
8. One point if your army includes at least one elite, one fast attack & one heavy support unit, allied units count towards the number of optional entries chosen.
9. One point if your army includes at least two elite, two fast attack & two heavy support units, allied units count towards the number of optional entries chosen
10. One point if your army includes at least three elite, three fast attack & three heavy support units, allied units count towards the number of optional entries chosen.
11. One point if your army includes at least four elite, four fast attack & four heavy support units, allied units count towards the number of optional entries chosen
12. One point if you army includes at least four troop choices, allied units count towards the total number of troop choices chosen (Transport units do not count towards this)

Tournament Points continued

- 13. One point if you army includes at least six troop choices, allied units count towards the total number of troop choices chosen (Transport units do not count towards this)
- 14. One point if you army includes at least seven troop choices, allied units count towards the total number of troop choices chosen. (Transport units do not count towards this)
- 15. One point if you army includes at least eight troop choices, allied units count towards the total number of troop choices chosen. (Transport units do not count towards this)
- 16. One point if your army includes no special characters
- 17. Five points if your army does not include a lord of war, super heavy vehicle or gargantuan creature
- 18. Five points if your army does not include more than one lord of war, super heavy vehicle or gargantuan creature
- 19. One point if your army does not include any allied detachments
- 20. One point if your army does not include a formation. (This does not include any formation taken within a super detachment such as a Necron Decurion)

Tournament Points		
Tournament Point Item No.	Points	Achieved ✓ or ✘
1	3	
2	2	
3	2	
4	1	
5	2	
6	1	
7	5	
8	1	
9	1	
10	1	
11	1	
12	1	
13	1	
14	1	
15	1	
16	1	
17	5	
18	5	
19	1	
20	1	
Tournament Points Total		

Score Cards

Game 1

Your Name :	
Item	No. of Points
Objectives	
Surviving Troops	
First Strike	
Slay the Warlord	
Line Breaker	
Total Score	
Win/Loss	

Game 2

Your Name :	
Item	No. of Points
Objectives	
Killpoints	
First Strike	
Slay the Warlord	
Line Breaker	
Total Score	
Win/Loss	

Game 3

	Names		
Objectives	No. of Points	Your Score	Opponents Score
Tactical Objectives	As per card		
End of game Objectives	2 per objective		
First Strike	1		
Slay the Warlords	1		
Line Breaker	1		
Massacre	2		
Game Totals			
Win/Loss			

Victory Points

Games No.	No. of Points
Game 1	
Game 2	
Game 3	
Victory Points Total	

Overall Points

Overall Total (Combined Tournament & Victory Points)	
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