

Warhammer 40K Ranking Tournament: 14th Conflict

Our 14th Conflict is a 40K Tournament that will be held on Saturday April 18, 2015 and will be listed on the T3 website. Conflict results will be count towards the BTC ranking.

As before, the location will be:
Parish Hall Sint-Cornelius
Rillaarsebaan 134
B-3200 Gelrode

Participating in the event will cost **€15 per person** if you **pay in advance**. This fee provides you a place in the tournament and lunch to fill your stomach. You will receive a voucher upon arrival and registration on the tournament day. With this voucher you'll be able to choose between soup with a sandwich or Belgian fries with sauce and a curryworst.

Please send your entry fee, with the mention of **your name** and **14th Conflict 40K**, to the following bank account:

IBAN: BE86 7512 0083 9550
BIC: AXAB BE 22
AXA Bank Europe

Beneficiary: Conect'r Team Aarschot VZW, Molendreef 50, Rillaar.

This fee will serve as a pre-inscription. You can also pay the day of the event itself, providing there is enough place to accommodate more players. We can accommodate approximately 50 people.

If you pay **on the day of the event, the admission fee will be €17.**

On Friday the 17th of April at noon our secretary will make a final list of payments made, so make sure your payment has come through before this date. If there should be a discussion about whether the payment has been done and this cannot be proven a player will have to pay the €17 entree fee. If afterwards it is proven that a payment was correctly made, the €17 will be refunded shortly on your bank account.

The tournaments will start at 09:30. Registration will start from 08:30.
A marked and approved copy of each participants' army list will be present.
Please try to have a printed copy for yourself as well!

We ask all players to subscribe to the tournament via the T3 website:
http://www.tabletopturniere.de/be/t3_tournament.php?tid=13173

You are only sure of your place if you pay in timely fashion and send in your army list.
In case of questions or in case of problems the day itself (traffic, car issues, ...), you can always call (0032)479 871 171 (Maarten Vanwesemael-Team Conect'r vzw responsible).

As mentioned lunch is included in the entrance fee. As previous years we will be serving a wide selection a beverages and in the kitchen Belgian fries, curryworsts, soup, pies and sandwiches with cheese or ham or on the menu. Please don't be a cheapskate and bring your own things. If you require a gluten-free diet or anything specific feel free to warn us and bring your own essentials.

Army building

Spend up to 1500 points using 1 Combined Arms Detachment [minus fortification] (P122) and using only 1 codex or codex supplement.

Allowed: all codices and their supplements, Forge World units approved for 40K, dataslates, datasheets & White Dwarf. These units must be additions to your chosen Codex.

Not allowed: other & additional detachments, formations, fortifications, gargantuan creatures, super-heavy vehicles.

Armies have to follow all the restrictions as detailed in their codex, taking into account the last set of FAQ's that appeared on the GW site. We use the latest released book for the army lists. Sources less than 1 month old prior to 14th Conflict may not be used.

Army List

Send your list, [in the proper format](#), to 14thconflict.40k@conectr-team.be
Please mention the correct books and pages if you are bringing Forge World models and the likes. The army list needs to be in our possession before midnight on Sunday 05/04/2015.
If you decide to enter and participate the day of the event itself you must show up some time in advance in order for us to be able to review your army list.

We allow all these sources so everyone can use their cool models. We don't want this to result in a negative playing experience though. We reserve the right to penalize players on the spot in any manner we deem fitting in case this happens. A tournament should be fun for both you and your opponent at ALL times.

The tournament

A total of 100 points can be earned: 25 per battle, 20 on painting and 5 on armylist.
You will play three battles against three different opponents. The first battle will be paired in such a way you won't play against a fellow club-mate or the same type of army where possible.
From battle two and onwards we follow the Swiss system.

Timetable:

08.30 - 09:20 Registration
09.30 - 12:30 First battle (3 hours)
Lunch break (45mins)
13:15 - 15:45 Second battle (2.5 hours)
Break (15mins)
16.00 - 18:30 Third battle (2.5 hours)
18.45 Award Ceremony

FAQ

We use the [ETC FAQ](#) with some [minor adjustments](#).

Scenario's

The scenario's will be divided in to 3 different objectives:

A Primary worth 0-10 Tournament Points

A secondary worth 0-6 Tournament Points

A tertiary worth 0-4 Tournament Points

Start counting at a draw for each objective. (5-5 / 3-3 / 2-2) For each scenario point you have scored more or less than your opponent you add or subtract that amount from the Tournament Points.

Example: primary objective is kill points.

Player A wipes 6 units and player B wipes 4 units.

Primary score will be 7-3 in favour of player A.

example 2: tertiary objective is the relic but is worth 2 scenario points.

Player A controls the relic at the end of the game.

Tertiary score will be 4-0 in favour of player A.

Slay the Warlord and Linebreaker grant 2 Tournament Points each.

First Blood grants 1 Tournament Point and can be earned by both players if they both inflicted their first unit wipe in the same game turn.

Extra Victory Points earned by special rules, like the "Legendary Fighter" Warlord trait (p125), will grant you additional Tournament points. Note that these extra points do not make it possible for your score to go above 25 Tournament points per battle.

Any extra points are discarded.

In case of a board clear you automatically score the maximum amount of 25 Tournament Points.

Your opponent still gets Tournament Points for any objective he scored.

These rules will be used in all 3 scenario's: Night Fighting, Reserves, Mysterious Objectives, Variable Game Length, Slay the Warlord, First Blood and Linebreaker.

To start a game follow these steps:

1) Army lists.

2) Discuss the terrain and place fixed objective counters.

3) Pre-game preparations: psychic powers, boons, etc.

4) Roll-off to choose table sides

--> Scenario 2: Player that chose table sides starts with placing objective counters.

5) Roll-off to see who deploys first.

6) Roll for warlord traits.

7) Potential night fight roll.

8) Deployment - Infiltrators - Scout moves

9) Potential seize the initiative.

Scenario 1: First encounter

Vanguard Strike deployment.

Objective counters: Divide the table in 4 equal quarters. Place 5 objective markers, one in the exact middle of each quarter and the last one in the exact centre of the table. The centre objective is the relic.

Primary objective

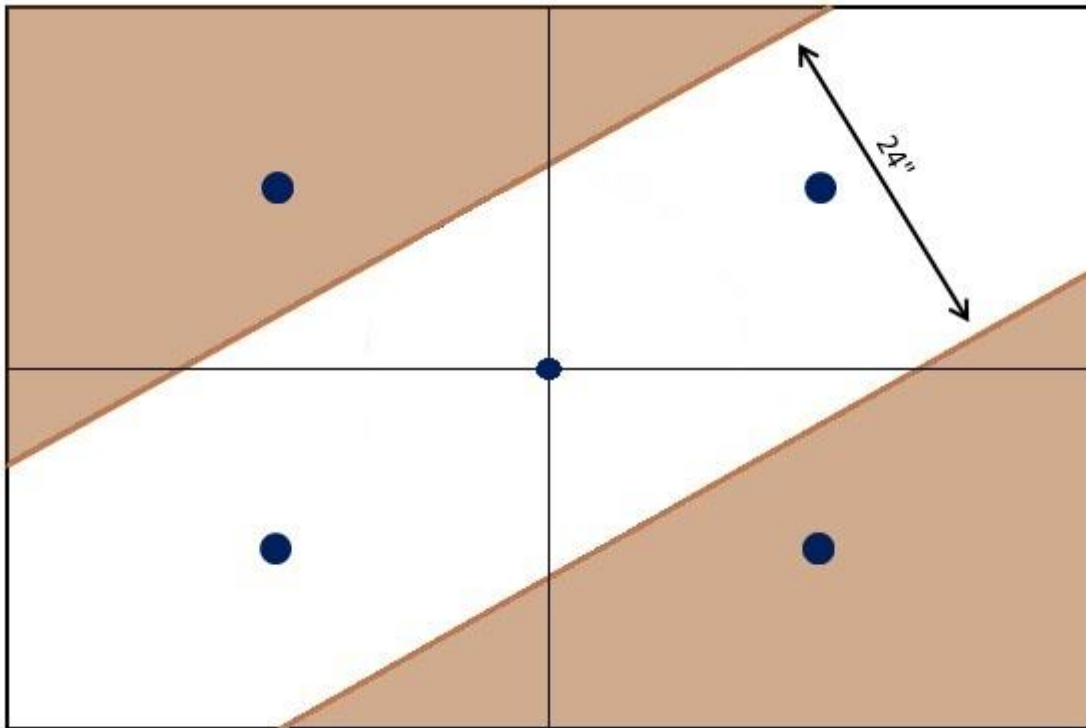
Repel the enemy: Score 1 scenario point for each enemy unit that has been completely destroyed.

Secondary objective

Secure the outposts: Each objective is worth 1 scenario point at the end of the game.

Tertiary objective

The relic: The relic is worth 2 scenario points.



Scenario 2: Information Gathering

Dawn of War deployment.

Objective counters: Both players set up 2 objectives each. First one within 6" of the centre of their deployment zone and then one at least 24" away from their table edge.

Primary objective

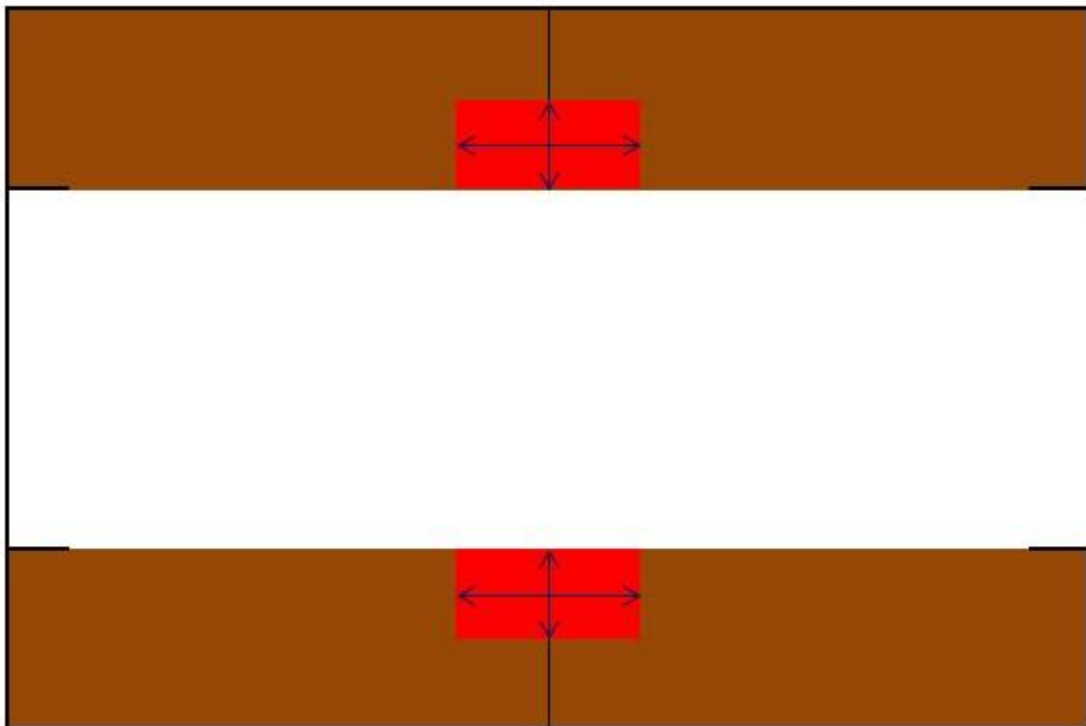
Data uplink: Score 1 scenario point for each objective you control at the end of each of your turns.

Secondary objective

Strike down their specialist forces: Score 1 scenario point for each enemy unit that has been completely destroyed that isn't a troop choice.

Tertiary objective

Lead by Example: Score 1 scenario point for each unsaved wound your warlord inflicts. Each destroyed hull points also counts for this mission.



Scenario 3: The Spoils of War

Hammer and Anvil deployment. (Or Dawn of War[vanguard] in case we don't have enough room, this will be decided by the judges on the day of the event depending the number of participants.)

Objective counters: Place 5 relics evenly spread on the centre line, about 8" (12") [14.5"] apart.

Special rules: Each player chooses either Elite, Heavy Support or Fast Attack.

Those type of units count as having the objective secured special rule but will be worth double the scenario points for your opponent for the secondary mission. You can't chose a unit type that isn't in your list, in the rare case you have none of the beforehand mentioned unit types, your HQ will be your choice.

Primary objective

The spoils: Score 2 scenario points for each relic under your control at the end of the game.

Secondary objective

Target Priority: Score 1 scenario point for each enemy unit that has been completely destroyed.

Certain type of units count double depending on choices made.

Tertiary objective

Enjoying the spoils: Nominate 1 of your HQ units at the start of the game.

At the end of the game score one of the following:

Score 3 scenario points if the unit is unwounded/undamaged.

Score 2 scenario points if the unit is at half strength, wounds, hull points or above.

Score 1 scenario point if the unit is below half half strength, wounds, hull points.

Score 0 scenario points if the unit is fleeing or destroyed.