Warhammer 40K BTC Tournament: 15th Conflict

T3 link: https://www.tabletopturniere.de/be/t3_tournament.php?tid=14942

Date
April 16th 2016

Location
Parish Hall Sint-Cornelius

Rillaarsebaan 134

B-3200 Gelrode

Entering
€15 per person if paid in advance.

€17 per person if paid on site.

This includes a meal voucher.

Mention **your name** and **15th Conflict 40K** if paid in advance.

IBAN: BE86 7512 0083 9550

BIC: AXAB BE 22

AXA Bank Europe

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

Consumables
Lunch is included in the entrance fee. We will be serving a wide selection of beverages
and food like previous years. The voucher will let you choose between a sandwich with soup
or fries with sauce and a curryworst. Please don't be a cheapskate and bring your own things.
If you require anything specific feel free to warn us and bring your own essentials.

Disclaimer
You are only sure of your place if you pay in timely fashion and send in your armylist.

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).

Timetable
08.30 - 09:20 Registration

09.30 - 12:15 First battle (2h45mins)

Lunch break (45mins)

13:00 - 15:45 Second battle (2h45mins)

Break (15mins)

16.00 - 18:45 Third battle (2h45mins)

19:00 Award Ceremony

Tournament

We'll be using this year's [ETC format](#), adjusted for a one day, single player tournament and the [ETC FAQ](#).

Army Building

1850P - Bound - Everything allowed except Forge world and some exceptions below.
Everything WYSIWYG and no proxies.
Sources must be at least 1 month old to be used at Conflict.
Maximum 4 detachments/formations
      - No duplicates, unless it's in a Decurion type detachment.
      - A Combined Arms Detachment may only be duplicated if the factions are different.
      - An allied detachment can't be of the same faction as one of your other detachments, unless a specific rules allows this like with Space Marines.
Maximum 1 Super Heavy Vehicle
Maximum 1 Gargantuan Creature
      - An exception is made for detachments that consist completely out of SHI/GC.
      Those detachments can field more than 1. However, they all become (1 unique).
Fortifications and their upgrades are allowed, provided your lists allows you to take them.
      - No fortification networks, AV15, Plasma obliterator or Fortress of Redemption.
Escalation units are allowed.

For a more detailed description, please check out the [ETC rulespack](#).

Send your list, [in the proper format](#), to 15thconflict.40k@conectr-team.be before the 4th of April.

The tournament points

100 points: 20 per battle, 20 on painting, 5 on army list and 15 if you behaved the entire day ;)
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.

Scenarios

Every scenario will be a combination of an Eternal War and Maelstrom of War mission.

The Eternal War mission will have a custom amount of objectives worth custom VP's.

We will be using an adjusted Maelstrom of War table in all scenario's.

You can score a maximum of 2 Maelstrom objectives per turn.

All scenarios will have 6 objective markers in total, some may only be used for Maelstrom.

Mysterious objectives will not be used.

Wiping a player will result in a 20-0 score. The Tabling players automatically receives 25VP's.

Scenario 1
Eternal War: crusade (6 objectives, Each player deploys 3 objectives worth 1, 2 and 3VP's.
Values noted in secret. Before rolling to seize, reveal the value of each marker.)
Maelstrom: tactical escalation
vanguard strike deployment

Scenario 2
Eternal War: crusade (4 objectives, 3VP each)
Maelstrom: cleanse and control
dawn of war deployment

Scenario 3
Eternal War: the Emperor's will (2 objectives, 4VP each)
Maelstrom: contact lost
vanguard strike deployment

Victory Point differential		
difference	winner	loser
0	10	10
1-2	11	9
3-4	12	8
5-6	13	7
7-8	14	6
9-10	15	5
11-12	16	4
13-14	17	3
15-16	18	2
17-18	19	1
19+	20	0

Starting a game steps:
1) Army lists.
2) Discuss terrain.
3) Roll off to place objectives. **
4) Roll-off to choose table sides. **
5) Pre-game rolls: gifts, boons, psychic powers, ... *
6) Roll for warlord traits.
7) Potential night fight roll.
8) Roll-off for deployment - Infiltrators - decide who goes first - scout moves
9) Potential seize the initiative.

* Beginning with the player that chose the deployment zone.
** Scenario 3: place 4 objectives at step 3 and place the 2 Emperor's will objectives* after step 4.

Using the scoring sheet
- You can score a maximum of 2 Maelstrom objectives per turn.
- You immediately discard any objective that is impossible for you to complete.
- The descriptions in the adjusted maelstrom table show the minimum requirements.
- When not using the appropriate set of 18 maelstrom cards, you can instead use dice to generate your objectives by using the numbers on the table (D6 D3).

Timetable
09.30 - 12:15 First battle
13:00 - 15:45 Second battle
16.00 - 18:45 Third battle

scoring sheet - scenario _

Player1:

Player2:

Maelstrom of War | | | | | (Score maximum 2 Maelstrom objectives per turn)

D63 #	tactical objective #	VP	player 1	player 2	descriptions
11	31	1			Secure Objective 1
12	32	1			Secure Objective 2
13	33	1			Secure Objective 3
21	34	1			Secure Objective 4
22	35	1			Secure Objective 5
23	36	1			Secure Objective 6
31	42	1			**BEHIND ENEMY LINES -** Have one scoring unit within 12" of your opponent's table edge at the end of your turn.
32	44	2			**ASCENDENCY -** Control 3 objective markers at the end of your turn.
33	45	2			**SUPREMACY -** Control 2 objective markers and at least twice as many as your opponent at the end of your turn.
41	51	2			**OVERWELMING FIRE POWER -** Destroy 3 units in your shooting phase.
42	52	2			**BLOOD & GUTS -** Destroy 2 units in the assault phase of your turn.
43	53	2			**NO PRISINORS -** Destroy 3 units during your turn.
51	54	1			**HUNGRY FOR GLORY -** Issue a challenge during your turn or win an ongoing challenge.
52	62	1			**WITCH HUNTER -** Destroy one psycher, psychic pilot or brotherhood of psychers/sorcerors in your turn.
53	63	1			**SCOUR THE SKIES -** Destroy one enemy flyer or flying monstreous creature during your turn.
61	64	1			**ASSASSINATE -** Destroy one enemy character during your turn.
62	65	1			**DEMOLITIONS** - Destroy one gun emplacement or enemy building during your turn.
63	66	1			**BIG GAME HUNTER -** Destroy one enemy vehicle or monstrous creature during your turn.
	Maelstom total				

Eternal War

	Eternal War total				

additional points

first blood		1			The first unit to be completely destroyed is worth 1 VP for the opposing player.
slay the warlord		1			Destroy the enemy warlord.
linebreaker		1			Have at least one model from a scoring unit within 12" of the opponent's table edge.
kill points		0-8			diffrence in kill points
Extra		x			Warlord Trait, Ethereal, …
total VP's		x			
END RESULT		0-20			10± half of the diffrence in VP's, rounding up. (or see table)