

Warhammer 40K BTC Tournament: 17th Conflict

T3 link : https://www.tabletopturniere.de/be/t3_tournament.php?tid=20791

Date

May 20th 2018

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 **17th 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

The meal voucher will let you choose between a cheese/ham sandwich with soup, two hot dog sandwiches with toppings or a vegetarian alternative at lunch.

We will be serving a wide selection of beverages and food like previous years.

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.

Make sure your payment comes through before May the 18th. If there is no proof of payment you will have to pay €17 on the day itself. If later on we receive the wire of €15, the €17 will be refunded.

In case of questions or in case of problems the day itself, you can always call

Maarten Vanwesemael - Team Conect'R VZW chairman +32 479 871 171.

Timetable

08:00 - 08:50 Registration

09:00 - 12:00 First battle (3h)

Lunch break (45mins)

12:45 - 15:45 Second battle (3h)

Break (15mins)

16:00 - 19:00 Third battle (3h)

19:15 Award Ceremony

Army Building

2000 points, max 3 detachments, following the book (p214).

Every 8th edition source is allowed.

Everything WYSIWYG! Conversions, scratch builds and so on are allowed. Within reason!

Lists are to be send in approximately [this format](#) to 40k@conectr-team.be before 12/05/2018.

[GW FaQ's](#) > [ETC FaQ](#) and [beta rules](#) are in effect.

Tournament points (4100)

1020 per battle, 1020 on painting, 10 for sending your armylist on time without errors and 10 for being the good sport you are!

For your final position in the tournament we will look to your wins, draws and losses first. To represent this you will get an extra +1000 for a win, +500 for a draw and +0 for a loss.

Painting

Painting will be considered a 4th individual battle against yourself!

You win it by scoring at least half the points on painting.

You score no points if your army is not WYSIWYG.

0-10P: % amount of models painted and based.

3 colours minimum, undercoat is not a colour.

Just painting your bases is enough to pass.

The following points can only be earned if your whole army is painted and based.

+4P Your entire army has extra details. Techniques used like highlighting, inking, drybrushing, etc.

+2P All your bases have extra details on them.

+2P Your army has a theme and looks like a whole.

+2P Squad marking: a way to keep units distinguishable from each other if applicable.

Matchups

You will play three battles against three different opponents.

The first battle will be paired randomly in such a way you won't play against a fellow club-mate.

From battle two and onwards we follow the Swiss system.

Scenarios

Every scenario will be a combination of an Eternal War, Maelstrom of War and Kill Points (difference of max 6) on 20 points. First Blood, Slay The Warlord and Linebreaker are in effect.

There are always 6 objective markers. Some or all markers might be used for both missions, others only for Maelstrom.

Score a maximum of 3 maelstrom objectives per turn.

Discard any impossible cards and draw a new one.

Replace any D3 on a card to 2. Do not use the race specific tactical objectives.

The difference of your total VP score is divided by 2, rounding up, and added/subtracted to/from 10 for the winner/loser. Sudden Death (P215) will result in a 20-0 score.

Please still count the VP's from the game for tie breakers.

scenario1

Deployment: hammer and anvil

Eternal War: frontline warfare (CA: p68) [4 OBJ: 1VP deployment, 2VP no-man's, 4VP enemy zone.]

Maelstrom: contact lost (p231) [T1:1 card, T2+: # OBJ, max 6]

FB, SW, LB, KP (6)

scenario2

Deployment: search and destroy

Eternal War: resupply drop (CA: p69) [ALTERED]

[At the start of turn 3: player 1 selects 3 objective markers and randomly devalues 1, Player 2 then does the same for the other 3. At the start of turn 5: repeat the process, now starting with player 2 and only selecting 2 objective markers each time. The remaining 2 objective markers are both worth 4VP's at the end of the game. All markers stay in play for maelstrom.]

Maelstrom: deadlock (p235) [6->1, T3: x2CP]

with "opportunity lost" (CA:p75) [discard all tactical objectives at the start of your turn]

and "second chance" [ALTERED] (CA:p75) [1CP: select 1 tactical objective that will not be discarded due to "opportunity lost". Still generate an extra amount according to the turn number.]

FB, SW, LB, KP (6)

scenario3

Deployment: dawn of war

Eternal War: the scouring (p220) [ALTERED]

[6 objective markers: Each player places 3 objectives worth 1, 2 and 3VP's.

Values noted in secret. Before rolling to see who goes first, reveal the value of each marker.]

Maelstrom: cleanse and capture (p230) [3 cards]

FB, SW, LB, KP (6)

Starting a game steps:

- 1) Discuss terrain.
- 2) Army lists. (choose powers, traits, pre-game stratagems, roll-off if necessary)
- 3) Roll off to place objectives.
- 4) Roll off to chooses a deployment zone.
- 5) Player who didn't choose his deployment zone starts deploying.
- 6) Roll-off for first turn (player who finished deploying first has a +1).
- 7) No seize.

Timetable

09:00 - 12:00 First battle

12:45 - 15:45 Second battle

16:00 - 19:00 Third battle

Scenario: _____		
////////////////////	Player 1	Player 2
////////////////////		
Eternal War:		
Maelstrom:		
FB		
SW		
LB		
KP (6)		
TOTAL		

End result (20)		
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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