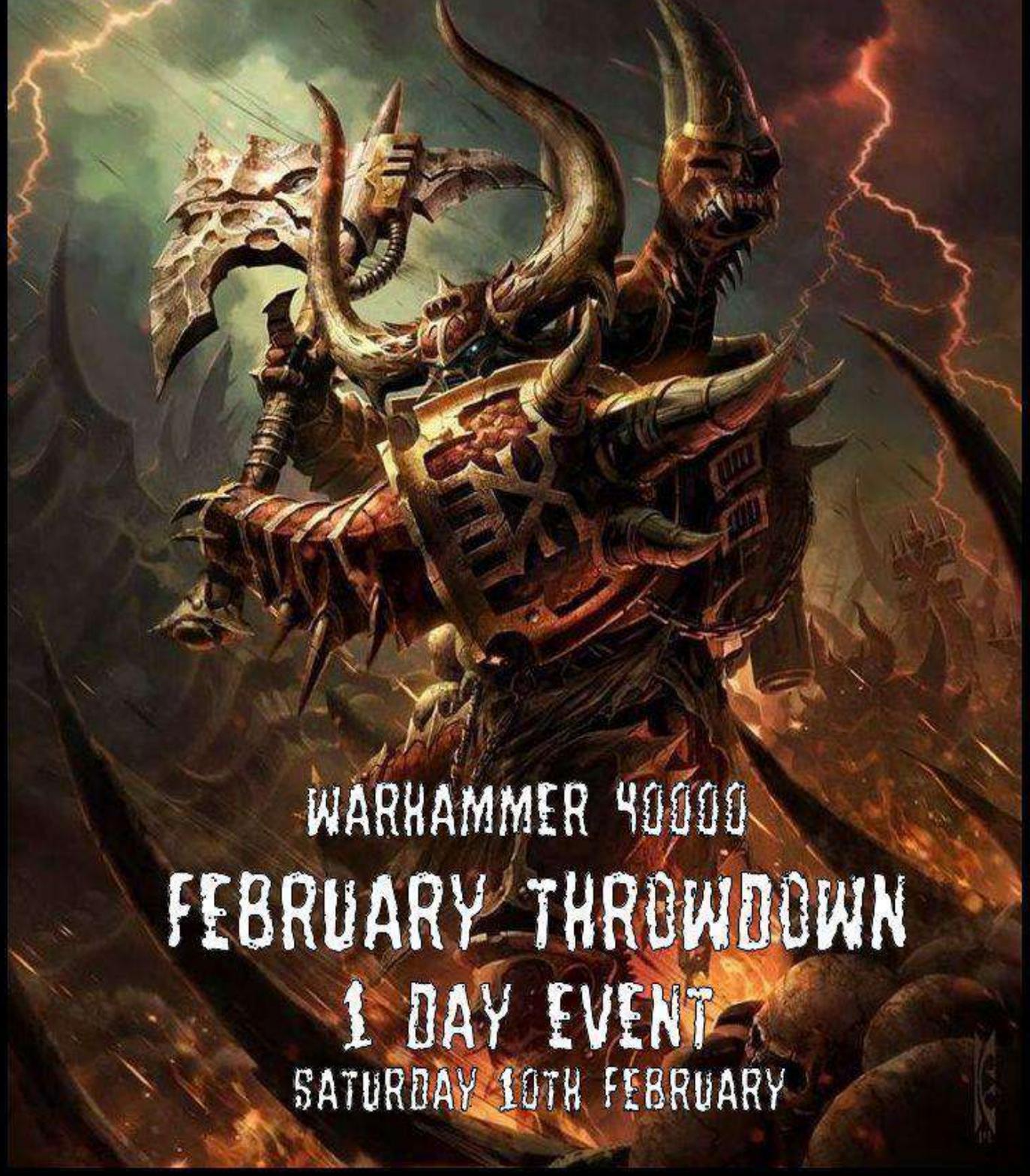


YORK GARRISON WARGAMING CLUB



WARHAMMER 40000
FEBRUARY THROWDOWN
1 DAY EVENT
SATURDAY 10TH FEBRUARY



TOURNAMENT INFORMATION

SATURDAY 10th FEBRUARY 2018 9:30-20:30

TICKET PRICE £15

16 PLAYERS, 1 CHAMPION

FOLK HALL, HAWTHORNE TERRACE, NEW EARSWICK, YORK, YO32 4AQ

(Please note sat navs will try to take you around the back of the venue, the car park entrance is on the main road, with plenty of free parking)

You will need to bring 2 printed copies of your army list, dice, objective markers & all rules required for your army.

SATURDAY 10th FEBRUARY

REGISTRATION 9:30-10:00

GAME 1: 10:00-12:30

LUNCH BREAK: 12:30-13:30

GAME 2: 13:45-16:15

EVENING BREAK: 16:15-16:45

GAME 3: 17:00-19:30

AWARDS: 20:00



TOURNAMENT RULES AND REGULATIONS

- ✓ 2000 Point, Battle Forged Army required
- ✓ A maximum of 3 detachments, with at least 1 Battalion detachment or Brigade detachment & no duplicate detachments. (The only exception is for Questor Imperialis/Tratoris, which require at least 1 Super-Heavy detachment)
- ✓ Army Lists to be submitted via email to meadowstoby@gmail.com by Saturday 3rd February 2018.
- ✓ The rules regarding Forgeworld and Warhammer 40000 8th edition source material (Codex and Index) valid up to Sunday 28th January (for example if a codex is officially released on the 29th January it will be invalid for this event. (All current Games Workshop and Forgeworld FAQ and Errata will be in effect for this event. Note this does not apply to the 2-week cut off period for Index and Codex release).
- ✓ No single unit exceeding 31 Power Level allowed.
- ✓ Only one unique sub <faction> allowed within an entire army. These are pertaining to keywords in brackets, for example <Chapter>, <Craftworld>, <Forgeworld> or <Hive Fleet>. (The only exception is for entirely Heretic Astartes OR entirely Chaos Daemons armies, where the <Mark of Chaos> keyword becomes interchangeable).
- ✓ The command re-roll stratagem may not be used to re-roll the dice for first turn, seize initiative or to determine game length.
- ✓ The player that finishes deploying first will receive +1 to a roll off to determine who takes the first turn.
- ✓ All TROOP units gain the objective secured special rule.

- ✓ For this event, the bottom level of ruins are considered to block line of sight, irrespective if they do not actually do so. This means existing openings such as doors, windows and holes are considered to block line of sight, this does not mean the player can create walls where none exist. If in doubt, raise a question with a tournament official or your opponent.
 - ✓ All armies are to be fully painted to a 'table top standard' and based. This acknowledges difference in painting ability but does not allow for 3 spot colours. There must be a realistic attempt to paint to a table top standard. There are no additional tournament points added for painted armies.
 - ✓ Ignore understrength unit rules
 - ✓ Psychic powers, warlord traits and artefacts are to be added to your army list submission and are thereafter fixed.
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TOURNAMENT FORMAT

During the tournament, each player is playing for **Tournament Points (TP)**. The following table shows how many **TP** will be awarded depending on the game result.

Add **Eternal War**, **Maelstrom of War** and **Secondary Objective VPs** and apply the **Kill Point differential** to determine the overall score of a game.

The difference in **VP** is then translated into **TP** below.

Kill points are awarded for each **FULLY DESTROYED** unit during a battle.

The max **VP** awarded for **Kill Points differential** is **5**.

| VP DIFFERENTIAL | WINNING PLAYER TP | LOSER PLAYER TP |
|-----------------|-------------------|-----------------|
| 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 |

SCORING EXAMPLE

| Player | Eternal War VP | Maelstrom VP | Secondary VP | Kill Points | Total VP |
|----------|----------------|--------------|--------------|-------------|-----------|
| A | 7 | 7 | 2 | 12 | 20 |
| B | 4 | 12 | 1 | 8 | 17 |

In this example, Player A would score **12 Tournament Points**, and Player B would score **8 Tournament Points**.



MISSION 1 – THE SCOURING/CLEANSE AND CAPTURE

PRIMARY OBJECTIVE A

The Scouring (Eternal War Mission)

PRIMARY OBJECTIVE B

Cleanse and Capture (Maelstrom of War Mission)

SECONDARY OBJECTIVES

Linebreaker, Slay the Warlord & First Blood

DEPLOYMENT MAP

Dawn of War

TACTICAL OBJECTIVES

Generate up to 3 Tactical Objectives per turn.

SCORING

Each Objective Marker awards 2 VP at the end of the game. Excluding the **superior (4VP)** and **inferior (1VP)**. Add Eternal War, Maelstrom of War and Secondary Objective VPs and apply the Kill Point differential.

- ✓ Players roll off to begin alternate placement of 6 Objective Markers starting with the player who won the roll off.
 - ✓ Players then roll off to determine Deployment Zones.
- ✓ The players then begin placing units alternatively, starting with the player than won the roll off to determine Deployment Zones.
- ✓ Once all units have been placed, but before the roll to see who takes the first turn. Roll to randomly determine the **inferior (1VP)** and **superior (4VP)** objectives as per The Scouring Eternal War Mission.
- ✓ Players then roll off to see who takes first turn, the player who finished deployment first gains +1 to the roll.



MISSION 2 – RELIC/DEADLOCK

PRIMARY OBJECTIVE A

The Relic (Eternal War Mission)

PRIMARY OBJECTIVE B

Deadlock (Maelstrom of War Mission)

SECONDARY OBJECTIVES

Linebreaker, Slay the Warlord & First Blood

DEPLOYMENT MAP

Hammer and Anvil

TACTICAL OBJECTIVES

Generate 6 Tactical Objectives Turn 1. The number of active Tactical Objectives per player is then reduced by 1 each battle round (6 T1, 5 T2, 3 T3, 2 T4, 1 T5).

SCORING

The Relic awards 10 VP at the end of the game to the controlling player, and 5VP if player is within 6" of the Relic, but not controlling it. If no player controls or is within 6" of the relic at the end of the game, no VP is awarded for Primary Objective A. Add Eternal War, Maelstrom of War and Secondary Objective VPs and apply the Kill Point differential.

- ✓ The RELIC is placed **directly in the centre** of the board.
- ✓ Players roll off to begin alternate placement of 6 Objectives Marker starting with the player who won the roll off.
 - ✓ Players then roll off to determine Deployment Zones.
- ✓ The players then begin placing units alternatively, starting with the player than won the roll off to determine Deployment Zones.
- ✓ Players then roll off to see who takes first turn, the player who finished deployment first gains +1 to the roll.
- ✓ Note all stratagem and command point usage is doubled from T3 onwards.



MISSION 3 – RETRIEVAL MISSION/SPOILS OF WAR

PRIMARY OBJECTIVE A

Retrieval Mission (Eternal War Mission)

PRIMARY OBJECTIVE B

Spoils of War (Maelstrom of War Mission)

SECONDARY OBJECTIVES

Linebreaker, Slay the Warlord & First Blood

DEPLOYMENT MAP

Vanguard Strike

TACTICAL OBJECTIVES

Generate 3 Tactical Objectives per turn.

SCORING

Retrieval Mission Markers (1-4) are worth **3VP** at the end of the game to the controlling player. Add Eternal War, Maelstrom of War and Secondary Objective VPs and apply the Kill Point differential. Note Secondary Objective **Steal the Loot** is not in effect.

- ✓ Players roll off to begin alternate placement of 6 Objectives Marker (Only markers 1-4 count as **Retrieval Mission Objectives**) starting with the player who won the roll off.
 - ✓ Players then roll off to determine Deployment Zones.
- ✓ The players then begin placing units alternatively, starting with the player than won the roll off to determine Deployment Zones.
- ✓ Players then roll off to see who takes first turn, the player who finished deployment first gains +1 to the roll.



AWARDS

- ✓ Throwdown Champion (1st Place Tournament Points)
- ✓ Throwdown Runner Up (2nd Place Tournament Points)
- ✓ Throwdown 3rd Place (3rd Place Tournament Points)
- ✓ Best Army (Combination of painting, conversion and originality)
- ✓ Thrown All The Way Down (16th Place Tournament Points)

FAQ

Where can I get lunch?

There is a café at the venue, as well as a Fish & Chip Shop in the village, and the venue is a short drive from York City Centre and Clifton Moor Retail Park.

How do you judge the Best Army Award?

Players are encouraged to leave their army out over the lunch break, where Tournament Organisers will discuss the winner of the award.

What sort of play surface should I expect?

York Garrison Wargaming Club has an excellent range of terrain & Deep Cut Studios battle mats.

A gentle reminder from Tournament Organisers

Although there is no award for the most sporting player, we do expect a certain level of non-douchery. We will deduct TP for foul play, cheating or any similar behaviour. After all, please remember we are all here to roll dice and play with little plastic men.

Best of luck in the event, thank you for attending and may the Dice Gods be with you.