

BATTLE OF THE BAY

2017



++ War has come to the coast and all vie for it's spoils and glory. Assemble your legions and march forth. ++

++**BATTLE AWAITS!** ++

Tournament Info

System: Warhammer 40K 8th Edition
When: 25th-26th November
Where: 31 Mangold Street, 3rd Ave Newton Park
Entrance Fee: R150

Army Info

Points: 2000- battle forged
Detachments: No more than 3 detachments
Forge World: Yes
WYSIWYG: See rules section
Game length: 2,5 hours

BATTLE TIMETABLE

Saturday 25th November

9:00 – 9:30 Registration
9:30-12:00 Game 1 Retrieval mission
12:00-12:30 Lunch
12:30-15:00 Game 2 Big Guns
15:00-17:30 Game 3 Secure and Control *
17:30 -00:00 Braai social

Sunday 26th November

9:00-9:30 Assemble/smack talk
9:30-12:00 Game 4 No Mercy
12:00-12:30 Lunch
12:30:15:00 Game 5 The Scouring *
15:00-17:30 Game 6 Relic
17:30 Prize giving

Table deployment to be announced on the day.

Rules and Regulations

Super Heavies

Forge world and super heavies will be allowed. There will however be a “**Bring it down!**” special rule where player receives 1vp for every 10 wounds stripped off an enemy LoW (rounding down).

Game 3 Secure and Control

Conquer the Field: *Player scores 2 extra victory points at the end of the game if they had a unit wholly within 6" of the table centre for at least two game turns.*

Game 5 The Scouring

Trophy Kill: *In addition to the given objectives, a bonus victory point can be scored if a player destroys their opponent's highest point unit.*

- If there are equal points for more than one unit, owning player may elect which one is marked for Trophy Kill.

Psykers: An army that includes psykers may either choose or roll for their powers. Powers chosen cannot be changed during the tournament. If you prefer to roll for powers, you can do so at the beginning of each game.

Along with your army you will need the following:

- 3x printed army lists, 1 to be handed to the organiser during registration. Mark who your warlord is and your highest point unit.
- 6 objectives.
- Printed/ digital copy of the rules and relevant codex for your army. This includes any FAQs that your army might have received.
- Although it would be awesome, armies don't need to be painted. However, WYSIWYG will be used. Models may be proxies so long as they're suitably representative. Please no beer bottle drop pods.
- Any conversions, sculpts or proxies must be clearly explained to the opponent before the game begins.
- As always, remember to keep it fun. There's going to be a good mix of vets and new bloods this year and the competition is a chance for everyone to have a good time.

Looking forward to seeing you all there. Bring your game face and some comfy shoes. It's going to be Epic!