

BATTLE OF THE BAY

2017



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

++BATTLE AWAITS! ++

<u>Tournament Info</u>	
System:	Warhammer 40K 8 th Edition
When:	25 th -26 th November
Where:	31 Mangold Street 3 rd Ave Newton Park Port Elizabeth
Entrance Fee:	R150

<u>Army Info</u>	
Points:	2000 – battle forged
Detachment Limit:	3 detachments maximum
Forge World:	Yes
WYSIWYG:	See rules section
Game length:	2h30min

Battle Timetable

Time	Game No.	Mission	Deployment
SATURDAY 25th November 2017			
09:00 – 09:30	Registration		
09:30 – 12:00	1	Retrieval	Dawn of War
12:00 – 12:30	Lunch		
12:30 – 15:00	2	Big Guns Never Tire	Vanguard Strike
15:00 – 15:15	Toilet/Smoke/Recovery Break		
15:15 – 17:45	3	Secure and Control	Frontline Assault
18:00 – 00:00	Braai social		
SUNDAY 26th November 2017			
09:00 – 9:30	Assembly and Smack-Talk		
9:30 – 12:00	4	No Mercy	Hammer and Anvil
12:00 – 12:30	Lunch		
12:30 – 15:00	5	The Scouring	Spearhead
15:00 – 15:15	Toilet/Smoke/Recovery Break		
15:15 – 17:45	6	The Relic	Search and Destroy
17:45 – 18:00	Prize-giving/Commiserations		

Rules and Regulations

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 cost unit (if you have multiple units with the same, highest points cost; you must choose 1 to mark).
- 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 as much as possible. 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.

General Rules

Scoring

Each win will be worth 3 Tournament Points. Each draw will be worth 1 Tournament Point. Each loss will be worth a condescending pat on the back and no Tournament Points. Player rankings will be determined by total Tournament Points. Players tied for total Tournament Points will be separated first by Victory Point difference, then by total Victory Points scored, then by Head-to-Head (if applicable) and finally by coin toss.

As it was Fated to Be

Sometimes things just go the way they go, often not the way they were expected to, and there is nothing that tactical genius can do about it. As such, the following deviations from the core rules will be in place with regard to game beginnings and endings.

- The player who finishes deploying first will not automatically have the choice of first or second turn. Instead, once both players have finished deploying they will roll-off and the winner will have the choice of first or second turn. The player who finished deploying first will get a +1 modifier to the roll-off and in the case of a tie will be considered to have won the roll-off. If the winner of the roll-off decides to take the first turn their opponent may attempt to Seize the Initiative.
- Command points may not be used to influence or re-roll the first turn roll-off dice, Seize the Initiative die, or the dice rolled at the end of battle rounds 5 and 6 to see if the game ends.
- Games must finish at the end of a complete battle round (each player must have the same number of turns). If you aren't sure that you'll be able to complete another battle round, check the current score before continuing.

Tabling & Concession

If one player succeeds in destroying every model in an opponent's army, that player is considered to control all Objective Markers and have scored Linebreaker, Slay the Warlord and Conquer the Field (if applicable). The tabled player does, of course, get to keep whatever points they managed to score (First Blood, Slay the Warlord, Kill the Big Ones, etc).

Conceding before the end of Battle Round 4 will be treated the same as being tabled, see above.

Warlord Traits

Unless your choice of which model to use as your warlord prescribes a particular warlord trait (eg. if Lord Castellan Creed is your warlord he must have the Superior Tactical Training warlord trait) you may choose to either preselect your warlord trait or roll for it each. If you preselect a warlord trait it must be stated on your army list and must therefore be the same for each game. If a warlord trait is not stated on your army list you are obliged to roll for it.

Psychic Powers

If your army uses psykers you may (apart from being a dirty witch) choose to either preselect their powers or roll for them each game. If you preselect powers they must appear on your army list and must therefore be the same for each game. If the chosen psychic powers don't appear on your army list you are obliged to roll for them. If you preselect any powers that a psyker knows you must preselect all the powers that that psyker knows, however, if you have multiple psykers (such as HERESY) you may choose to preselect powers for some of the psykers and roll for the others.

Kill the Big Ones

Every full 9 wound missing from a Lord of War selection's wounds characteristic at the end of the game is worth 1 victory point. This will apply to all games except Game 6: The Relic where The Relic and only The Relic matters.

Game Specific Rules & Bonus Objectives

Game 3: Bonus Objective

Conquer the Field: Players will earn 1 Victory Point if, at any point in the game, they have had a non-character unit wholly within 6" of the centre of the battlefield at the end of each of 4 consecutive turns (note, it does not have to be the same unit on each of those turns). If, at the end of the 4th such turn, there are no enemy units within 6" of the centre of the battlefield they will earn 2 Victory Points instead.

Note: You cannot score this objective more than once; and you must score it at your first opportunity to do so.

Game 5: Bonus Objective

Trophy Kill: Players will earn 1 Victory Point at the end of the game if their opponent's highest point cost unit has been destroyed. This unit will be marked on each player's army list for clarity so that if your opponent is fielding 2 Land Raider Crusaders and these are their highest point cost units, you'll know which to kill first.

Game 6: Game Specific Rule

Putting a Price on the Priceless: For the purposes of Victory Points in The Relic mission:

- a Major Victory (achieved either by holding The Relic at the end of the game or tabling the opponent) will be considered an 8-0 score line in the victor's favour,
- a Minor Victory will be considered a 4-0 score line in the victor's favour,
- and if no one has any models within 12" of The Relic the score line will be considered to be a 2-2 Draw in no one's favour in particular.

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