TEAMCHAMPIONSHIPS
2014

Layout of this Document

1.INTRODUCTION

Welcome to the first new edition of the Belgian Team Championships, a Team Tournament for Warhammer 40K players. The idea is to get together with a bunch of your friends or club-mates and fight together towards a common goal: claiming the honorary title of being the best Team in Belgium for the coming year. This event will also serve as a fundraiser to cover travel expenses for the Belgian 40K ETC Team this year, as another bunch of 8 or 9 blokes will make the trip to go defend Belgium's colours in Serbia amongst all the internet bigshots around summertime.

We would love to welcome you to this event, and appreciate your support!

Team Belgium 40K 2013 – Serbia

2. EVENT DETAILS

The event will be held at Zaal De Kring in Kessel-Lo on Sunday July 13th. Entry fee will be 15 € per player. Drinks are available on site. Club Sandwiches or warm meals (typically meatballs, spaghetti or some sort of stew) will be provided, and are included in the entry fee. If you have special dietary requirements, let us know in advance so we can provide for you as well.

Date:
July 13th

Location:
Zaal De Kring
Jozef Pierrestraat 64
3010 Kessel Lo, Leuven

3. TOURNAMENT RULES

Teams will be comprised of 3-5 players. When subscribing to the event, each team designates one of its members as being the team captain. He will be responsible for arranging all the details concerning his team. Handing in results, subscribing to the event, registration, and all that jazz …

The tournament will be run using the regular Swiss format, so in essence every teammember will face a member of a different team each round, and consecutive pairings will be done based on the strength of schedule principle. Each round, after the pairings have been announced, the team captain has to designate which three players on his team will be scoring for the round. If your team only consists of 3 members, each player automatically scores each round, but in any other case the captain has to make sure each and every one of his teammembers was scoring in **at least one** of the rounds. If such is not the case, the three lowest results from each round for that particular team will be calculated at the end of the event. Round times are extremely generous to accomodate these choices a Team Captain will have to make each round.

Team make-up:
A. Each Team member can spend 1850 points on his army.
B. Each codex only once as main detachment and ally detachment within a given team. A formation counts as an ally for that codex.
C. Codex: Inquisition and Codex: Imperial Knights allowed but only once as main, ally, or special detachment within a given team!
D. No mirror combinations within a team. So no Eldar/Tau and Tau/Eldar within the same team for instance.
E. Codex supplements count as their main codex. So taking Farsight Enclaves would count as your Tau main or ally slot for instance.
F. No Forgeworld or '40K approved' models.
G. No Stronghold Assault or Escalation, but we WILL be using the updated building rules from Stronghold Assault.
H. Formations and dataslates allowed, but you have to bring a copy of the rules with you to the event and make sure to explain to your opponent exactly how the formation and/or dataslate works and what it does on the battlefield before your battle commences.
I. Terrain placed by the organisation. If problems arise with placement of Fortifications, call a Judge. Terrain will then be reshuffled.
J. All your models have to oblige the WYSIWYG rule for as far as that is possible. Please take the time to explain things to your opponent in case you are not fielding a fully WYSIWYG army before the battle starts.
K. The use of converted figures is allowed as long as it does not lead to confusion or gives you an unfair advantage on the battlefield, and as long as you're upfront and lenient when your opponent raises concern. Any issues arising from this will likely be ruled against the person with such conversions.
L. Special and Unique Characters may be used.
M. Only painted armies please! Minimum of three colours required. No-one likes to play against unpainted models. We will implement a strict policy here!
N. All releases prior to army list submission date are eligible for play during the tournament.

Example:
Team A
Player 1: Tau with Space Marine Formation and Imperial Knights
Player 2: Space Marines with Imperial Guard allies and Inquisition
Player 3: Grey Knights with Tau Allies and Eldar Formation
Players 4 and 5 are not allowed to take:
- any Tau (already once as main and once as ally in this team)
- any Space Marines (already once as main and once as ally in this team)
- Tau/Grey Knights (already Grey Knights/Tau and mirror combinations are not allowed)
- Eldar/Grey Knights (already Grey Knights/Eldar and mirror combinations are not allowed)
- any inquistion (only once as main, ally or special detachment)
- any imperial knights (only once as main, ally or special detachment).

LIST SUBMISSION:
Lists need to be submitted prior to the event. Each CAPTAIN must send a single email containing **ALL** the lists within his/her team by **Midnight on Sunday June 29th** to:

teambelgium40k@gmail.com

There is only ONE way to submit your list: they should be contained within the body of the email each captain sends in the typed format below. You should not submit an export from army builder nor any other list software. Any attachment or spread sheet will not be accepted, nor will any kind of word document, Open Office or Works documents. Lists not submitted in the correct format will be returned. Please work with us to ensure a speedy turnaround of list checking by the event referees. This may seem extreme but 60+ lists all in rubbish format, with all sorts of printing issues make for a very rough and time-consuming listchecking process, so bear with us! Lists will be compiled into a PDF and made public prior to the Event, and the first round draw will be released at least one week prior to the event.

Lists should be submitted in the following example's format:
++
                    TEAM: Insert Teamname Here (only appropriate teamnames, Andy!!)
++
PLAYER 1 (captain): Marbo the Great
ARMY DESCRIPTION : IMPERIAL GUARD
HQ 1: Command Squad (50) 4 meltaguns (4x10) = [90] + TRANSPORT 1
HQ 2: Command Squad (50) 3 plasma guns (3x15) = [95] + TRANSPORT 2
ELITE 1: Psyker Battle Squad (60) + 3 Psykers (3x10) = [90] + TRANSPORT 3
TROOP 1: Veteran Squad (70) 3 Meltaguns (3x10) = [100] + TRANSPORT 4
TROOP 2a: Platoon Command (30) 3 flamer (3x5) = [45]
TROOP 2b: Infantry Squad (50) Lascannon (20) Commissar (35) = [105]
TROOP 2c: Infantry Squad (50) Lascannon (20) = [70]
TROOP 2d: Infantry Squad (50) Autocannon (10) = [60] + TRANSPORT 5
TROOP 2e: Special Weapon Squad (35) 3 flamer (3x5) = [50]
FAST 1: Vendetta Gunship (130) add heavy bolters (10) = [140]
FAST 2: Vendetta Gunship (130) add heavy bolters (10) = [140]
FAST 3: Vendetta Gunship (130) = [130]
HEAVY SUPPORT 1: Hydra Battery: 2 x Hydra Flak Tanks (2x75) = [150]
HEAVY SUPPORT 2: Hydra Battery: 2 x Hydra Flak Tanks (2x75) = [150]
HEAVY SUPPORT 3: Manticore Rocket Launcher (160) swap heavy bolter for heavy flamer (-) = [160]
TRANSPORT 1: Chimera (55) swap heavy bolter for heavy flamer (-) = [55]
TRANSPORT 2: Chimera (55) swap heavy bolter for heavy flamer (-) = [55]
TRANSPORT 3: Chimera (55) = [55]
TRANSPORT 4: Chimera (55) = [55]
TRANSPORT 5: Chimera (55) = [55]
[TOTAL = 1850]

PLAYER 2:
Andsoforth...
++
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Subscribing to the event:
Your subscription to the event will be final once payment for the team has been completed. Keep an eye on the T3 link to see if the tournament has reached its capacity or not. The tournament schedule itself can be found later in this document. Every email communication should include your Teamname so we can easily reference it in searches and whatnot.

Team Penalties:
10 Penalty Points will be deducted from your team's overall score if the **list roster format** is **not ok from the first go or if any of the lists contain mistakes**, if your communications don't contain your team name, or in the case of unsportsmanlike behaviour!

4. Tournament Scoring and Prizes

There will be 3 rounds, playing a combination of 2 rulebook missions, one as primary and one as secondary, along with the usual LB, STW and FB rules, albeit with a twist.

Mission 1: Scouring (6 objectives) primary, Purge The Alien secondary, Vanguard Deployment
Mission 2: Purge The Alien primary, Big Guns Never Tire (4 objectives and 1 in the middle of the table) secondary, Dawn Of War Deployment
Mission 3: 3 Relics Primary (placed in no-mans land), Emperors Will secondary, Vanguard Deployment

After each battle, players work out the differences in points in both primary and secondary missions and seperately consult the table below, keeping in mind that each objective or counter is worth 3VP's in every mission, and each killpoint is worth 1 VP. The Alternates First Strike (see explanation below), Linebreaker (1 VP) and Slay The Warlord (1 VP) allow you to score additional VP's to complete your tournament score for the round, up to a maximum of 20 points.

First Strike: You score 1 VP for destroying a unit (of any kind) in the first round of the game. That unit then automatically becomes the Nemesis. In case of a unit containing one or more IC's, the player who just suffered First Strike gets to choose whom to retaliate against! The grudge is on!
Nemesis: If you manage to destroy your nemesis at the end of the game, you earn 1 VP.

Difference in VP's	Primary Objectives		Secondary Objectives		Alternate	
	Winner TP's	Loser TP's	Winner TP's	Loser TP's	Winner TP's	Loser TP's
0	5	5	3	3	2	2
1-2	6	4	4	2	3	1
3-4	7	3	5	1	4	0
5-6	8	2	6	0		
7+	10	0				

Pre-game set up process:
The following process should be used to start each game; this order overrides the process described in the rule book.
1. Discuss terrain with your opponent (no mysterious terrain will be used!).
2. Each player rolls a D6, Starting with the player who rolled highest place objectives using
the rules from the 6th edition rule book (page 121, no mysterious objectives will be used!)
3. Each player rolls a D6, the player with the highest roll chooses their table half as per page
119 of the 6th edition rule book.
4. Starting with the player who rolled highest, place any Fortifications. Your Fortification must be placed wholly within your table half, using the rules from page 114. Note that you do not replace a piece of terrain with your fortification but call a judge in case terrain density is an issue.
5. Nominate Warlord and determine traits (page 111)
6. Roll for Night fighting (page 124)
7. Generate Psychic powers if required.

8. Player should now roll a D6 to determine who will deploy their force first. The highest roll can choose to deploy first or second. Whoever deploys first will take first turn.
9. Once both players have set-up, any Infiltrators should be deployed (page 38)
10. Either player may now make their Scout moves (page 40)
11. The player going second can attempt to seize the initiative (page 122).
12. Play game – Good Luck, Have Fun!

Prizes:
As per usual there will be prizes for '**Team Champions**', '**Glorious Second'** and the '**Ultimate Third**' Team. All the teams will be judged on the quality of their army, be it technical skill, theme, conversions or whatnot, and the team that in the judges view is comprised of the coolest armies will win the **'Ragtag Award'.**

There will be a '**Great Opponents**' award as well. Every round, with the scores that come in, every player needs to rate their game from 0-10. 10 being the greatest and most exciting game ever, and 0 being a very bad gaming experience. Both players should be open about this to their opponents. All sportsmanship scores will be pooled, and divided by the number of rounds and team players at the end of the tournament to see which team was the coolest to play against at the end of the event. These sportsmanship votes will not influence the ranking by any means, so there's no incentive to give your opponent a bad score just to gain some advantage in final placement.

Because we want every team to have a shot at winning something, we also have introduced the following awards:
'De're Gunnin For Ya' Award – Team with the most 'First Strikes' over the Event
'Not Takin Diz 'Ere Shit' Award – Team with the most 'Nemesis' achievements over the Event
'Grot Snipah' Award – Team with the most 'Slay the Warlords' over the Event
'Sneaky Git' Award – Team that achieves the most 'Linebreakers' over the Event

Besides that, we want to give every player the opportunity to play for something for themselves as well, so we decided to include a '**Best In Faction**' Award, based on your main detachment.

5. Time Table

Start || End ||
08.00 || 09.00 || Players arrive, registration
09.00 || 12.00 || First battle
12.00 || 12.45 || Afternoon break
12.45 || 15.45 || Second battle
16.00 || 19:00 || Third battle
19.15 || 19.30 || Awards

6.4 Shoutout

We would like to take this opportunity to put our sponsors in the spotlight, who contribute heavily to us being able to make it to the ETC every year.

KR MULTICASE

WARHOUSE GAMES

For all those who want to follow our exploits, feel free to join our Facebook page, and visit the Team's blog, where you can find a collection of tournament reports, tactica, hobby articles, and more of the sort.