

TEAM CHAMPIONSHIPS 2014

LAYOUT OF THIS DOCUMENT

1. INTRODUCTION

2. EVENT DETAILS

3. TOURNAMENT RULES

4. TOURNAMENT SCORING

5. TIMESCHEDULE



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 ...

This **7th Edition 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. Players contribute their scores to the team general score, which will always be averaged up to three players (so for 5 players round score = effective round score *3/5).

Team make-up:

- A. Each Team member can spend 1850 points on his battleforged army. So no Unbound armies. No Come The Apocalypse alliances.
- B. Each army consists out of a Combined Arms Detachment and an optional Allied Detachment. Each codex can be used only once as Combined Arms Detachment and once as an Allied Detachment within a given team. A formation counts as an ally for that codex.
- C. Codex: Inquisition and Codex: Imperial Knights allowed. Inquisition can be taken as CAD or as Allied, and also once per team as a 'tertiary' in which case they will also use up the ally slot for the team. Imperial Knights can be a CAD or a special tertiary detachment only, and also once per Team as main or ally of course!
- 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.
- 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.
- H. Terrain placed by the organisation. If problems arise with placement of Fortifications, call a Judge. Terrain will then be reshuffled. Skyshield Landing Pad, Bastion, and Aegis Defense Line are allowed as Fortifications, with either the Comms Relay or the Icarus/Quadgun as upgrades. None of the other upgrades apply for this tournament.
- I. 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.
- J. 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.
- K. Special and Unique Characters may be used.
- L. Only painted armies please! Minimum of three colours required. No-one likes to play against unpainted models.
- M. All releases prior to army list submission date are eligible for play during the tournament.

Regarding the new Ork Codex:

As it is the first one used for the new edition, you can play it with all the new shiny toys in it. That means Stompas, Ghazkull and other such can be freely fielded. The Ork Horde Detachment can be played but will NOT provide Objective Secured to the Detachment.

Use this order of play to start your games:

1. Roll-off: Winner place first objective. Players take turns placing all the objectives, except for Emperor's Will objectives in Mission #3
2. Roll-off: Winner chooses deployment zone. Place Emperor's Will Objective's in Mission #3 after this step. Player who chose sides places first
3. Warlord Traits
4. Psychic Powers
5. Gifts, Boons and any other pregame rolls
6. Night Fight
7. Roll-off: Winner chooses whether to deploy first or second. Fortifications are placed at this time per the rule book
8. Deploy infiltrators
9. Player who deployed first decides who gets first turn
10. Scout Moves
11. Seize the initiative only if player who won toss for deployment goes first
12. Play game, have fun

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 inquisition (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 Friday July 4th** 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!!)

+++++
 PLAYER1: (insert name)

CLUB :

EMAILADDRESS :

COMBINED ARMS DETACHMENT "PRIMARY": (codex used, mention relevant details which impact force organisation

chart and choices, for instance Ravenwing or Chapter Tactics for your Space Marine Chapter)

HQ1 : (codex entry name, detailed cost of every options & bought wargear and their multiplier if any except for standard wargear, transport reference number if relevant) [(point total without transport)pts]

HQ2 : (idem supra...)

Troop 1 : (...)

Troop 2 : (...)

Troop 3 : (...)

Troop 4 : (...)

Troop 5 : (...)

Troop 6 : (...)

Elite1 : (...)

Elite2 : (...)

Elite 3 : (...)

FA1: (...)

FA2: (...)

FA3: (...)

HS1: (...)

HS2: (...)

HS3: (...)

(Dedicated)Transport1 : (codex entry name, detailed cost of every options & bought wargear and their multiplier if any except for standard wargear, unit transported, dedicated or not in front of the 'transport', ...) [(point total)pts]

Transport2 : (idem supra...)

(don't forget to delete unused entries)

TOTAL COMBINED ARMS DETACHMENT "PRIMARY" [(point total)pts]

"ALLIED" DETACHMENT: (codex used, mention relevant details which impact force organisation chart and choices, for instance Ravenwing or Chapter Tactics for your Space Marine Chapter)

HQ1 : (...)

Troop 1 : (...)

Troop 2 : (...)

Elite1 : (...)

FA1: (...)

HS1: (...)

(don't forget to delete unused entries)

TOTAL "ALLIED" DETACHMENT [(point total)pts]

"TERTIARY" ALLIED DETACHMENT: (codex used ,reminder only codex Knights or Inquisition here!)

HQ1 : (...)

Troop 1 : (...)

Troop 2 : (...)

Elite1 : (...)

FA1: (...)

HS1: (...)

(don't forget to delete unused entries)

TOTAL "TERTIARY" ALLIED DETACHMENT [(point total)pts]

FORTIFICATION : (...)

TOTAL LIST : [(point total)pts]

EXAMPLE OF SOME ENTRIES:

TROOP 1: Tactical Squad: 5 Marines (70) Meltagun (10) =[80] + TRANSPORT 1

ELITE 1 : Terminator Squad : 5 Terminators (200) Power Maul (0) [200] + TRANSPORT 2

DEDICATED TRANSPORT 1: Rhino (35) Storm bolter (0) [35] for Ttroop 1

DEDICATED TRANSPORT 2: Land Raider (250) [250] for Elite 1

PLAYER2: (insert name)

CLUB :

EMAILADDRESS :

ETC ETC ETC ...

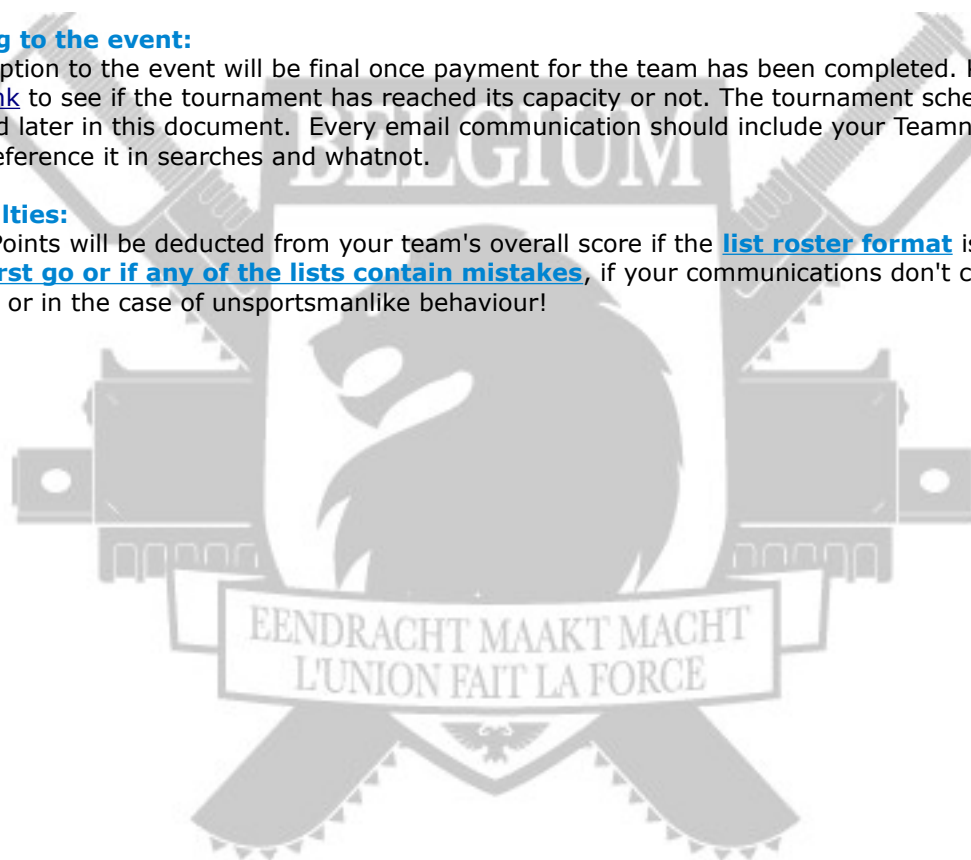
++++
++++

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 Eternal war and Maelstrom Missions, along with the usual LB, STW and FB rules and a KP differential. Victory points scored by each player for his team are cumulated from Mission scoring and Kill points, and Secondary Objectives (Slay the Warlord, Linebreaker, and First Blood). An exception is that a tabling player receives 20 game points, a tabled player gets 0 game points.

In missions where the Eternal War objectives are less than 6, objectives 1-4 will count for Crusade with objectives 5-6 placed predeployment, and objectives 1-2 for Emperor's Will with objectives 3-6 placed predeployment).

MISSION 1

Objective #1: Eternal War: Crusade 4 objectives (3 Victory Points for each CRUSADE objective)

Objective #2: Maelstrom of War: Cleanse and Control

Deployment: Vanguard Strike

MISSION 2

Objective #1: Eternal War: The Emperor's Will (4 Victory Points for each EMPEROR'S WILL objective)

Objective #2: Maelstrom of War: Tactical Escalation

Deployment: Dawn of War

MISSION 3

Objective #1: Eternal War: The Scouring - Each player places three markers at least 6 "from the edge, 12" from each other worth 1, 2 and 3 points (point values noted in secret by the player deploying them). Before rolling to seize the initiative, you reveal the value of each marker.

Objective #2: Maelstrom of War: Deadlock

Deployment: Vanguard Strike

Each player starts with a "deck" of the Tactical Objective Cards listed below. Once a card is completed at the end of your respective player turn, you note this to your opponent and score that card and the points for it. Each Tactical Objective can only be scored once per game. **You may only score two Tactical Objective Cards per turn.** If any objective is unattainable, such as destroy a building and your opponent did not bring any, immediately discard it and redraw. However, this does not apply to objectives such as killing a flier if your opponent's fliers are simply not on the board yet for example. Please note - some objectives have been edited or tweaked, typically to remove components involving D3VP - the table below should be the ultimate reference used during games to determine what each Tactical objective is worth. Players must roll a D3 and a D6 to generate Tactical Objectives at the start of the turn if tactical Objective Cards are not available, and all rolls are done above board, open to your opponent so there can be no mistakes about whether people feel compelled to cheat. This diminishes the secretive aspect of the tactical objectives somewhat, but it is the lesser evil in this case.

D36 #	Tactical Objective #	Description
11	31	Secure Objective 1
12	32	Secure Objective 2
13	33	Secure Objective 3
14	34	Secure Objective 4
15	35	Secure Objective 5
16	36	Secure Objective 6
21	42	BEHIND ENEMY LINES —Score 1 VP if one of your scoring units is within 12" of your opponent's table edge at the end of your turn.
22	44	ASCENDENCY —Score 2 Victory Points if you control any three objective markers at the end of your turn. (Changed from D3 Victory Points)
23	45	SUPREMACY —Score 2 Victory Points if you control at least two Objective Markers and at least twice as many Objective Markers as your opponent controls at the end of your turn. (Changed from D3 Victory Points)
24	51	OVERWHELMING FIREPOWER — Score 2 Victory Points if you completely destroyed 3 units or more in the shooting phase
25	52	BLOOD AND GUTS — Score 2 Victory Points if you completely destroyed 2 units or more in the Assault Phase
26	53	NO PRISONERS —Score 2 Victory Points if you completely destroyed 3 or more enemy units during your turn.
31	54	HUNGRY FOR GLORY —Issue a Challenge in a HTH Phase
32	62	WITCH HUNTER —Score 1 Victory Point at the end of your turn if at least one enemy unit with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule was completely destroyed during your turn.
33	63	SCOUR THE SKIES —Score 1 Victory Point at the end of your turn if at least one enemy Flyer or Flying Monstrous Creature was removed as a casualty during your turn.
34	64	ASSASINATE —Score 1 Victory Point at the end of your turn if at least one enemy character was removed as a casualty during your turn.
35	65	DEMOLITIONS —Score 1 Victory Point at the end of your turn if at least one gun emplacement or enemy building was destroyed during your turn.
36	66	BIG GAME HUNTER —Score 1 Victory Point at the end of your turn if at least one enemy Vehicle or Monstrous Creature was destroyed during your turn.

After each battle, players work out the differences in victory points and consult the table below. At the end of the game each player also counts the number of kill points they have achieved from their opponents force (including units created during the game via mechanisms such as Conjuring, the Portaglyph, and others). Next, determine the difference in kill points by subtracting the lower total from the higher. Each differential of two generates +1 Tournament Points, **to a maximum of 6**.

<i>Difference in VP's or KP's</i>	<i>Objectives Differential</i>		<i>Killpoints Differential</i>	
	Winner TP's	Loser TP's	Winner TP's	Loser TP's
<i>0</i>	7	7	3	3
<i>1-2</i>	8	6	4	2
<i>3-4</i>	9	5	5	1
<i>5-6</i>	10	4	6	0
<i>7-8</i>	11	3		
<i>9-10</i>	12	2		
<i>11-12</i>	13	1		
<i>13+</i>	14	0		

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 'Overwhelming Firepower' achievements over the Event

'**Not Takin Diz 'Ere Shit**' Award – Team with the most 'No Prisoners' 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

<u>Start</u>	<u>End</u>	
--------------	------------	--

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



Kromlech



Demo Spel Leuven



Blackborder Roeselare



Micro Art Studio



For all those who want to follow our exploits, feel free to join our [Team Belgium 40K facebook Page](#) and visit the [Team Belgium 40K Blog](#), where you can find a collection of tournament reports, tactica, hobby articles, and more of the sort.

