

Elite Gaming Lounge X Kat's Antiques Warhammer 40k Annual Tournament - ITC Rogue Trader Tournament

SCHEDULE

09:00-09:30 - Arrival and Registration
09:30-09:45 - Welcome Talk
10:00-13:00 - Game 1
12:45-13:45 - Lunch
14:00-17:00 - Game 2
17:00-17:15 - Break
17:30-20:30 - Game 3
20:30-21:00 - Awards and Finish

Event Description

Rogue trader tournaments are a competitive tournament. This event will be registered with Frontline Gaming's ITC (International tournament circuit) and will award ITC points. The event will be run via the Best Coast Pairings app available through the app store on IOS or android. Players registered through the app will automatically receive ITC points after the event, allowing them to be added to the global leaderboards.

For more information on the ITC please go to the below URL:

<https://www.frontlinegaming.org/community/frontline-gamings-independent-tournament-circuit/>

Army Selection: Your list must be battleforged and consist of no more than 2000 points. All rules, FAQ's and books released up to that Friday will be in effect. Warlord traits/relics/powers and any pre-game CP upgrades must be in the list. This event follows all matched play restrictions from the latest GW Grand Tournament Pack. Lists must be submitted on BCP by 22:00 on Sunday 11th June

Your models should be fully WYSIWYG. Proxying/alternative miniatures is allowed but the model/ wargear must reasonably reflect the rules you intend to use. A power fist does not look like a power sword for example. Your models must be on the base size currently sold with the GW kit. Base extenders may be used for people who do not wish to rebase their models. Your models do not have to be painted, however the 10VP for painting will only be achieved by people whose army is painted and based to a 'battle-ready' standard as shown in the GW rules. If in doubt please clear with the organiser beforehand whose decision is final.

Entry

Entry cost is £15 and will be paid via the Elite Gaming Lounge website or via the BCP app

Games

Missions will be drawn from the Arcs of Omen GT pack. These missions will be as follows;

Round 1 - Conversion

Round 2 - Abandoned Sanctuaries

Round 3 - Secure Missing Artefacts

Terrain will use the recommended keywords in the rules book based on size and type. If unsure please ask one of the event organisers and they can advise on suitable keywords to use. A set of terrain will be on each table, this will be player placed and should be agreed upon by both players. The exception to this will be the tables with LGT terrain on, these will have map packs available depending on the mission being played.

Matchmaking

Matches will be seeded automatically via BCP. This works based on win rate.

If there is an odd number of players then the organiser will sit out. If there is a late entrant after this then the organiser will play that person. Any arrivals after this will be paired off with each other if possible.

Notes: Any issues on the day please contact one of the event organisers whose decision will be final. Please try to finish your games in time to ensure you are being fair to your opponent. Please bring a copy of the rules for your army for reference.

Chess Clocks

Chess clocks will be in use for this event unless both players agree not to use one. If you wish to use a chess clock you will have to bring one, or use a chess clock app on your phone. Rounds are three hours long. We recommend setting your chess clock to 1:25:00 per player allowing 10 mins for pre game deployment and chat.

Generally the player whose turn is taking place should be ticking down on the clock. You may swap the clock over if the other player is doing a time sensitive action out of turn however, such as attacking back in combat, thinking about strategems or checking rules. If a player times out on their clock time then they may not do anything at all other than roll armour saves/ignore wound rolls. They may continue to score points, but only if that involves them doing no actions e.g. already being on an objective.

Awards and Prize Support

First Place: Certificate, Trophy £100 voucher

Second Place: Certificate & £50 voucher

Third Place: Certificate & £25 voucher

Best Painted: Trophy

Last Place: Wooden Spoon

Scoring

Placings will be determined by BCP.

Best Painted will be done by player vote.