

# CHALLENGE

# 11

**The annual 40k event in Roeselare!**

**Presented by**

**VZW Spellclub Roeselare**

For any questions, please send a mail to [Jaspar.decru@gmail.com](mailto:Jaspar.decru@gmail.com)

## When and where?

Challenge 11 is taking place in 'Het Kerelsplein' in Rumbeke –Roeselare. There is a parking lot on site for all the players and room to park in nearby streets as well.

The tournament is taking place on Saturday, November 12th 2016! You can sign up from 8h30 and the tournament will end at approximately 18h30.

## Signing up?

You can sign up at the T3 website for the 40K tournament of Challenge.

([http://www.tabletopturniere.de/be/t3\\_tournament.php?tid=16659](http://www.tabletopturniere.de/be/t3_tournament.php?tid=16659) )

Your registration will only be finalized when you have paid the registration fee in the following days on the following bank account:

**KBC 738025315608, IBAN BE63 7380 2531 5608,**

**BIC KREDBEBB** (IBAN and BIC only for players not from Belgium)

And with the following message: CHALLENGE\_40K\_SURNAME\_NAME.

The registration fee will be 10€ if you paid beforehand. When paying at the door, the fee will be 12€.

## The Tournament

There will be 3 battles against 3 different opponents. The opponent in the first battle will be randomly selected. For the 2 following battles we will use a Swiss system. While using the Swiss system we make a ranking after each battle and afterwards, the numbers 1 and 2 will battle each other, as will numbers 3 and 4 and so on.

After each battle you and your opponent count your victory points for that battle and bring them to the judge table. When all scores are submitted, the results will be made public. The judges are not responsible for wrongly submitted scores.

We kindly ask both the winner and the loser to come to the judge table together so no mistakes can be made.

Only you and your opponent are playing the battle, onlookers and spectators cannot interfere with the battle. When there's a problem with the rules you can always ask a nearby judge.

## Rules and penalties

The tournament is played with the 7th edition rules of 40K and all codexes released at least 2 weeks before list submission deadline..

If you can't find the ruling in the rulebook, you call a judge. The judge will try to solve the problem or will point out where you can find the rule. The ruling is final. When the discussions are too long or unsportsmanlike, the judge can give players a penalty. These penalties will be taken in account for the final standings at the tournament.

## Time Schedule

Date	Hour	What
30/10/2016	23.59	Payments and army lists entered.
12/11/2016	08.30	Start Registration
	09.30	End Registration
	09.45	Start first battle
	12.00	End first battle
	12.10	All results at judge tables
	12.45	Start second battle
	15.00	End second battle
	15.10	All results at judge tables
	15.30	Start third battle
	17.45	End third battle
	18.00	All results at judge tables
	18.15	Award ceremony

Notice all army lists have to be entered before the 30th of October!

Also:

The time schedule tells you how much time you have each battle. We would like it if everybody keeps him to that schedule. We won't tolerate one person making us fall behind. People that arrive late at the tournament play against each other.

Before starting the actual battle, we advise everybody to take a 2 minute break:

Make sure you and your opponent both think the same way about the table, terrain and armies.

This way, there will be no unpleasant surprises during the battle!

## **Battle 1:**

**Dawn of War deployment**

**Primary: Kill points**

**Secondary: Slay the warlord, first blood, Linebreaker**

## **Battle 2:**

**Vanguard Strike deployment**

**Primary: Big guns never tire**

**Secondary: Slay the warlord, first blood, Linebreaker**

Every objective is worth 3p

## **Battle 3:**

**Hammer and Anvil Deployment**

**Primary: Escalation**

**Secondary: Slay the warlord, first blood, Linebreaker**

For Escalation we will use the modified table found on the following link.

[http://www.teambelgium.eu/Rulespacks/2014\\_Scoring%20Sheet\\_BE\\_general.pdf](http://www.teambelgium.eu/Rulespacks/2014_Scoring%20Sheet_BE_general.pdf)

## Painting

There are 25 points to earn for painting.

1. Army painted (min 4 colours)

Completely painted: 12 points.

More than half painted: 6 points and no additional points

Less than half painted: 0 points and no additional points

2. Army based and WYSIWYG:

All figures are WYSIWYG: 3 points

All bases are flocked: 3 points

Details in basing: 2 extra points

3. Finishing touch, details, WOW-factor: 5 points

This makes a total of 25 points for painting. A completely painted and based and WYSIWYG army gives you 18 points already! With a little bit of detailing you can easily score some more points.

## Army list

Your army list may not contain more than 1500 points!

You MUST use a combined arms detachment.

Codex Skitarii for this tournament can be taken in combination with Codex Cult mechanicus.

Codex Harlequins for this tournament can be taken in combination with either Codex Eldar or Codex Dark Eldar.

Every unit is unique: You can take everything only once, you don't need too check for count as.

Troops are plenty: Troops can be taken twice, and can be taken an additional 2 times if all other troop choices are first taken.

Formations may not be used.

Come to the apocalypse: you can not take allies this tournament.

Planet too small: No super heavies or gargantuan monstrous creatures

Warp mist: You cannot summon or spawn units that are already on the table

Fortifications: all fortifications are allowed with a max AV of 14

### **Your armylist has to be made in a txt file.**

Also, the correct version has to be sent in before the 30<sup>th</sup> of October!

[Jaspar.decru@gmail.com](mailto:Jaspar.decru@gmail.com)

Each time your armylist is not correct, it will be sent back and you will have a chance to change it. If it is sent back twice, you don't get the 10 points for a correct armylist.

## Victory points

The tournament score table:

<b>Victory points difference</b>	<b>Tournament points winner</b>	<b>Tournament points loser</b>
0	10	10
1	11	9
2	12	8
3	13	7
4	14	6
5	15	5
6	16	4
7	17	3
8	18	2
9	19	1
10+	20	0

## Catering

At the venue, we sell tokens for food and drinks. 4 tokens cost 5€ and each token is worth a drink. For more expensive drinks or food, we will ask 2 tokens instead of 1.

There is a bar with all kinds of drinks available.  
We will also have Duvel ;).

At noon, we will have croque-monsieurs and sandwiches available for everybody. There will be enough food to feed all of your legions and yourself!

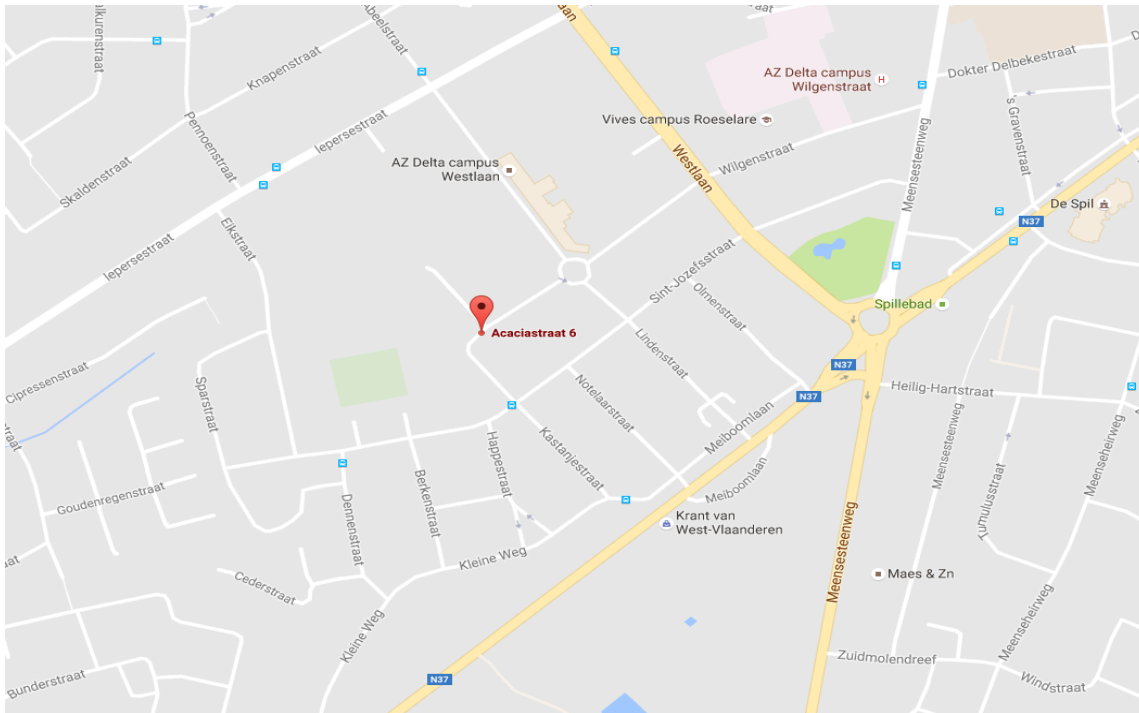
We would very much appreciate it if you would eat and drink from our bar.  
We do not prohibit food you take from home, but we discourage it very strongly.

Drinks from home will not be allowed however.

## The Venue

The tournament takes place in “Het Kerelsplein” in Rumbeke, Roeselare.

Acaciastraat 6



## Tournament score

Your total tournament score is the total of your command points, your painting score (25) and the 10 points you get for having a complete army list in time. Also, we give everybody 5 free points for being awesome. We can take them away though, don't make us... :D

This makes a total of 100 points you can earn.

The players with the highest result will not only color our stage, but will also be rewarded prizes for their excellent style of play and painting!

Not only those 3 players will win prizes, but there will also be a prize for best painted army!

## Conclusion

With this set of rules, we hope you can have an enjoyable day with plenty of gaming!

For further questions or problems, please contact Jasper Decru ([jaspar.decru@gmail.com](mailto:jaspar.decru@gmail.com))!

On the day of the tournament, if you encounter any trouble whatsoever, please call Jasper on the following number: 0473 76 39 17. (Not using this number for its purpose will result in severe repercussions! ;) )

May the dice be with you!!