

INTRODUCTION

This document provides all the information you need on the terrain and missions used at our events.

Please note that this is a live document. It will be continually updated and reference should always be made to the most recent edition.

GENERAL ENQUIRIES AND FEEDBACK

If you have any questions, please get in touch at warlords.tournaments@gmail.com

SCHEDULE:

Day1:

09:00-09:30 Registration

09:30-12:30 Round 1

12:30-13:00 Lunch

13:00-16:00 Round 2

16:15-19:15 Round 3

EVENT TIMINGS

To avoid queues we will be digitally registering attendees and doing the first round draw before the event. When you arrive, please proceed directly to your table. You are welcome to start your game as soon as you and your opponent are ready. There will be a short announcement which formally marks the start of round one.

PAIRINGS

The first round will be paired randomly. The rest of the rounds will have Swiss-style pairings, where you will be paired against someone with a similar score.

- For round 2 onwards, players will be paired by the following metrics: Wins > Random.
- If your opponent has not arrived when the round starts, please wait at your table for 15 minutes. If your opponent has still not arrived after 15 minutes, please report to the judges desk where you will be manually repaired against another player who is as close as possible to you in tournament points.
- In the case of there being an odd number of players in the event, the lowest ranked player without an opponent will be given a bye which is a win of 100VP.
- If at any point you need to drop out of the tournament, please let a judge know or email us.

RANKINGS

Players will be ranked by the following metrics: Wins > SoS > VP.

TIME KEEPING, SLOW PLAY, CHESS CLOCKS

Each round in the tournament consists of a game in which 5 battle rounds should be played. If a game is not played to completion, i.e. both players finish their turn 5 naturally, it shall be considered a 'slow play' game. Please note that "talking out" a game is not allowed and all games should be played to completion naturally. Time keeping warnings will be announced with 60 minutes, 30 minutes, and 15 minutes remaining. You should practice finishing games in the allotted time frame if you are not otherwise able to.

- Please note the time on the clock does not take precedence over the official end time of a round, so we recommend that players start the game with 1:25 on the clock. This will allow you to pick secondaries and arrange the terrain and still finish on time.
- Once started, only a referee may pause the chess clock. Players found doing so will receive a warning. The exception to this is where a player has fewer than 5 mins remaining on their clock and need to call a ref. In this instance, they may pause the clock while the referee is brought to the table.
- If your chess clock runs out of time and there is still time remaining in the round i.e. you started your game early and your clocks read 00:00 with 10min remaining until the official end of the round, you

should split the remaining round time evenly between the players. Please note that starting a game early is entirely optional and players should not feel obliged to.

- At a judge's discretion, players may be required to use a chess clock.
- A judge may add or remove time where appropriate, e.g. deliberate time wasting.
- Time keeping warnings will be announced with 60 minutes, 30 minutes, and 15 minutes remaining. If the sum of your clock is in excess of this when 60 minutes are announced remaining in the round, players should split the excess time and deduct it from both players' clocks.

PENALTY SYSTEM

All games should be played in a friendly, albeit competitive, manner. Any player not acting accordingly may be penalized. Please note that we can only adjudicate issues that we are aware of, so please do call a judge when necessary. This can include, but is not limited to:

- Slow play or non-completion of a game
- Issue with another player's army, e.g. they have unpainted models or unfair proxies.
- Grievance with another player's behavior
- Intentional/unintentional mis-playing of the rules
- Inappropriate behavior
- Spectators giving a player advice

Penalties are at the TOs discretion and can include Verbal Warnings/VP Reduction/Disqualification.

TERRAIN

The terrain for your games will be on each table for you to arrange in accordance with the maps below. Each game will use the deployment map below and a terrain map for each deployment has been drafted to create the most balanced, competitive 40k experience possible for attendees of all levels and across multiple games. Please note that no model or player may abuse terrain to gain an unsportsmanlike advantage.

All terrain rules must be played as per the rules for terrain in the matched play section of the rule book.

These maps have been designed to allow for the most common army builds and cannot simultaneously cater to very unusual lists while still being balanced for the vast majority of common tournament army archetypes.

HOW TO SET UP TERRAIN

Each round uses a different mission and deployment map and has a unique terrain layout to match. When you arrive at the table please set up the objectives for your mission and then set up the terrain according to these

maps. The maps list dimensions where placement of the terrain is not obvious by making reference to the deployment zone or objectives. As an additional aid the maps are on a 1" by 1" grid and objective control zones are marked out to make the intent of the terrain placement clear.

A NOTE ON MOVING AND TERRAIN

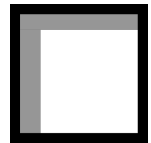
Please familiarize yourself with the rules as they relate to moving and terrain and bear in mind that non-infantry/beasts/swarms can still move up/over ruins and ruined walls using the normal rules for movement and ignore terrain less than 1" in height for movement purposes.

UKTC BOARDS

TYPES OF TERRAIN

The measurements of the terrain pieces given below are approximate and provided only as indicative of the pieces we use. They do not supersede measurements taken from the actual pieces on the table.

'Large L Shape' This terrain piece has a base size of approximately 20 x 20 cm and two line of sight blocking wall faces also of 20cm x 20cm. It has three levels. **Played using the rules for Ruins from the rule book.**

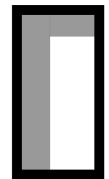


'Medium L Shape' This terrain piece has a base size 4.5 cm wide. The wall is 3mm wide and the middle of the wall is 2.5cm from the inside edge of the base and 2cm from the outside edge. There is a single level 10cm high where there are apertures so the wall does not naturally block line of sight. On the ground floor there are no apertures and line of sight is naturally blocked.



The wall is 15cm high. The small side is 15cm long and the long side is 20cm long. The walls are 20cm and 15cm to the point at which they meet and the base of the ruin is 22cm by 17cm. **Played using the rules for Ruins from the rule book.**

'Small L Shape' This terrain piece has a base size of 10 x 20 cm and two line of sight blocking wall faces of approximately 11cm x 20cm and 11cm x 10cm respectively, **as such, it is over 4" high.** It has one level at 10cm. **Played using the rules for Ruins from the rule book.**



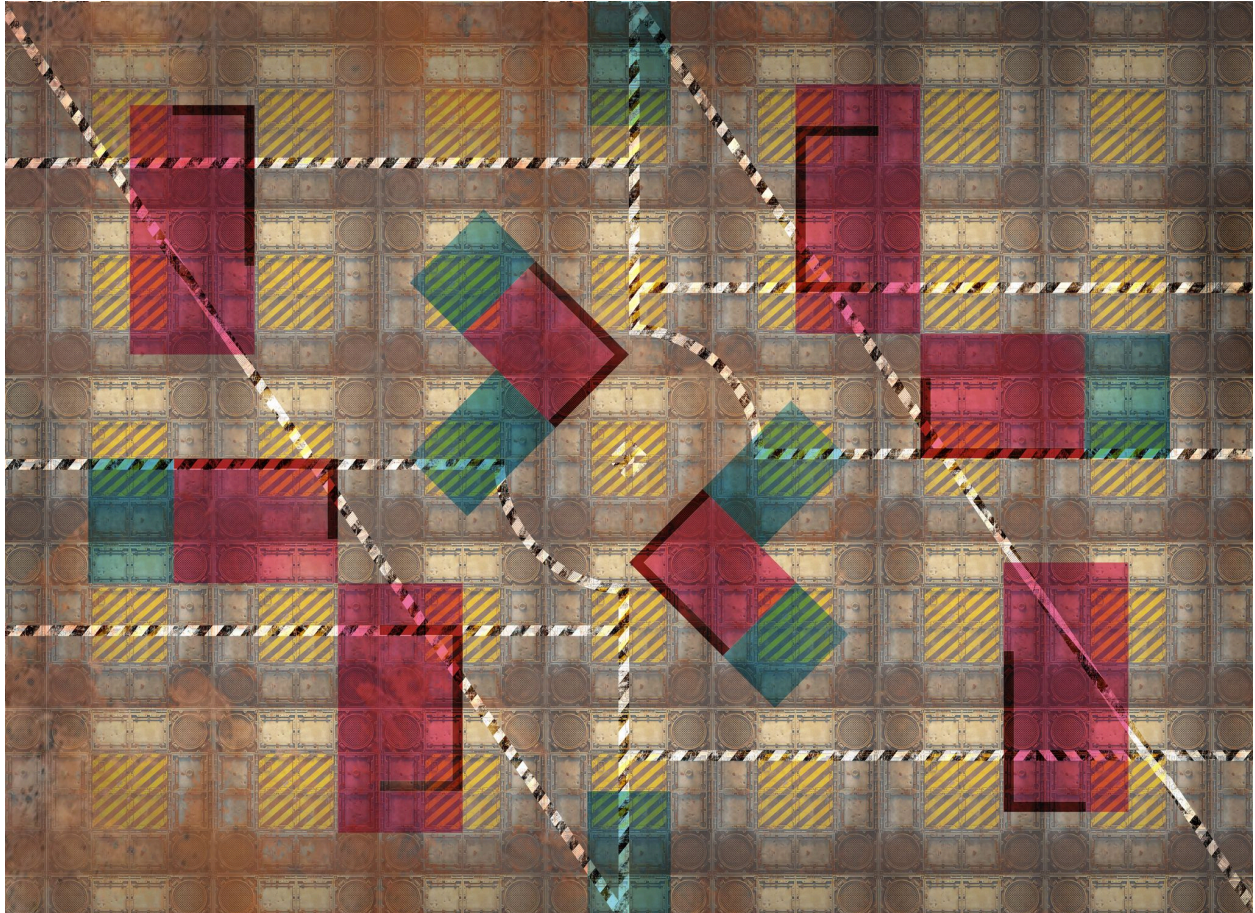
‘New Ruins’ This terrain piece has a base size of 3” x 9”. **Played using the rules for Ruins from the rule book.** It is formed by 2 tiny Ls and a base. Each tiny L is mostly less than 2” in height and rises to 3” in height where the two walls meet



MISSIONS AND MAPS

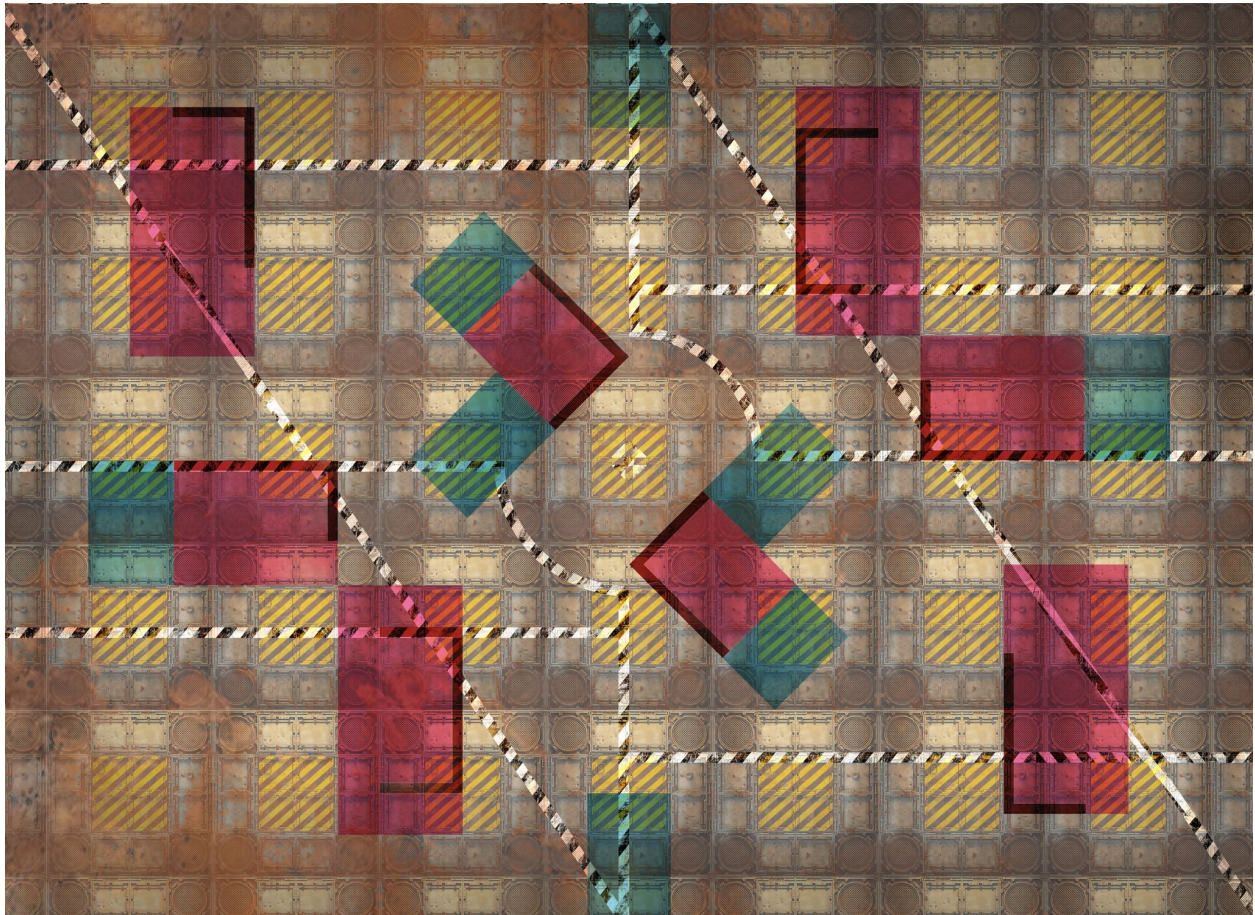
Round 1

- Primary - Scorched Earth - Crucible of Battle



Round 2

- Primary - Purge the Foe - Search and Destroy



Round 3

- Primary - Hidden Supplies - Crucible of Battle

