

INTRODUCTION

This document provides all the information you need on the terrain and missions used at our RTT and GT 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 johnchamberswriting@gmail.com

LIST DUE THURSDAY 26th FEB 26, BY 23:59.

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

19:15 PRIZES (IF RTT)

Day 2(IF A GT)

09:00 - 12:00 Round 4

12:45 - 1545 Round 5

15:45 to 16:00 PRIZES

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 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. johnchamberswriting@gmail.com

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 and 15 minutes remaining. You should practice finishing games in the allotted time frame if you are not otherwise able 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, 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 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.

PARKING

Red circle is the shop. The green spots and the yellow line along the canal are all parking spots.



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.

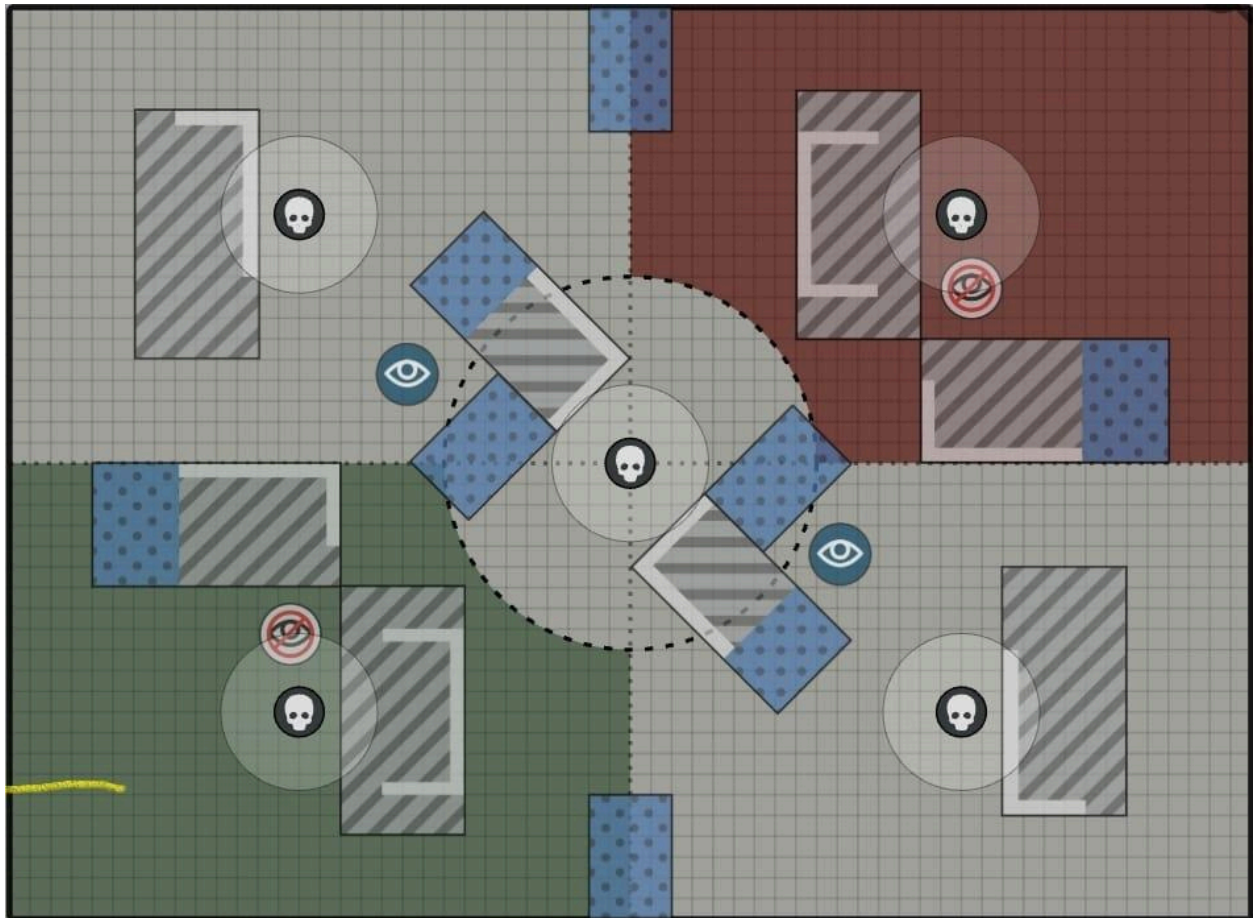
HOW TO SET UP TERRAIN

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.

MISSIONS AND MAPS

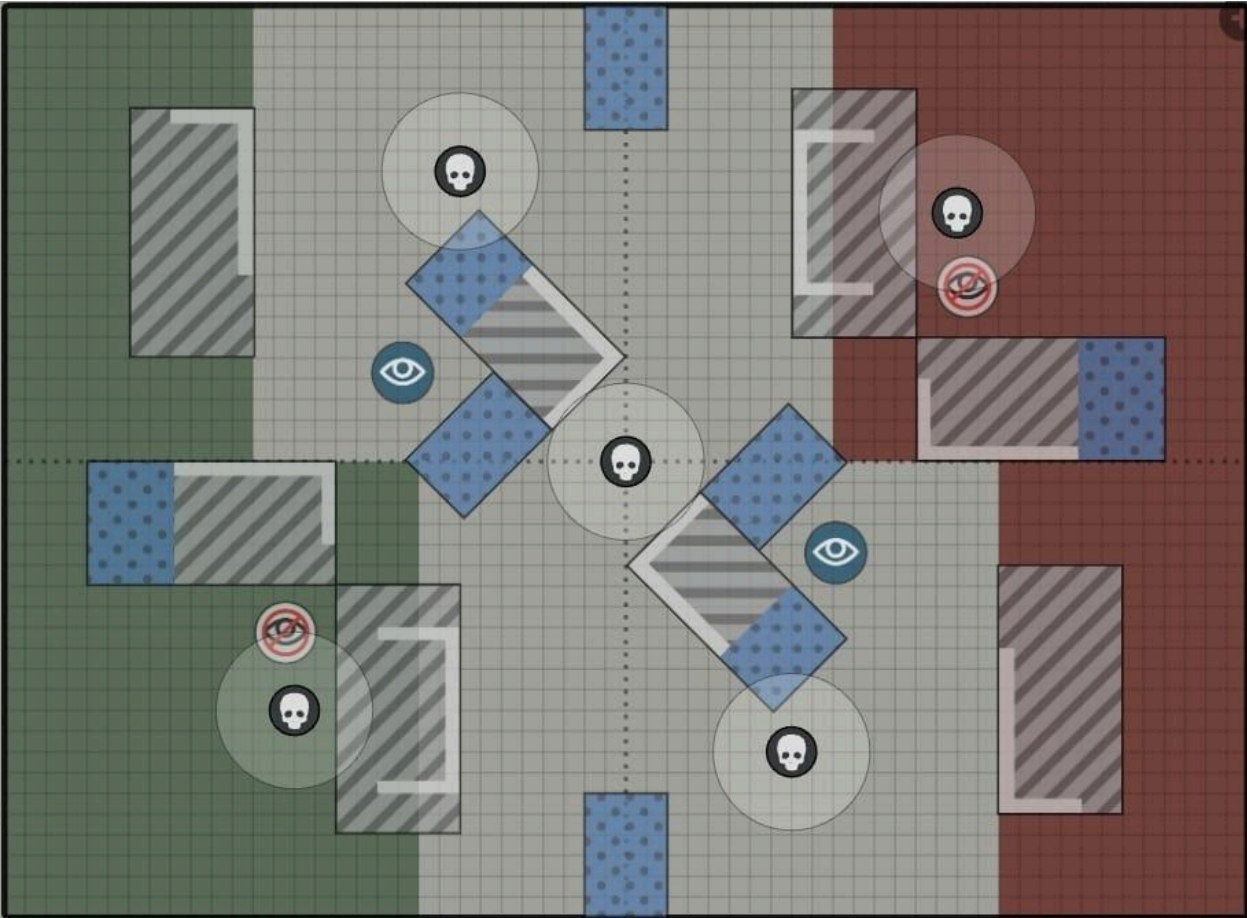
Mission 1

Linchpin - Search and Destroy



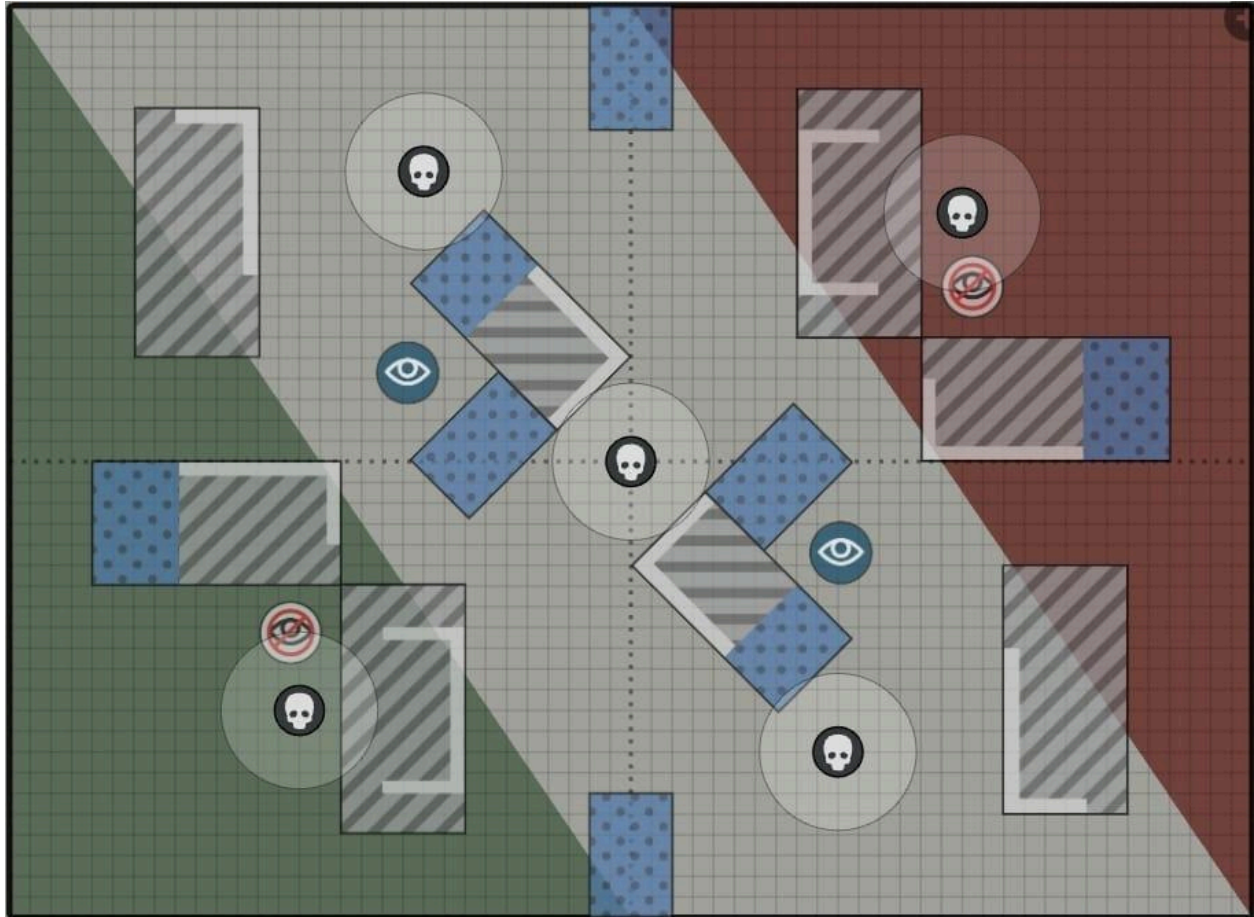
Mission 2

Supply Drop- Tipping Point



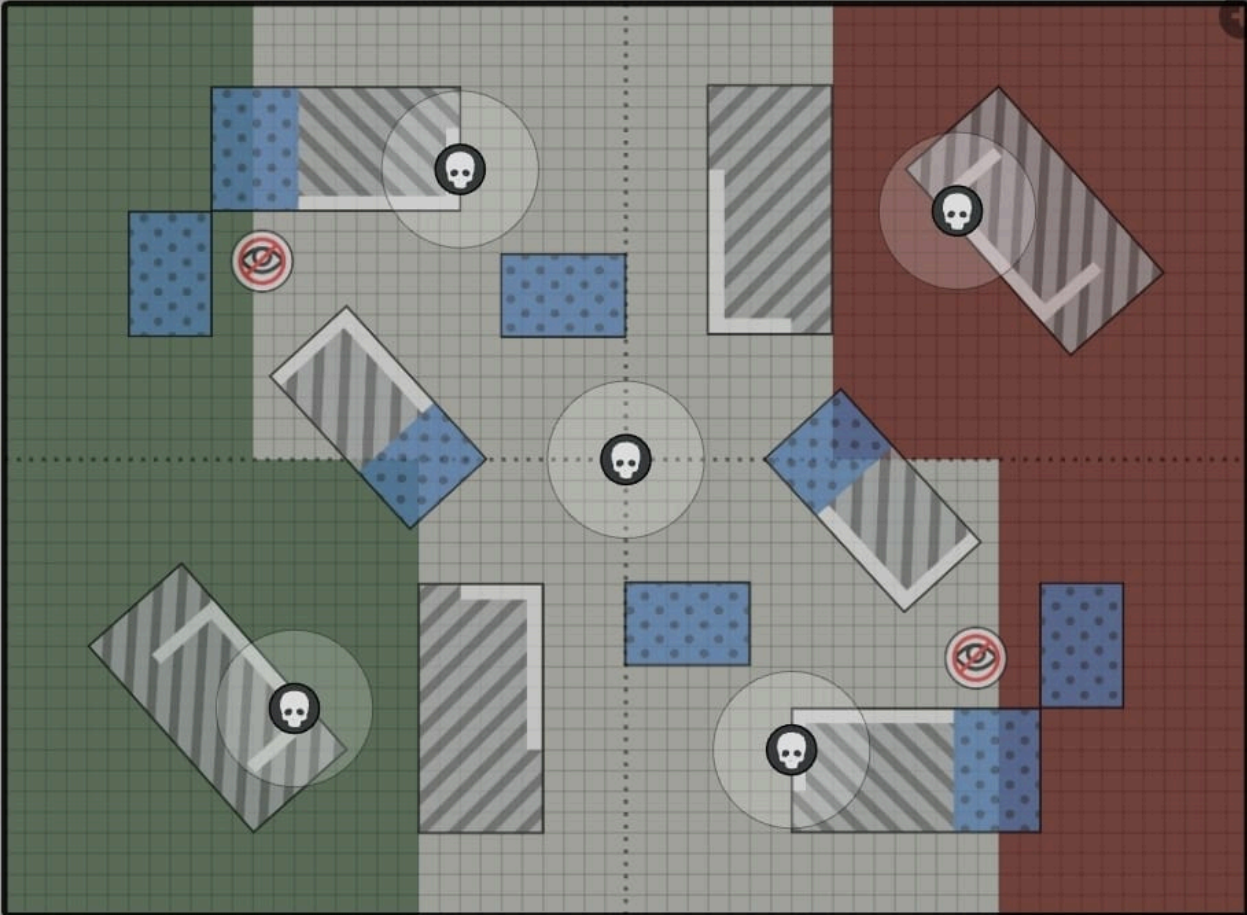
Mission 3

Terraform - Crucible of Battle



Mission 4

Take and Hold - Tipping Point



Mission 5

Scorched Earth - Crucible of Battle

