

# 2D6 Dawn of Vår III: Hot Singles In Your Area

Rev. 03/02/23

## Format:

- 50 players
- 5 rounds
- 2000 points Battleforged armies
- Following the GT mission book rules for mustering an army
- Pairings: Wins > Random
- Placings: Wins > Opponent Game Win% > Winpath > Battlepoints
- BCP link: <https://www.bestcoastpairings.com/event/m5pr0gp5>

## TO Contact:

Charles Webb, [charles.f.webb@hotmail.com](mailto:charles.f.webb@hotmail.com)

## Tickets:

For non-2D6 members, Vipps Charles Webb 200,- NOK at 41654987 and mark the payment with "Hot Singles in Your Area" or "Dawn of Vår III" etc. so we know who's paid. If you haven't paid after a week after signing up, you will be removed from the event.

If you don't have Vipps, contact Charles at the e-mail address above and we'll sort it out some other way!

## Player Conduct:

We expect every player to strive to be the best opponent in terms of sportsmanship and inclusivity- on and off the tabletop. If one is unsure about what that entails when playing Warhammer 40K tournaments, please read the [ITC Code of Conduct](#) and/or ask the TO.

Players are expected to 'play by intent.' What this means is that players should actively talk through everything they are doing and what they intend to accomplish by doing it (i.e. I am moving these Guardsmen to hold this objective, but remain out of heroic intervention of your Shield-Captain). But, this also expects that both players must ensure that it is a two-way conversation where information is not being purposefully withheld that could affect your opponent's intention (i.e. before you move those Guardsmen, don't forget that my Shield-Captain can heroically intervene 6"). For clarification this does not mean that you need to reveal your game-plan, but it does mean that the game should be played openly to avoid any 'gotcha-moments' by way of obscure rules.

All attending players are expected to play all the rounds of the event. Any players who are unable to attend due to sickness or other conflicts should immediately let the TO know. No-shows will be given a Yellow card."

## Judging:

The judges and TOs hold the final say on all tournament issues.

They can instruct players to begin a new round despite time, force a loss on someone caught cheating etc. Players will not be permitted to "abuse" tournament rules to gain unfair advantages. Individual rules are NEVER binding precedent. Should a judge get a rule wrong, that does not bind the event to continue getting it wrong.

If there is a rule dispute, the players should attempt to solve it themselves by reading the rules. During a rule dispute that requires a judge, please have ALL required information available such as Rulebook, Codex, Mission pack, FAQs ready so that the judge will have the full information to make a proper decision.

The judges will be playing the event. A judge is NOT allowed to make a ruling in their own game, unless they can present the rules.

### Prizes:

There will be prizes for 1st, 2nd and 3rd.

There will be prizes for best painted, voted by the players.

## Schedule:

<b>Thursday 20th April:</b>	21:00: Rule cut-off and list submission deadline. Any lists submitted after the deadline will be given a <b>YELLOW CARD</b> .
<b>Friday 21st April:</b>	20:00-23:00: We welcome you for a hangout while we sort out tables.
<b>Saturday 22nd April:</b>	09:00: Doors open & registration
	09:45: Doors close 09:45: Player meeting on the 4th floor
	10:00: Game 1 starts.
	13:00: Game 1 ends, scores need to be submitted by 13:05
	13:00-14:00: Lunch break. Best painted (4th floor).
	14:00: Game 2 starts.
	17:00: Game 2 ends, scores need to be submitted by 17:05
	17:45: Game 3 starts.
	20:45: Game 3 ends, scores need to be submitted by 20:50.
	20:45-23:00: Hangout at the club
<b>Sunday 23rd April:</b>	09:00: Doors open.
	09:55: Doors close.
	10:00: Game 4 starts.
	13:00: Game 4 ends, scores need to be submitted by 13:05
	13:00-14:00: Lunch break
	14:00: Game 5 starts.
	17:00: Game 5 ends, scores need to be submitted by 17:05
	17:15: Prizes and high fives
	17:30: 2D6 members help clean up!

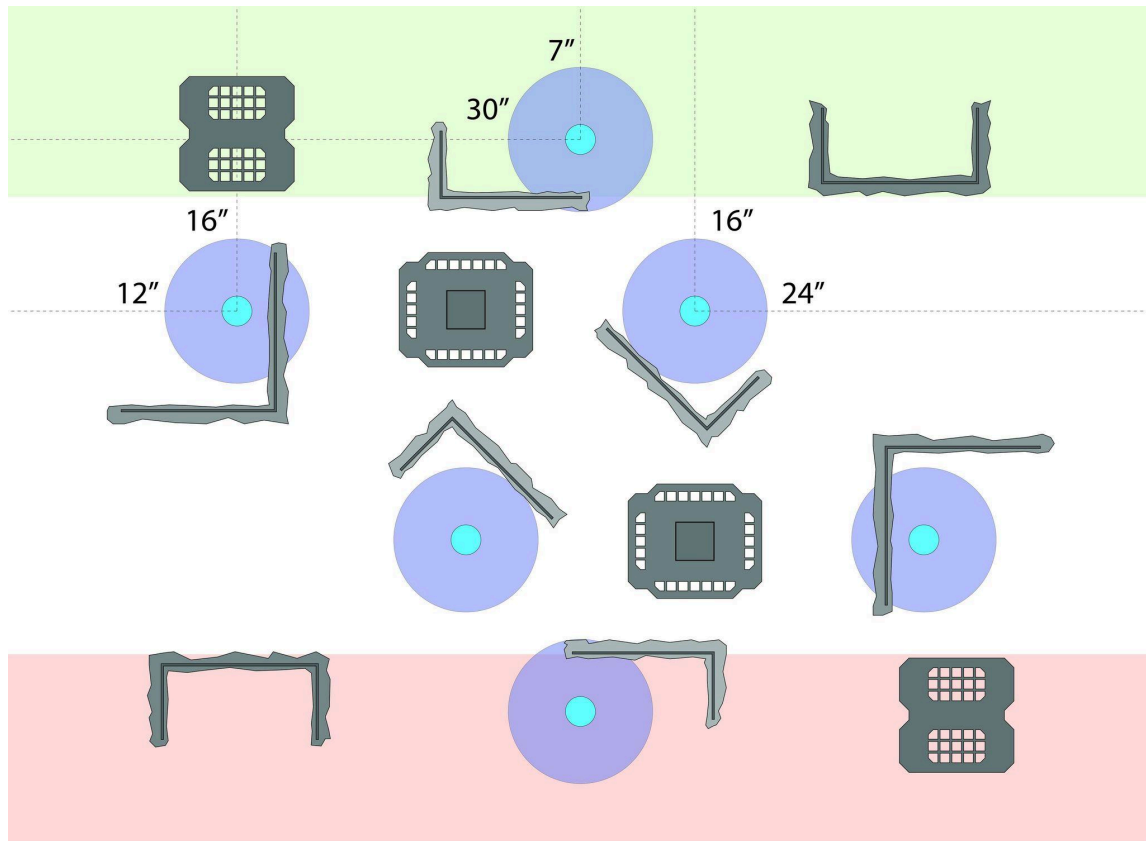
## Missions:

Tide of Conviction  
Data-scry Salvage  
Death & Zeal  
Secure Missing Artefacts  
The Scouring

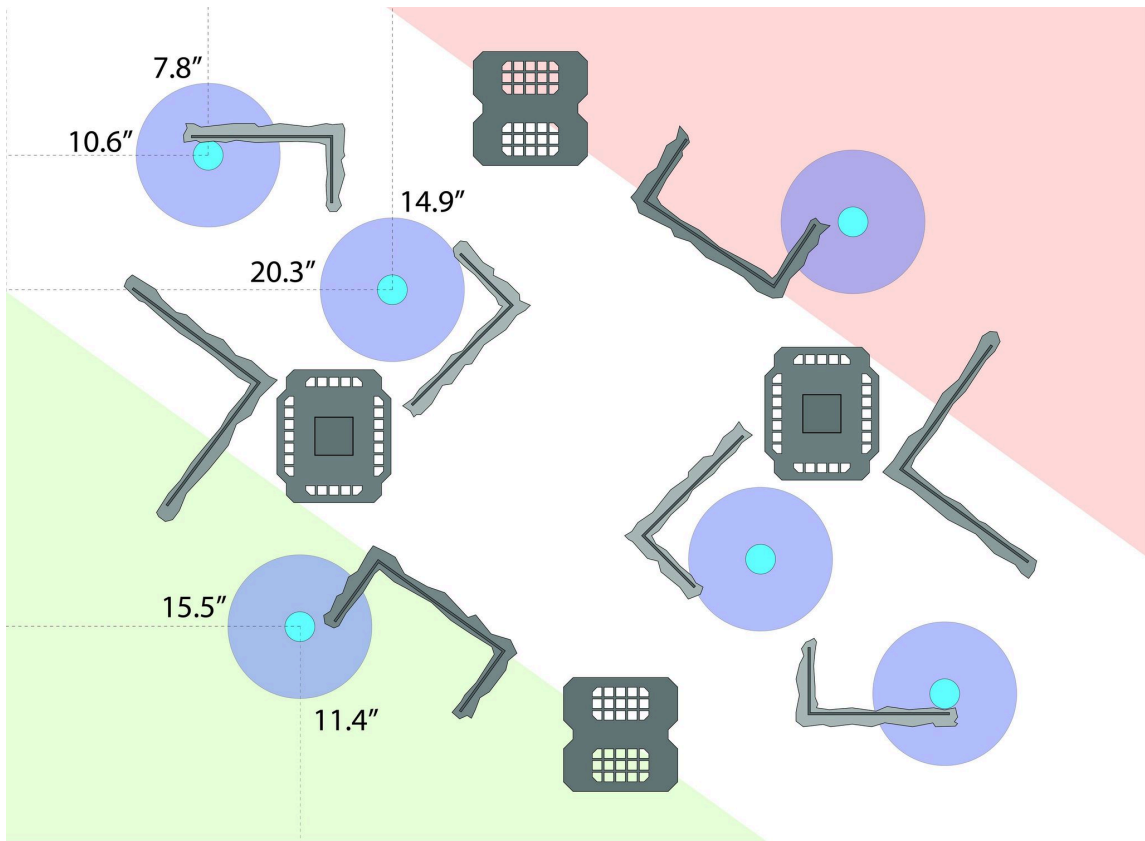
## Terrain layouts:

It will be standard 2D6 terrain, see [here](#) for the previous layouts.

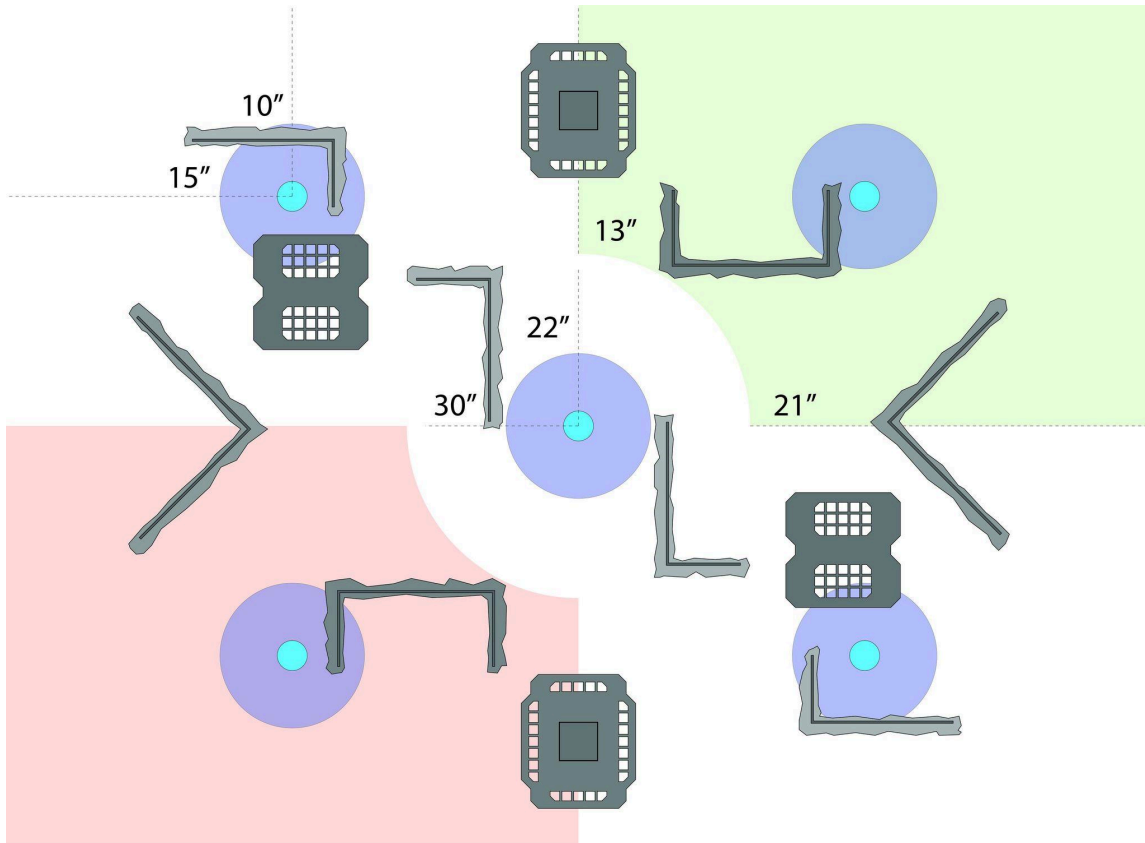
### Tide of Conviction



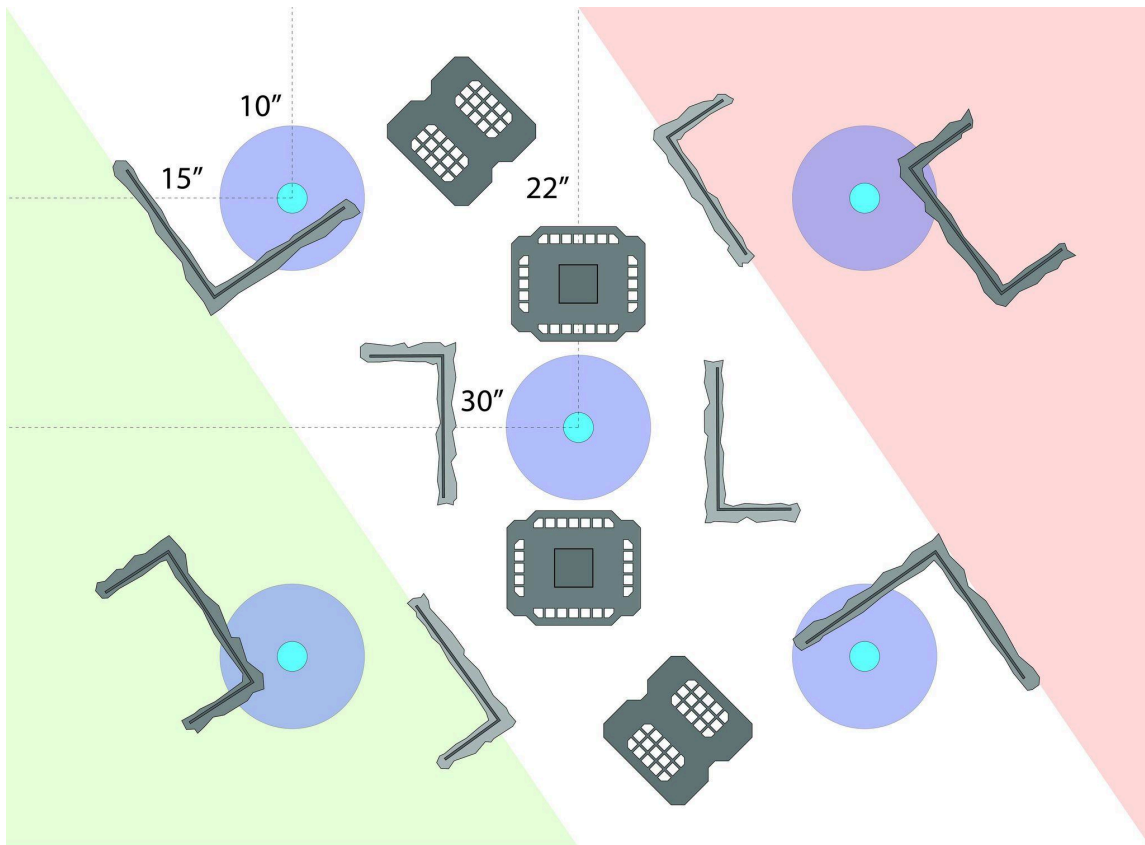
### Data-scry Salvage



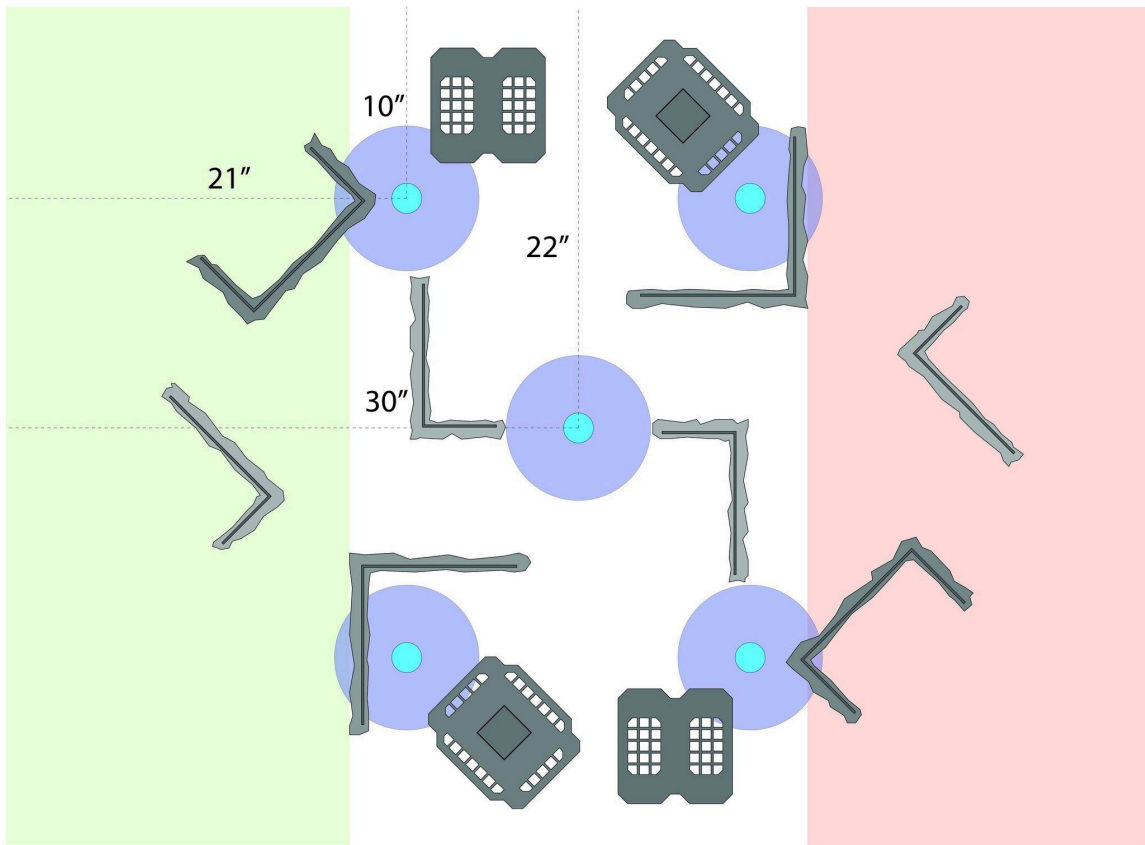
### Death & Zeal



### Secure Missing Artefacts



### The Scouring



## Time and Chess-clocks:

We are on a strict time schedule, and thus we recommend that you use a chess-clock! If one player wants to play a game with a chess-clock, the other player cannot refuse without conceding.

### When does time start?

Time starts when deployment starts. **Remember to adjust the clock** to split the time evenly between the 2 players based on the total time remaining of the game schedule.

### When does the game end?

Games end naturally depending on the rules of the mission or at the end of a game turn when neither player has GREATER than 3:00 minutes of time left on the clock. The game must end within the time schedule or a judge can enforce a hard dice down.

### Rules:

1. *Each player is responsible for their own time.* It is a player's right but not their obligation to make sure that their time is being handled properly.
2. **Only a judge may pause the clock.** Players may not pause their clocks.
3. If a player's time runs out, they may not perform any more actions except for those listed below. The only exception is if they are in the middle of moving a unit, they may finish so that the unit is placed legally on the board. As an example, this can include moving a unit in the movement phase, finishing moving a unit into assault (note they will not be able to attack), or consolidating a unit. Any other action is immediately stopped.
4. If a player runs out of time they may only perform the following actions:
  - a. Making saving throws, and taking a leadership test if required to.
  - b. Scoring objectives that they have already achieved or already hold.

The most important rule is rule number 1. This is the most important rule because it puts time in your control, and fairly allocates time while players interact. It is each player's right to pass the time to his opponent whenever they are making an action or spending time making a decision.

Some examples of this are as follows:

1. You put 20 wounds on a unit containing models with different saving throws. Pass the clock to your opponent so he can make his saving throws in the order that he chooses.
2. Your opponent must make 3 leadership tests. Pass the clock to your opponent while he makes these tests and adjusts the units which fail.
3. You destroy a vehicle and your opponent has a large squad inside that he wants to be positioned just right. Pass the clock to him while he arranges his models.
4. You do 5 power fist wounds and 5 regular wounds to a unit. Pass the clock to your opponent while he decides what saves to take on which models.

These examples are limited but show the basic concept. You manage your own time and it is up to you to pass the clock. If you waste your own time, it is not your opponent's fault.

## Army lists:

Army lists should be submitted via BCP. Army lists need to adhere to the Arks of Omen GT book in terms of army construction. You are not allowed to use Legends units.

Please include the following in the top of the army list:

Pre Game Stratagems:

Starting Command Points:

Army gives up the following Secondary Objectives:

No Prisoners:

Bring it Down:

Assassination:

Abhor the Witch:

Total number of units:

Army lists should be easy to read.

## Modelling and Painting:

- Models are required to be painted to the Battle-Ready standard.
- Models should be WYSIWYG.
- Models should be on the latest base size.

Any model that isn't adhering to the above guidelines, or is a heavy conversion or a 3rd party model needs to be approved by the TOs. As a general guideline; the models should be WYSIWYG within reason, similar sized to the GW model, same base size and not be confusing to the opponent to identify which unit/model is which. When sending a model for approval, please include a photo and a description of what is different from GWs model. There is room for creativity!

## Core rules, modifications and FAQ:

- If you choose to use a chess clock, when deploying (e.g. switching time when placing units), the clock doesn't switch to the other player until your *entire* unit is deployed.
- For Secure Missing Artefacts, select your Secondaries prior to moving the objectives, as per the WTC FAQ.
- The following errata for the Blood Angels codex. We have altered "If every unit from your army (excluding UNALIGNED units) has the BLOOD ANGELS keyword, then every unit that has the Combat Doctrines ability and is in a BLOOD ANGELS Detachment gains the Savage Echoes ability, below." to:  
If every unit from your army (excluding UNALIGNED and Agents of the Imperium units) has the BLOOD ANGELS keyword, then every unit that has the Combat Doctrines ability and is in a BLOOD ANGELS Detachment gains the Savage Echoes ability, below.
- If there is an uneven number of players, one of the playing TOs will take a bye round. They will be awarded a 70 point draw.
- If one player concedes early and for some reason does not want to play the game out, please contact a judge who will help calculate an accurate score for the winner prior to removing any models from the table. We will not use the Arks of Omen standard of 70 points. The conceding player will get their current score.
- Being positioned 1" away from a wall does NOT make a unit unchargeable by Infantry, Beasts or Swarms (or other models that are allowed to use the Breachable keyword). If there is no space to place models within 1" of the enemy models after a charge due to a physical wall and the opponents base, then measure out the distance needed for the charge, and if successful, state your intended placement of the models and place the models as close as possible. If needed, use a dice or token to mark the actual position of the models. After the models have fought, consolidate (if possible) into where they can physically fit.
- Aircrafts with the Airborne and Hover rule, can be charged by non-Fly units and can count as the nearest enemy model for pile-ins and consolidation when in Hover. They can also count as the nearest enemy model for units that can Fly regardless of Airborne.
- "Artillery and Crew" (Support Weapons, Mek Gunz etc.) models count as a part of the unit's Engagement Range and thus any charges done by the opponent, charge distance is measured to the closest physical model in the unit.
- Tsons: Psychic Maelstrom doesn't allow to cast powers from non-TS disciplines.
- Tyranids: Spore Mines have to roll for explosion if within 3" of an enemy model.

- Fortifications: They have to adhere to all limitations outlined in the Arks of Omen GT book; specifically be 3" from any area terrain.

Any future questions will be answered here. Contact the TO with questions.

## Terrain Details:

### **U shape ruins:**

Terrain Traits: Unstable Position, Breachable, Light Cover, Defensible, Obscuring

### **Large L ruins:**

Terrain Traits: Scaleable, Breachable, Light Cover, Defensible, Obscuring

### **Small L ruins:**

Terrain Traits: Scaleable, Breachable, Light Cover, Defensible, Obscuring

### **Vents:**

Terrain Traits: Light Cover, Difficult Ground

### **Industrial Structure:**

Terrain Traits: Scaleable, Breachable, Dense Cover, Defensible.

*Note:* The tower can be moved to give space to models.

Every piece of terrain is Area Terrain. **The default footprint of the different types of terrain is defined by the base of the feature.** This means that models need to have a part of their base/hull on the base of the terrain to be “within”. The ruins are intended to be omni-directional, so that touching the “outside” base of the ruin is also “within”.



## Building, club rules and area information:

### Building info:

- The club is located in Storgata 32 on the 4th and 5th floor. The entrance is close to the corner of Lybekkergata and Storgata, next to the Espresso House.
- There will be a doorman in the mornings due to the automatic locking door. Please arrive on time so that you are able to get in each morning. We will share contact info during the player meeting so that everyone has an emergency contact should they run late.
  - There is a door-bell that you can try to use, but it's not always working.
- There is an outside smoking area on the 3rd floor.
- There are some toilets in the building, on the 5th floor, 4th floor. These will be unisex for the event.
- Unfortunately there are only stairs available from the 3rd to 4th and 5th floor, so please contact us if you need assistance due to mobility constraints.
- Closest subway stop is Jernbanetorget (~4 minute walk), while the closest bus and tram stop is Storgata.

### Club rules:

- We have an 18 year minimum age limit for the event. This is because we have alcohol available.
- At the club, you are **NOT** allowed to wear outside shoes. Please leave your shoes in the stair between 3rd and 4th floor. We recommend that you bring some clean indoor shoes.
- We have a "bar" with various alcoholic and non-alcoholic drinks. These can be purchased via VIPPS (#706599). Prices are listed on the door.
- Everything in the shelves is private property. Do not touch.
- You are free to bring outside food and drinks into the club.
- Please clean up after yourself, there is a trash can by the door.
- Bottles and cans go into the recycling bag when they are empty.

### Area information:

- There are a myriad of places to get lunch in the area. We can recommend Oslo Street Food for a good variation of meals.
- Sunday mornings are pretty quiet and many places are closed, so we recommend you buy any snacks or breakfast the day before.