

# CLASH OF THE TITANS 40K 2018



24<sup>th</sup> – 25<sup>th</sup> of February 2018

Sponsored by:



#### Venue

TBA

**\$45 Entry** – Payment will secure your spot and generous prizes. Please have payments made by the 10<sup>th</sup> of February.

#### Format

2000 Points  
Battleforged – Max 3 detachments  
5 x Games

#### Saturday

0800 - Registration  
0830 – 1115 - Round 1  
1115 – 1145 – Lunch  
1145 – 1430 – Round 2  
1445 – 1730- Round 3

#### Sunday

0800 – Registration  
0830 – Players choice  
0900 – 1145 - Round 4



2.75hrs per round

64 Player cap

1145 – 1215 - Lunch

1215 – 1500 - Round 5

1515 - Presentation

*Payment:*

Payment can be made by following this link: [http://cherrybrooktechadeps.com/?page\\_id=193](http://cherrybrooktechadeps.com/?page_id=193)

After paying for your entry, please email [hwburkill@gmail.com](mailto:hwburkill@gmail.com) telling me of the payment. Please use your full real name in the reference so it is easy for me to track. This email address will also be the one used to determine your ITC rankings entry.

*Summary:*

- Warhammer 40,000 8th Edition Tournament
- Armies to be no more than **2000** points
- Maximum 3 detachments
- All current FAQs and documents will be in use
- ITC ranked, but not using the ITC FAQ
- Battle forged armies only (no homemade rules. Forgeworld and White Dwarf units are okay.)

*What to Bring:*

- Tape Measure
- Dice
- 6 Objectives
- Maelstrom Cards
- The codex/index you're using and any FAQ, Forgeworld book, or white dwarf articles (without these, you will be proven wrong in a rules dispute by the TO)
- Warhammer 40,000 8th Ed Rulebook
- Multiple printed copies of your army lists for your opponents perusal (digital copies on a P.E.D. are not acceptable)
- And a great attitude to play some great games of Warhammer 40k

# CLASH OF THE TITANS

*Valid Army Lists:* to be sent to [hwburkill@gmail.com](mailto:hwburkill@gmail.com)

- Army list will be due at **11:59 PM the 17<sup>th</sup> of February 2018**. An Army List Template will be provided and preferred to be used to make list checking consistent. This army list template can be found here:  
<https://www.dropbox.com/s/nxttrq08mi0gzfb/ArmyListSheetVer1.3.ods?dl=1>
- All sources (Codex, Supplements, Data Slates, Campaigns, White Dwarfs, etc.) that are released as at **1<sup>st</sup> of February** will be in use, this should give everyone enough time to playtest their armies. If in doubt, please contact [hwburkill@gmail.com](mailto:hwburkill@gmail.com)
- Battleforged armies only, maximum of 3 detachments

*Late Lists:*

Army lists that are submitted after **11:59 PM the 17<sup>th</sup> of February 2017** may suffer a penalty. This penalty will be at the TO's discretion.

*Round 1 Matches, Blood Rule, and Grudge Matches:*

- If there is a player or group of players that you play on a regular basis you can request to Blood Rule them. This means you will not play them in the **1<sup>st</sup>** Round. This request must be made **before** the list checking group is created
- If there is a player that you have a score to settle with, you can always request a Grudge Match. Both players must agree to the Grudge, and they will play each other in the 1<sup>st</sup> round. This request must be made **before** the list checking group is created also.
- Otherwise round 1 matches will be randomised.

*Scoring System and Missions*

*Mission*

*pack:* <https://www.dropbox.com/s/ia7dadu0f18fuh4/ClashoftheTitans40k2018MissionPack.odt?dl=0>

This will be a Swiss style 1000pt win 500pt draw 0 pt loss system

*Awards:*

**1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Overall:** Based on highest total battle points.

**NOTE: YOUR ARMY MUST BE FULLY PAINTED TO PLACE!**

*Presentation:* Best painted as voted by the players

*Best Sports:* Best sports as voted by the players

*Special prizes:*

There may or may not be some special surprise prizes over the course of the weekend.

Prizes are subject to change depending on the number of people signing up.

*Sportsmanship:*

Instead of getting an overall score for sports, it is assumed that everyone will behave. However, if people misbehave, show bad sportsmanship, cheat etc., they will be punished. If you feel your opponent is behaving badly, please bring this up with the TO immediately, do not wait until later (the end of your game is okay for some concerns). If you wait too long to tackle the issue it might be that there is nothing the TO can do about it. All issues will be addressed by the TO on a case by case basis

Just a reminder, if your opponent says no to you taking a move back a phase later, and holds themselves to that standard, it is not bad sportsmanship or cheating.

**There will be a section on your player's card for best sports choice, this is to be filled out for best sports.**

*Unsolved issues/TO consultation:*

Please try your best to solve rules questions with your opponent using any books/FAQs relative to the problem before asking the TO, it is your responsibility to provide documentation to support your favour. Any answer given by the TO is final, and no argument may be given against the TO. Lack of documentation will result in automatically denying your argument, regardless of the case. (aka, bring your books!)

*Timing and Slow Play:*

Time calls will be made at the following intervals, 2hrs remaining, 1hr remaining, 30mins remaining, 15mins remaining, and 5mins remaining. It is up to yourself and your opponent to decide on which turn you want to end your game, given the time remaining for your match, if you are pressed for time. The final call will be a "DICE DOWN" call. At this point you must stop play, your game must not continue. After which both players will be able to score your game so that the matchups can be done for the following round in time. Failure to finish your game on time will result in penalties being applied as it is not fair on the other players to have a short following round.

If you feel your opponent was slow playing, talk to the TO about the issues you had in the game, the TO will deal assess the information given and decide if the player needs to be watched and if further actions need to be taken. Slow play penalties will be at the TO's discretion.

**IF YOU ARE A NATURALLY SLOW PLAYER, DO NOT BRING A SLOW PLAYING ARMY LIST, OR PRACTICE HEAVILY WITH YOUR LIST. IT IS NOT FAIR TO ALL OF YOUR OPPONENTS WHO DO GET TO COMPLETE FULL GAMES TO ACCOMMODATE YOUR SLOWER PLAY STYLE. LIKEWISE, PRACTICE PLAYING FASTER.**

*Presentation:*



# CLASH OF THE TITANS

There is a minimum painting and presentation requirement. All models in the army to be painted to a table top standard. This means the **bases** are at bare **minimum sanded or flocked as well as painted**. That your models have **at least 3 colours** on them. Any colours on the bases are not included in this 3 colour minimum. If your models do not meet these requirements, you will still be able to play but you will not be eligible for a podium placing.

The army must be easy for your opponent to work out what it is. If you have a heavily converted army or are concerned in any way, please email photos of your army to [hwburkill@gmail.com](mailto:hwburkill@gmail.com) and I will give prior approval for you (assuming it is ok).

### *Best Painted players choice:*

First thing Sunday morning, if you intend to have your army judged by fellow players please make sure your army is set out and on display after registration. Players will be given a scorecard to choose their favourite army. There will be 'Best Presented" award available to a player which will be decided by votes given to them.