

Ta.De.Fig. presents ... Summer Time

Ta.De.Fig. organizes its first team tournament on August 14 2011, in Brussels. Each team is composed by two players, who will have to provide two 1000 points lists (one per player). There is no restriction in terms of team composition.

Tournament details

The tournament is open to everyone, and can welcome up to ten teams. The inscription will only be valid when the entry fee for the whole team has reached our bank account. The inscription fee is set to 10€ per person for non Ta.De.Fig. players, and 8€ per person for Ta.De.Fig. players.

The inscription includes the participation in the event, and the breakfast (two croissants and a coffee or orange juice). For midday, a Chinese takeaway and a chip shop are open near the tournament's place.

The tournament will take place on Sunday 14/08/2011. The location will be:

26 Place Guido Gezelle – 1083 Ganshoren ([plan](#))

The tournament will start at 9.30 AM, and registration will start from 8.30 AM. Inscriptions are managed through T³ website ([link](#)). The pre-inscription is not mandatory, but heavily recommended.

Timetable

Start Time	End Time	Activity
08.30	09.00	Registration
09.00	11.45	Game 1
11.45	12.45	Midday, Painting award votes
12.45	15.30	Game 2
15.30	18.00	Game 3
18.00	18.20	Results and awards

Tournament rules

- ◆ Each player can spend 1000 points for army composition. Each force must match the standard Force Organization Chart. The use of allies is not allowed (exception for the Witch hunters forces)
- ◆ The ruleset used is the Warhammer 40.000 5th Edition.
- ◆ In the case of a non-full WYSIWYG army, take the time to explain things to you opponent before the battle starts. Non-full WYSIWYG is tolerated as long as it doesn't lead confusion or gives you an unfair advantage.

- ◆ Special Characters, including those that can normally be fielded without the opponents permission, or those that count as a unit upgrade (Snikrot, Zaggstruk, C'Tan, Phoenix Lord, ...) CANNOT be used (The Emperors Champion for The Black Templars is the only exception).

Admitted Armies

- Space Marines (Codex Space Marines 2008)
- Dark Angels (Codex Dark Angels 2006)
- Blood Angels (Codex Blood Angels 2010)
- Space Wolves (Codex Space Wolves edition 2009)
- Black Templars (Codex Black Templars)
- Codex Grey Knights (2011)
- Witchhunters (Codex Witchhunters)
- Imperial Guard (Codex Imperial Guard, edition 2009)
- Chaos Space Marines (Codex Chaos Space Marines 2006)
- Codex Daemons (2007)
- Lost and the Damned (Codex Eye of Terror)
- Eldar (Codex Eldar, edition 2006)
- Dark Eldar (Codex Dark Eldar 2010)
- Orks (Codex Space Orks, 2007)
- Tau (Codex Tau Empire)
- Tyranids (Codex Tyranids, edition 2009)
- Necron (Codex Necron)

Scenarios

Each scenario will give you between 0 and 25 victory points. Some extra points will be given during the tournament, see next point for more information.

Scenario 1: Annihilation

The first scenario is a simple annihilation. Deployment type is pitched battle. The game duration is from 5 to 7 turns as explained in the core rulebook.

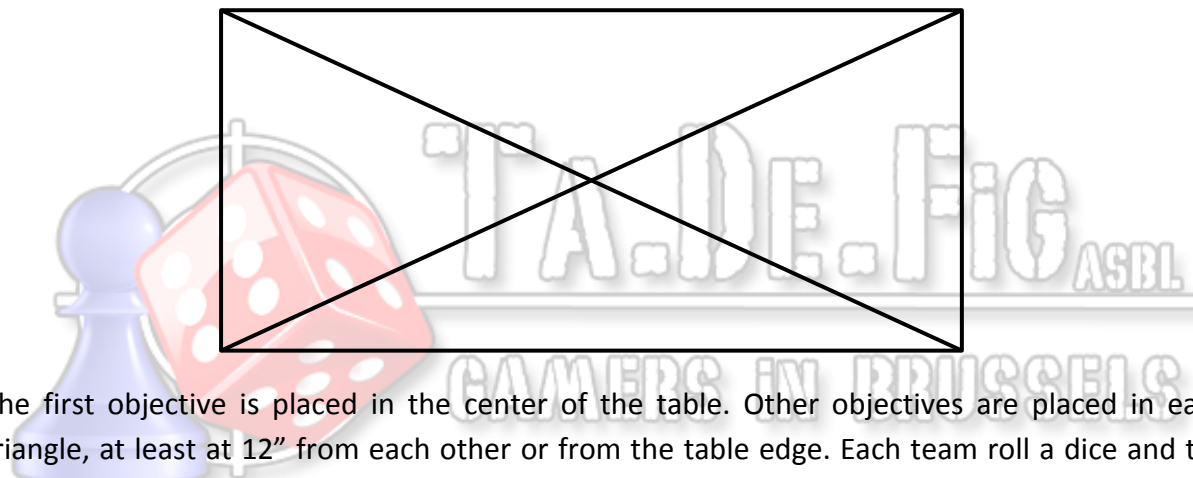
Special rules: After deployment, infiltrators and scout moves, roll a dice. On a 4+, the first turn is night fighting. Before turn 2, roll a dice. On 3+, the night fighting ends. Before the third turn, roll a dice. On a 2+, the night fighting ends. The night fighting automatically ends at the end of the third turn.

Victory points: Victory points are computed by doing the difference between the remaining points between the winner and the loser (the winner is the one who has lost the fewer points during the battle):

Difference	Winner	Looser
1600+	25	0
1200 - 1600	20	5
700 - 1200	15	10
350 - 700	14	11
0 - 350	13	12

Scenario 2: Take & Hold

The players must place 5 objectives on the table. Therefore, the table is divided as shown below:



The first objective is placed in the center of the table. Other objectives are placed in each triangle, at least at 12" from each other or from the table edge. Each team roll a dice and the winning team (which can also choose his table edge and have the first turn) begin to place one of the four objectives. Be careful to only place one objective per triangle. Any infantry unit (even non-operational ones) can take the objectives.

The game duration is from 5 to 7 turns as explained in the core rulebook.

Victory points: At the end of the battle you count how many Objectives each player occupies. Objectives can be claimed by any infantry unit within 3 ". Only scoring units can simultaneously claim multiple Objectives. A non-scoring unit scores 1 point and a scoring unit scores 3 points. In addition, players gain some points for annihilating the enemy as shown below:

Difference	Winner	Looser
1600+	10	0
1200 - 1600	9	1
700 - 1200	7	3
350 - 700	6	4
0 - 350	5	5

Scenario3: Final dance

The deployment zone is pitched battle. The first turn is night fighting, and on a 4+ (rolled at the end of the first turn) the night remains.

On the first turn, each player only deploys one HQ and two troops on the table, if possible (if the HQ has joined an Elite unit for example, or if it's deployed in a non-assigned transport). The remaining force will automatically arrive in reserve at the second turn (unless they are deliberately held in reserve).

At the beginning of the game, each team will receive a major and a minor mission. The mission is secretly and randomly chosen by the referee, who will give it to the team.

On turn 4, each team has to reveal his mission to the enemy.

At the end of the 5th turn, a dice is rolled. On 5+ there is a 6th turn. At the end of the 6th turn, the game is finished.

Victory points:

- 10 points if the major mission is a success. 5 points if both teams succeed their major mission.
- 5 points if the minor mission is a success. 3 points if both teams succeed their minor mission.

Kill points: Up to 10 extra points are attributed for annihilating the enemy:

Difference	Winner	Looser
1600+	10	0
1200 - 1600	9	1
700 - 1200	7	3
350 - 700	6	4
0 - 350	5	5

Additional notes

A 'Wipeout!' immediately occurs when one side has had all of its models destroyed or removed from play by one means or another (we look at you, phase-out!), and there is no opportunity for models to return to play (units still in reserve due to deepstrike mishap, units with the 'Without Number' rule, etc). When this happens, the game ends immediately. The player that achieves a 'Wipeout!' automatically scores a 25-0 for that game.

An equality (12-12) always occurs if the teams haven't reached the end of turn 4 at the end of the allowed game time.

Extra points

Painting (0-10):

The note will be given by independent referees that will note the armies. All the notes given for a team will be gathered and makes the team painting note. The painting note will follow these few rules:

- Unpainted army : 0
- Undercoated army : 2
- Partially painted army (more unpainted than painted) : 4
- Partially painted army (more painted than unpainted) : 6
- Fully painted army : 8
- Fully painted and based: 10

For example, if my army is fully painted and I receive a 10 for my painting job, my teammate only have an undercoated army that received a 2, our team painting rating will be 6 $((10+2)/2)$.

Extra-Painting (0-5):

If your army has special presentation stuff (such as a customized transport base, or special conversions), up to five extra painting points can be offered to you.

Army List (0-5):

If you deliver your team army lists in time (that means at least 1 week before the tournament), if it is correct from the first go, and if it is clear and concisely managed (Open Office, Excel, Word, PDF are accepted), you gain 5 points.

Early reservation (0-5):

If you send us your army list two weeks before the tournament, and if you pay your inscription three weeks before the tournament, 5 extra points will be offered to you.

Contact

All army lists can be sent via email to romain@tadefig.com . Any question can be asked by email or via our forum on <http://www.tadefig.com/>

Payments can be done on the ASBL bank account BE19 7340 2877 0512 (BIC: KREDBEBB) with a meaningful communication.

