



GT BOLTER DE ORO DE LA GUARIDA



Resumen.

Lugar: La guarida tabletop club. Calle Bagatza N-9, Barakaldo.

Fecha: 12-13 de Octubre. 4 rondas.

Plazas: 12 equipos de 4 jugadores.

Precio: 30 euros por persona, 120 por equipo el 100% del dinero será destinado a premios y gastos del torneo. Incluye la comida del sábado que incluirá un menú del día en un restaurante cercano al club.

Ejercitos: 2000 puntos, 3 destacamentos.

Entrega de listas: 29 de septiembre.

Contacto con la organización: elroiben@gmail.com, 630248149 :Rubén

Bases del torneo.

- 1.El torneo será por equipos de 4 jugadores. No se podrá repetir ningún codex por equipo.
- 2.Los ejércitos serán de 2000 puntos, 8 edición de WH 40k, reglas de juego equilibrado.
- 3.El torneo constará de 4 rondas tres el sábado y una el domingo, Cada ronda dispondrá de 3 horas y cuarto. En caso de acabarse el tiempo se concederán 5 o 10 minutos de cortesía para jugar su turno, a discreción de la organización.
4. Respecto a la representatividad de la miniatura se será comprensible en este aspecto, pero siempre guardando unos mínimos de proporcionalidad y estética de las

miniaturas, no podrás poner un orco como un Marine ni un exterminador como un centurión, ni un Marine táctico como un primaris, además si se juega una unidad con muchas armas diferentes, si deberán de estar claramente representadas por ejemplo: tengo una unidad de devastadores y tengo dos equipados con bolter pesado y dos con láser, admitirá que juegues dos plasmas como bolter y dos lanzallamas como láser pero nunca mezclando, en este apartado lo más importante es que vuestros rivales no tengan ningún tipo de duda respecto a lo que se están enfrentando.

Además de lo anteriormente citado se será, más estricto en el caso de los vehículos no pudiendo utilizar un rhimo como un razorback, o un serpent como un prisma, los vehículos han de ser lo que se pone en mesa.

En cualquier caso o duda consultar con la organización.

Cualquier miniatura que no cumpliera los requisitos estimados por la organización serán retirados del tablero.

5. Se utilizarán todas las publicaciones sacadas hasta la fecha de entrega de listas del torneo, incluidas todas las beta rules y los guidelines para eventos de games workshop.

6. Se permite Forge World.

7. Los ejércitos tienen que estar pintados en su totalidad para poder asistir al torneo, además las peanas tendrán que estar decoradas, dando sensación de acabado.

8. Las listas habrán de ser entregadas antes del 29 de septiembre, para la corrección por parte de la organización, las listas serán enviadas en la correspondiente plantilla indicando el equipo extra y el coste en puntos del mismo. Las plantillas serán entregadas junto con la inscripción via mail. Todas las listas serán enviadas al mail elroiben@gmail.com.

Las listas de todo el equipo serán enviadas por el capitán del mismo equipo.

Las plantillas serán enviadas según se confirme la participación en el torneo, o sean solicitadas por los capitanes.

9. La inscripción del equipo será de 120 euros por equipo, el ingreso de la inscripción se hará mediante transferencia bancaria al número de cuenta ES54 0182 0009 1502 0171 5443. **antes del día 22 de septiembre**, indicando nombre del equipo. Los acompañantes deberán indicar si se apuntan a la comida y abonarán 12 euros por el menú.

10. Se espera de todos los participantes buenos modales actitud distendida y juego limpio, ante cualquier falta de un jugador, trampa o actitud dudosa, la organización tendrá la posibilidad de sancionarle con un warning, al segundo warning se le dará la partida en cuestión por perdida por la máxima puntuación y al tercer warning todas las partidas de dicho jugador contarán como pérdidas por la mayor puntuación posible, además de esto si algún equipo empata con otro equipo y uno de ellos tiene un warning por el motivo que sea, contará por encima de otros veremos para desempate.

En caso de tener que dar warning a diferentes miembros de un mismo equipo, en el primer warning no pasaría nada en el segundo se les restaría 5 puntos de la ronda en cuestión en el tercero 10 puntos, y así sucesivamente.

11. Se dará la opción a usar control, por reloj en cada ronda, aunque el club dispone de varios relojes, se recomienda a los jugadores descargarse la aplicación del reloj dado que no disponemos de tantos relojes.

Para el uso correcto de los relojes: situaciones donde se podría pasar el reloj al contrario.

1. Cuando el jugador oponente tiene que hacer 20 tiradas de salvación de una en una y con diferentes salvaciones.
2. El jugador rival tiene que hacer varios chequeos de moral.
3. Haces una carga a una o varias unidades y te tiene que hacer disparos defensivos, después de realizar los disparos defensivos te devuelve el tiempo.

Una vez finalizado el tiempo, a uno de los jugadores este sólo podrá acabar de mover una unidad si es que se le acabó en mitad del movimiento de una unidad, hacer tiradas de salvación, chequeos de moral y puntuar objetivos si es que los tiene.

Sistema de juego y puntuación.

Se usará el sistema de ETC en el torneo .

Puntos de juego

Para sacar la puntuación de la partida habrá que comprobar la diferencia de Puntos a él la siguiente tabla.

Diferencia Puntos de victoria	Puntos de partida ganador	Puntos de partida oponente
0	10	10
1-2	11	9
3-4	12	8
5-6	13	7
7-8	14	6
9-10	15	5
11-12	16	4
13-14	17	3
15-16	18	2
17-18	19	1
18+	20	0

Además de los puntos de victoria conseguidos en las misiones específicas, del juego habrá que contar también señor de la guerra primera sangre y rompefilas.

Cartas de objetivo tactico

Los jugadores usarán el mazo de cartas genéricas, donde los objetivos del 11 al 16 serán asegurar los objetivos del 1 al 6.

Sólo se podrán cumplir tres cartas de objetivo por turno.

Todos aquellos objetivos que dieran 1d3 puntos de victoria se consideraría como 2 puntos de victoria, además los objetivos que dieran 1d3+3 darán automáticamente 5 puntos de victoria.

Kill points

El máximo de Puntos en kill points es de seis, donde los puntos será la diferencia de unidades aniquilados. Por ejemplo si un jugador mata 15 unidades y el otro mata 12 el primer jugador ganará 3 puntos en kill points.

Puntos de ronda

Habrà un total de 80 puntos en liza en cada ronda.

La victoria dará 2 puntos de victoria.

El empate dará un punto a cada uno.

En caso de derrota 0 puntos.

La victoria se conseguirá a partir de 46 puntos.

El empate será de 35 a 45 puntos.

Y la derrota con 34 puntos.

PARÁMETROS DE CLASIFICACIÓN

1. Ganar ronda.
2. Puntos de victoria.
3. Puntos parciales.
4. Puntos destruidos

Sistema de emparejamientos

Los capitanes tendrán 15 minutos antes de cada partida para realizar los emparejamientos.

- Los capitanes tiran un dado para ver quien elige mesas primero. Ese equipo gana el token de elegir mesa.

- Los equipos escogen un jugador defensor y lo revelan simultáneamente.

- Después de eso cada equipo elige dos atacantes para ofrecer a ese defensor.

- Cada capitán escoge en secreto un atacante para su defensor y se revelan a la vez.

- El equipo con el token de mesa escoge primero una mesa, luego el equipo oponente escoge la otra y devuelve el token de mesa al equipo inicial.

- El segundo atacante se enfrentará al descarte de cada capitán.

- El equipo con el token elegirá mesa escoge primero una mesa, luego el equipo oponente escoge la otra.

MISIONES

Durante el torneo se usarán 4 de las 6 misiones que aparecen en el proposal of chapter 2018. estas misiones se decidirán mediante dado antes de cada ronda.

MISSION 1

Objective #1: **Eternal War: Frontline Warfare (Marker 1-4)**

Objective #2: **Maelstrom of War: Contact Lost (3 cards/turn cap)**

Deployment: **Frontline Assault**

Tertiaries: **First Strike, Linebreaker, STW**

Mission Special Rules: **Temporary Comms Uplink, Acceptable Casualties, Refined Strategies**

Objective placing happens first (players freely decide where they want to place the markers with the caveat that only marker 1-4 count for EW scoring and that markers are always placed in order). **Choosing deployment zones** happens right after objective placement.

First Turn: The player who did not chose the deployment zone sets up his entire army first and decides who gets the first turn. If they take the first turn, opponent can roll a D6; on a 6, they manage to seize the initiative, and get the first turn instead!

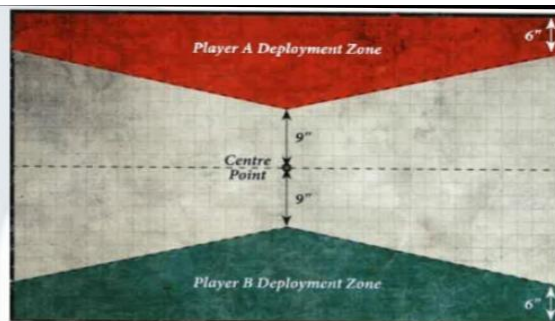
Tactical Objectives: Generate 1 Tactical Objective first turn and then 1 additional objective for each marker under your control starting from the second turn, up to a maximum of 6 in your hand at a given time.

Mission Special Rule:

Temporary Comms Uplink Stratagem At the start of any of their turns, a player with less than 6 active tactical objectives can spend 3 Command Points to generate an extra card that turn.

Random Game Length: The player who had first turn rolls a dice after T5. Game continues on the roll of 3+. At the end of T6, the player who went second rolls a dice. Game continues on the roll of 4+. This is a mission roll and cannot be re-rolled with a command point reroll.

Scoring: At the end of the game Eternal War points are scored for Markers 1 to 4. Markers completely in your own deployment zone are worth 1 VP, while Markers completely in the enemy's deployment zone are worth 4 VP and other Markers are each worth 2 victory points. Markers are assumed to be completely within a deployment zone if the very center of the marker is located within a deployment zone. At the end of the battle, count up points scored from Eternal War, Maelstrom, Killpoints and secondary objectives objectives (Slay The Warlord, First Strike and Linebreaker). The difference in total VP's scored decides the outcome of the battle.



MISSION 2

Objective #1: **Eternal War: Scorched Earth (Marker 1-6)**

Objective #2: **Maelstrom of War: Tactical Escalation (3 cards cap/turn)**

Deployment: **Hammer and Anvil**

Tertiaries: **First Strike, Linebreaker, STW**

Mission Special Rules: **Tactical Priority, Acceptable Casualties, Refined Strategies**

Objective placing first. Choosing deployment zones happens right after objective placement.

First Turn: The player who did not chose the deployment zone sets up his entire army first and decides who gets the first turn. If they take the first turn, opponent can roll a D6; on a 6, they manage to seize the initiative, and get the first turn instead!

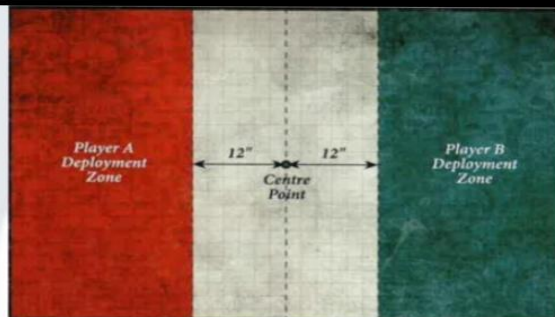
Tactical Objectives: Generate Tactical Objectives up to the current battle round each turn.

Mission Special Rule:

Both players announce their **Tactical Priority Objective Type** (Capture and Control, Storm and Defend, Purge, Seize Ground, Annihilation, Take & Hold) that will score an extra VP or diminish points when discarded, starting with the player that goes first. If you discard a card that is unachievable, no points are lost.

Random Game Length: The player who had first turn rolls a dice after T5. Game continues on the roll of 3+. At the end of T6, the player who went second rolls a dice. Game continues on the roll of 4+. This is a mission roll and cannot be re-rolled with a command point reroll.

Scoring: Each player scores 1 VP at the end of each of their turns for each objective marker they control. However, if an objective marker is within the enemy's deployment zone you can choose to raze it if you control it; doing so scores you 2 victory points instead of 1 but that objective marker is then no longer scoring points for Eternal War. The difference in total VP's scored during the game decides the outcome of the battle. Count up points scored from Eternal War, Maelstrom, Killpoints and secondary objectives objectives (Slay The Warlord, First Strike and Linebreaker). The difference in total VP's scored decides the outcome of the battle.



MISSION 3

Objective #1: **Eternal War: ETC Secure and Control (ALTERED, 1-6) and ETC Cut off the Head (ALTERED)**

Objective #2: **Maelstrom of War: Decapitation Strike (3 cards/turn cap)**

Deployment: **Dawn Of War**

Tertiaries: **First Strike, Linebreaker, STW**

Mission Special Rules: **High Value Targets, Acceptable Casualties, Refined Strategies, Crucial Intel, Transmit Intel**

Objective placing happens first (Players secretly note the point values of the markers being 4, 3 or 2 VP as they put them down). **Choosing deployment zones** happens right after objective placement.

First Turn: The player who did not chose the deployment zone sets up his entire army first and decides who gets the first turn. If they take the first turn, opponent can roll a D6; on a 6, they manage to seize the initiative, and get the first turn instead!

Tactical Objectives: Generate up to 3 Tactical Objectives each turn, and 1 additional card for each KP you have scored since your previous turn, up to a maximum hand size of 6.

Mission Special Rule:

High Value Targets Players randomly discard an active tactical objective when a character from their army is slain, or D3 cards when their warlord is slain.

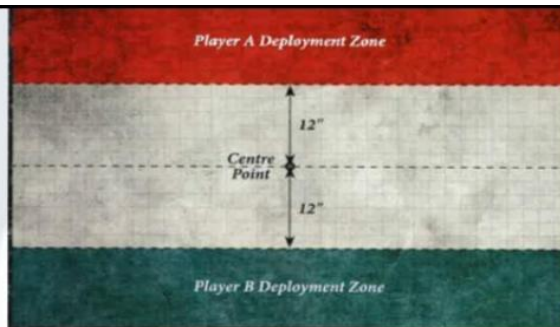
Crucial Intel: Prior to the start of the battle, allocate up to 3 intel points as evenly as possible to the characters in your army. If you have no characters in your army, assign 1 Intel point to your Warlord. As from the **third battle round** on, players count how many intel points are left on models alive on the battlefield (even embarked) and score that many VP at the end of each battleround together with their maelstrom cards.

Transmit Intel: As from the **third battle round** on, players score 1 VP for each objective marker with at least one model with an intel point on at the end of their turn. If several models with intel points are on the same objective, the player with the most intel points on any given marker controls that objective (this also counts for scoring maelstrom purposes). Models with intel points will override the objective secured ability of troop units and control the objective instead. In the case of a tie for intel points the player with the most models on the objective controls it, otherwise the player with the most intel points on an objective controls it.

Random Game Length: The player who had first turn rolls a dice after T5. Game continues on the roll of 3+. At the end of T6, the player who went second rolls a dice. Game continues on the roll of 4+. This is a mission roll and cannot be re-rolled with a command point reroll.

Scoring: At the end of the game each marker is worth 4, 3 or 2 VP respectively to the player controlling it.

The difference in total VP's scored during the game decides the outcome of the battle. Count up points scored from Eternal War, Maelstrom, Killpoints and secondary objectives objectives (Slay The Warlord, First Strike and Linebreaker). The difference in total VP's scored decides the outcome of the battle.



MISSION 4

Objective #1: **Eternal War: ETC The Four Pillars (Altered)**

Objective #2: **Maelstrom of War: Disruptive Signals (3 cards/turn cap)**

Deployment: **Search and Destroy**

Tertiaries: **No Prisoners, First Strike, Linebreaker, STW**

Mission Special Rules: **Acceptable Casualties, Refined Strategies, Signal Interrupt Stratagem**

Objective placing (markers 1-4 are pre-set with the dead center being exactly 18 inches up the field and 12 inches into each quarter and then players can place objective 5 and 6 alternating starting with the player who has won the roll-off). **Choosing deployment zones** happens right after objective placement.

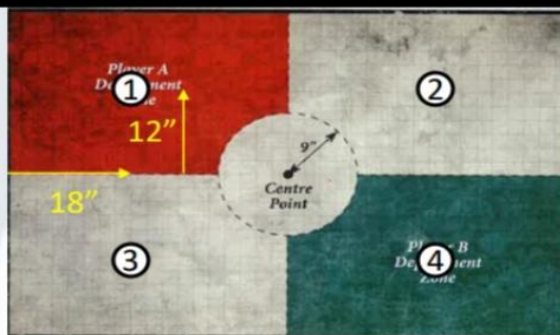
First Turn: The player who did not chose the deployment zone sets up his entire army first and decides who gets the first turn. If they take the first turn, opponent can roll a D6; on a 6, they manage to seize the initiative, and get the first turn instead!

Tactical Objectives: Generate up to 4 Tactical Objectives each turn.

Mission: At the end of each **BATTLE ROUND**, the player controlling more objective markers than their opponent scores 1 victory point, or 3 VP if they control markers 1 to 4 (which are the 4 automatically placed objectives situated along the diagonal lines). 1VP is awarded to the player that destroyed more units from their opponents army each **BATTLE ROUND**. Players can spend 1 CP to disallow an opponent from scoring 1 objective the battle round, by using the **Signal Interrupt Stratagem** the moment the card is generated.

Random Game Length: The player who had first turn rolls a dice after T5. Game continues on the roll of 3+. At the end of T6, the player who went second rolls a dice. Game continues on the roll of 4+. This is a mission roll and cannot be re-rolled with a command point reroll.

Scoring: At the end of the game, count up points scored from Eternal War, Maelstrom, Killpoints and tertiary objectives (No Prisoners, Slay The Warlord, First Strike and Linebreaker). The difference in total VP's scored decides the outcome of the battle.



MISSION 5

Objective #1: **Eternal War: ETC Beachhead (Altered, Marker 1-6)**

Objective #2: **Maelstrom of War: Visions of Victory (3 cards/t cap)**

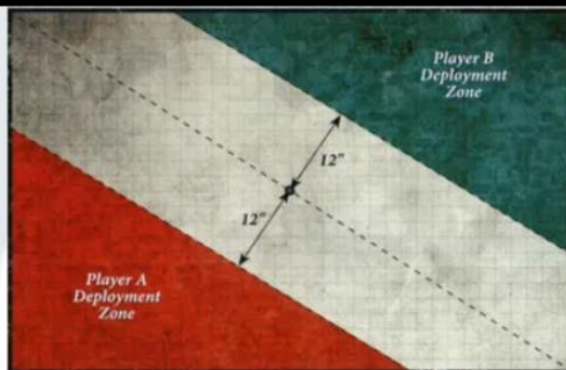
Deployment: **Vanguard Strike**

Tertiaries: **First Strike, Linebreaker, STW**

Mission Special Rules: **Acceptable Casualties, Refined Strategies**

Choosing deployment zones happens before **objective placing**

(2 markers are placed in no mans land and two markers are placed in each deployment zone). Players can do this in whichever order they prefer and in a place of their choosing, but always starting with marker 1, then marker 2,...



First Turn: The player who did not chose the deployment zone sets up his entire army first and decides who gets the first turn. If they take the first turn, opponent can roll a D6; on a 6, they manage to seize the initiative, and get the first turn instead!

Tactical Objectives: Generate up to 4 Tactical Objectives each turn. For each card that needs to be generated, draw 2 instead, your opponent picking which goes to the discard pile and which goes to the players hand. Drawing these cards is always done sequentially. Draw two cards simultaneously each time and put them in stacks of 2 before you and your opponent before he decides which to discard. If either player has an ability or stratagem to discard cards and redraw, discard both drawn cards before drawing two new ones. If one of the 2 drawn cards is unachievable, immediately redraw another one in the set of 2 drawn cards. At the end of the game, each marker awards 2VP to the player controlling it.

Random Game Length: The player who had first turn rolls a dice after T5. Game continues on the roll of 3+. At the end of T6, the player who went second rolls a dice. Game continues on the roll of 4+. This is a mission roll and cannot be re-rolled with a command point reroll.

Scoring: Starting from the second battle round, and at the start of their turn, players score 1 victory point if they control both objective markers in their deployment zone, 2 victory points if they control both objectives in no mans land and 3 victory points if they control both objectives in the enemy deployment zone. At the end of the game, every objective you control earns you 2VP. Count up points scored from Eternal War, Maelstrom, Killpoints and tertiary objectives. The difference in total VP's scored decides the outcome of the battle.

MISSION 6

Objective #1: **Eternal War: ETC Vital Intelligence (Altered)**

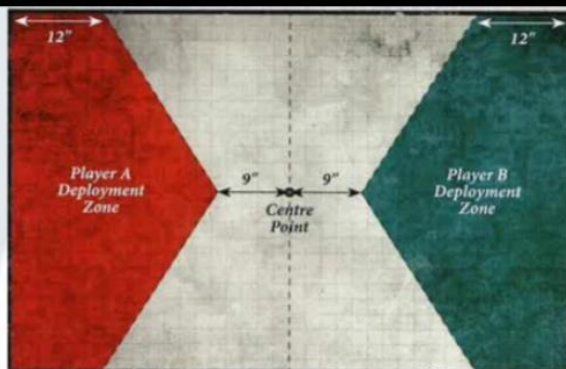
Objective #2: **Maelstrom of War: ETC Tactical Cascade (Altered, No cap on cards scored/turn!)**

Deployment: **Spearhead Assault**

Tertiaries: **First Strike, Linebreaker, STW**

Mission Special Rules: **Acceptable Casualties, Refined Strategy, Burden of Command, Capture The Data**

Objective placing first. Choosing deployment zones happens right after objective placement.



First Turn: The player who did not chose the deployment zone sets up his entire army first and decides who gets the first turn. If they take the first turn, opponent can roll a D6; on a 6, they manage to seize the initiative, and get the first turn instead!

Tactical Objectives: Each player chooses two objectives at the start of their first turn and announces them to their opponent. In subsequent turns, generate 2 objectives for each objective achieved in the previous battle round, up to a maximum of 6 in your hand at a given time. The games does not end when a player has achieved 25 tactical objectives. Keep on playing until the game concludes normally at the end of round 5, 6 or 7.

Mission Special Rules:

Burden of Command At the end of the game, count up the total number of active objectives in a players hand that have not been achieved. That player loses 1 VP for each complement of 3 objectives they haven't achieved this game. All 6 cards in your hand can be scored freely every turn, as there is no cap on the maelstrom scoring this round.

Capture The Data: randomly determine which of the 6 objectives is the active marker each battle round. That marker generates two points for the player that controls it this battle round instead of 1VP. Points scored for Eternal war are done at the start of the player turn, starting from the second Battle Round.

Random Game Length: The player who had first turn rolls a dice after T5. Game continues on the roll of 3+. At the end of T6, the player who went second rolls a dice. Game continues on the roll of 4+. This is a mission roll and cannot be re-rolled with a command point reroll.

PREMIOS

Los premios constaran del 100% de las cuotas de inscripción y se dividirá en:

Un pequeño detalle de desayuno a los participantes.

Hamaiketako para aguantar hasta la hora de la comida.

Comida de un menú en un restaurante cercano al club.

Premio de participación a cada jugador.

Premio a los ganadores (1º ,2º y 3º) Trofeos.

Ejército mejor pintado: trofeo.

Sorteos varios.

Horarios

Sábado 12

Recepción de los participantes: 8:30

Primera ronda: 9:00-12:15

Segunda ronda:12:30- 15:45

Parada para comer: 15:45-17:00

Tercera ronda:17:00-8:15

Domingo 13

Recepción de participantes:9:30

Cuarta y última ronda:10:00-13:15

Entrega de premios:13:30