

Warhammer 40K Team Tournament

18-19 Januar 2025

Sted:

Skansen

Lerumbakken 11, 9400 Nørresundby

Tidsplan:

Lørdag

Check-in: 08:00-08:45

Kaptajns møde 8:45

Runde 1 : 9,00-12,30

Pause(frokost):12:30-13:30

Runde 2:13,30-17:00

Pause(Aftensmad):17:00-18:00

Runde 3:18:00-21.30

ØI i TRoA (valgfrit):21:30-

Søndag

Runde 4: 9:15-12:45

Pause(frokost) : 12:45-13:30

Runde 5:13:30-17:00

Præmier og afrunding: 17:15-18:00

Regler:

Turneringsregler:

-10 edition 2024 Pariah Nexus Mission pack

-WTC FAQ

https://worldteamchampionship.com/wp-content/uploads/2024/07/WTC2024-10th-FAQ-Core-Rules_v2.5-JUL.pdf

-WTC Charging guide

https://worldteamchampionship.com/wp-content/uploads/2024/03/WTC2024-10th-FAQ-Charging_v1-3.pdf

-Straf for sen indlevering af liste

-Yellow card/Red card systemet

-swiss-draw med random pairings i runde 1

-cut off dag for FAQ/rules updates 03.01.2025

-Hard dice down ved tid og i tilfælde af at spillet ikke er færdigt slutter point scoring på sidste hele battle round.

Hære:

-2000 point

-Legends er ikke tilladt.

-Lister uploades i BCP I format som GW app/New recruit/BattleScribe

-lister skal være indleveret 10.01.2025

Modeller:

- Fuldt malet (GWs "Battle ready" er en god standard for hvad vi tænker på som fuldt malet.)
- WYSIWYG (Loadout skal være korrekt på figuren)
- Ingen dubletter af codex'er indenfor et hold.
- 3d print og Conversions er tilladt, men skal godkendes af TO.(skal være samme dimensioner/base størrelse og være lette at identificere).

-Ved spørgsmål kontakt Martin Bandholm eller Henrik Damgaard Nielsen på messenger eller via email.

Martin Bandholm: bandholm.martin@gmail.com

Henrik Damgaard Nielsen: henrikdnielsen@gmail.com

English:

Place:

Skansen

Lerumbakken 11, 9400 Nørresundby

Time schedule:

Saturday

Check-in: 08:00-08:45

Captain's meeting 8:45

Round 1 : 9,00-12,30

Break(lunch):12:30-13:30

Round 2:13,30-17:00

Break(dinner):17:00-18:00

Round 3:18:00-21.30

Beer at TRoA (optional):21:30-

Sunday

Round 4: 9:15-12:45

Break(lunch): 12:45-13:30

Round 5:13:30-17:00

Prizes and goodbyes: 17:15-18:00

Rules:

Tournament rules:

-10 edition 2024 Pariah Nexus Mission pack

-WTC FAQ

https://worldteamchampionship.com/wp-content/uploads/2024/07/WTC2024-10th-FAQ-Core Rules_v2.5-JUL.pdf

-WTC Charging guide

https://worldteamchampionship.com/wp-content/uploads/2024/03/WTC2024-10th-FAQ-Charging_v1-3.pdf

-Penalties for late list submission

-Yellow card/Red card system

-swiss-draw med random pairings in round 1

-cut off dag FAQ/rules updates 03.01.2025

-Hard dice down at end of round timer in cases were the game did not finish use score at last complete battle round.

Armies:

-2000 points

-Legends are not allowed.

-Upload lists to BCP in a format like GW app/New recruit/BattleScribe(no rules and stats)

-Deadline for list submission 10.01.2025

Models:

-Fully painted (GWs "Battle ready" is a good standard for what we mean with fully painter)

-WYSIWYG (Loadout should be as correct as possible)

-No dublets of codices within a team.

-3d print og Conversions are allowed, but needs TO approval (must be same dimention/base size and be easily recognizable).

-any questions should be forwarded to Martin Bandholm or Henrik Damgaard Nielsen by email or messenger

Martin Bandholm: bandholm.martin@gmail.com

Henrik Damgaard Nielsen: henrikdnielsen@gmail.com

Missions:

Mission C linchpin - fog of war - Tipping point wtc layout #49 #51 #52 #54 #56

Mission K Scorched earth - Stalwarts - Search and destroy WTC layout #29 #1 #9 #13 #41

Mission N The Ritual - swift action - crucible of battle WTC layout #18 #2 #10 #14 #42

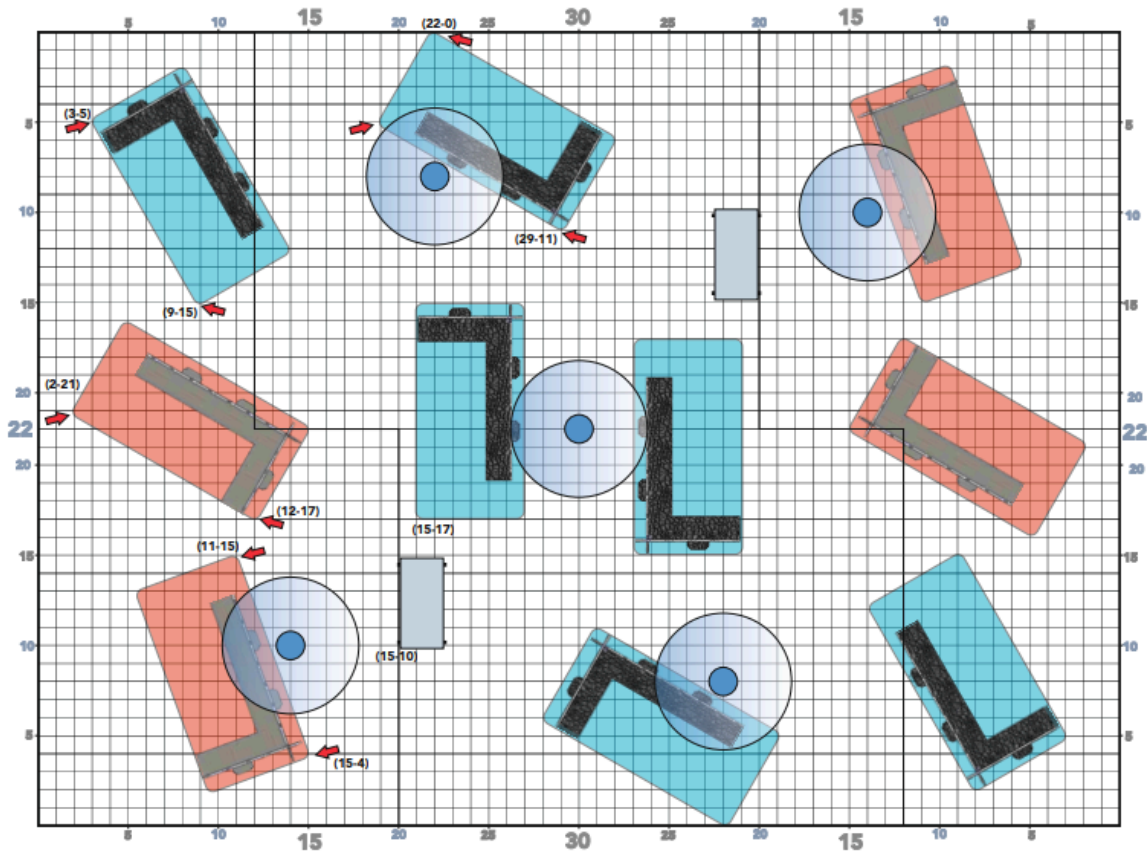
Mission H Supply drop - Smoke and Mirrors - Hammer and Anvil WTC layout #31 #3 #7 #15 #47

Mission E Take and hold - prepared positions - Hammer and anvil wtc layout #31 #3 #7 #15 #47

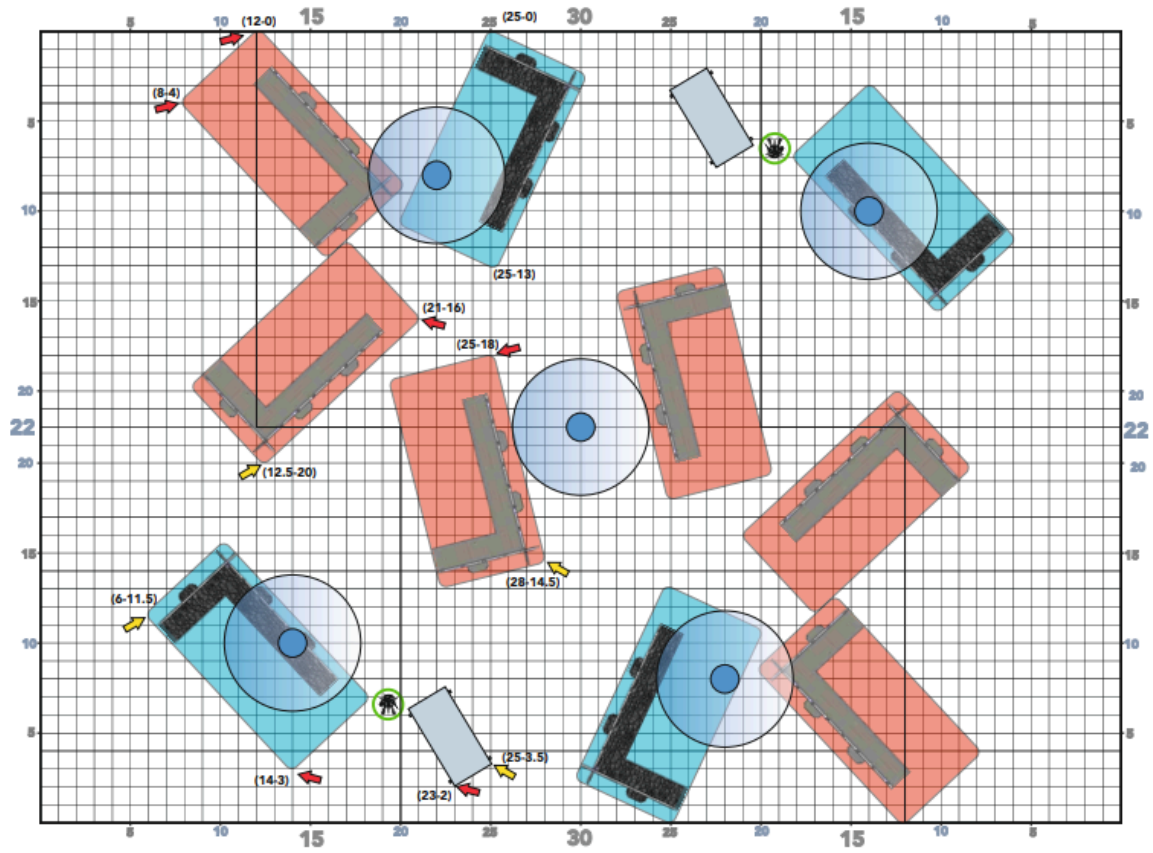
Appendix: Missions

Mission C linchpin - fog of war - Tipping point
wtc layout #49 #51 #52 #54 #56

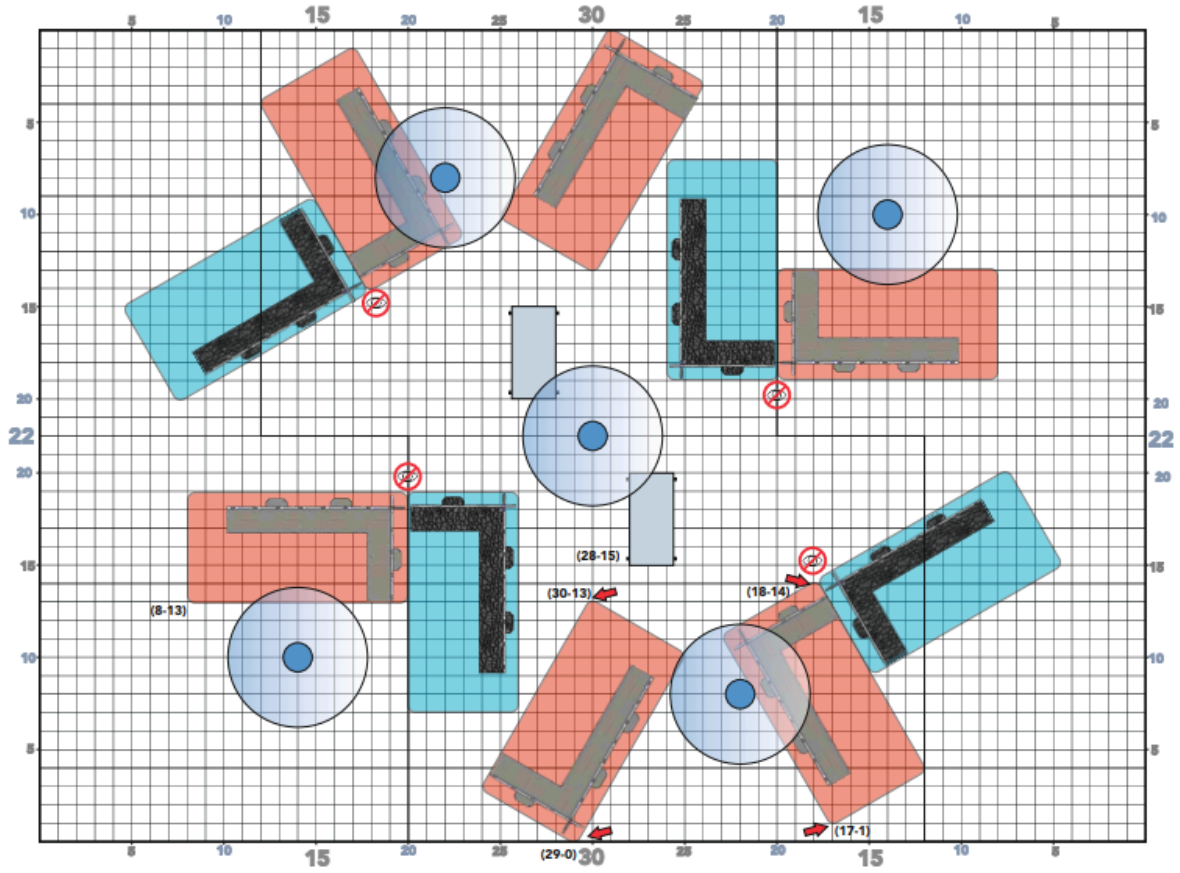
MAP 49: Heavy - Tipping Point



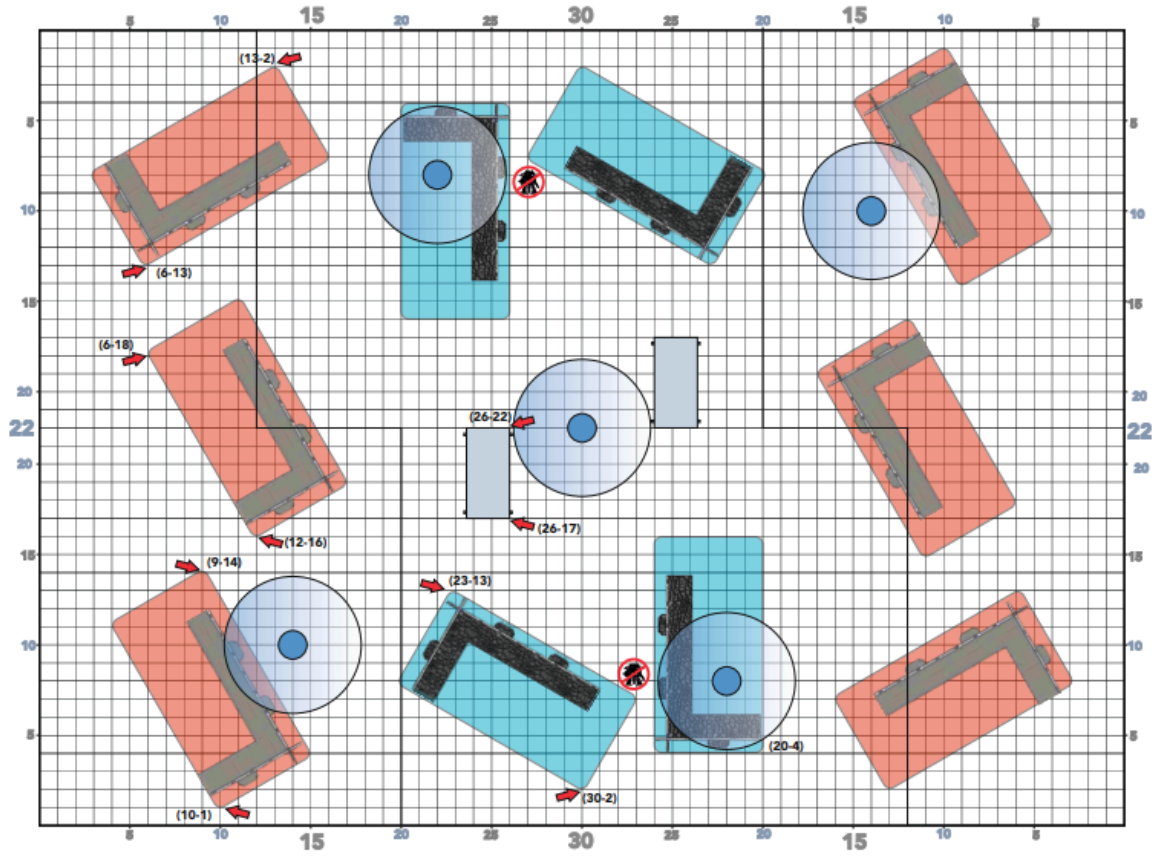
MAP 51: Medium - Tipping Point



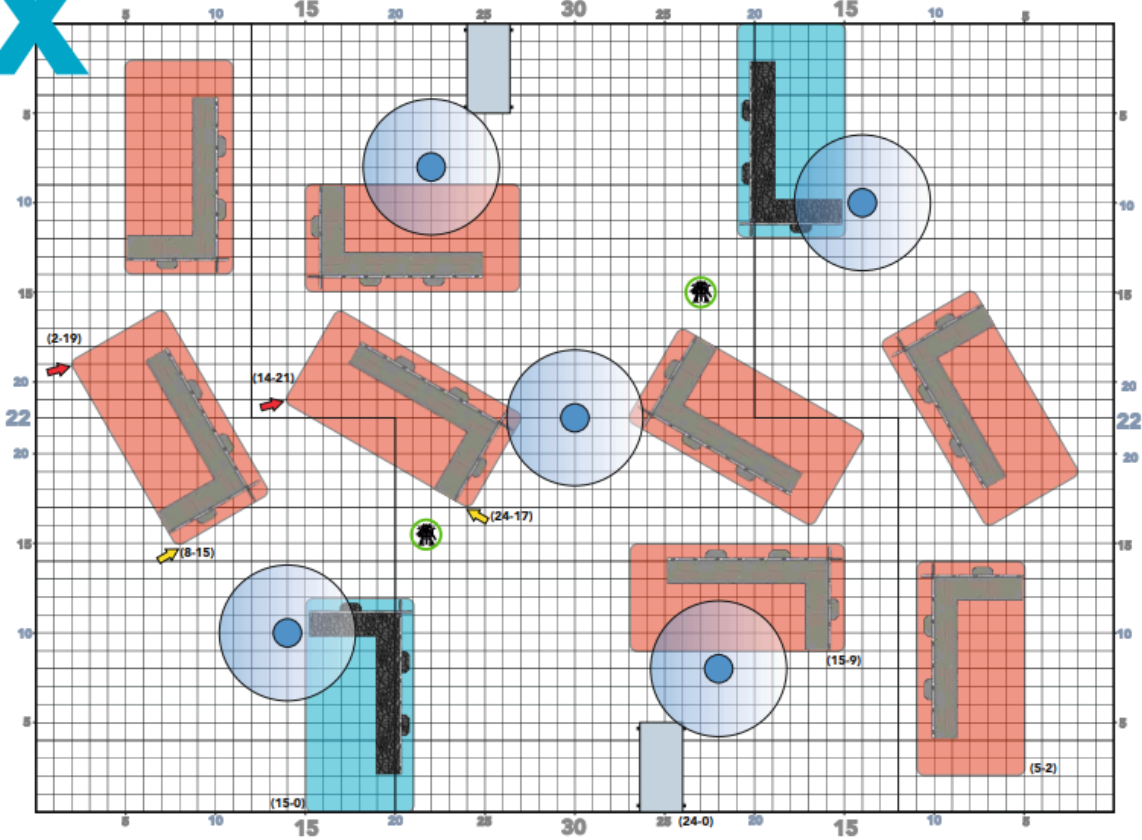
MAP 52: Medium - Tipping Point



MAP 54: Medium - Tipping Point

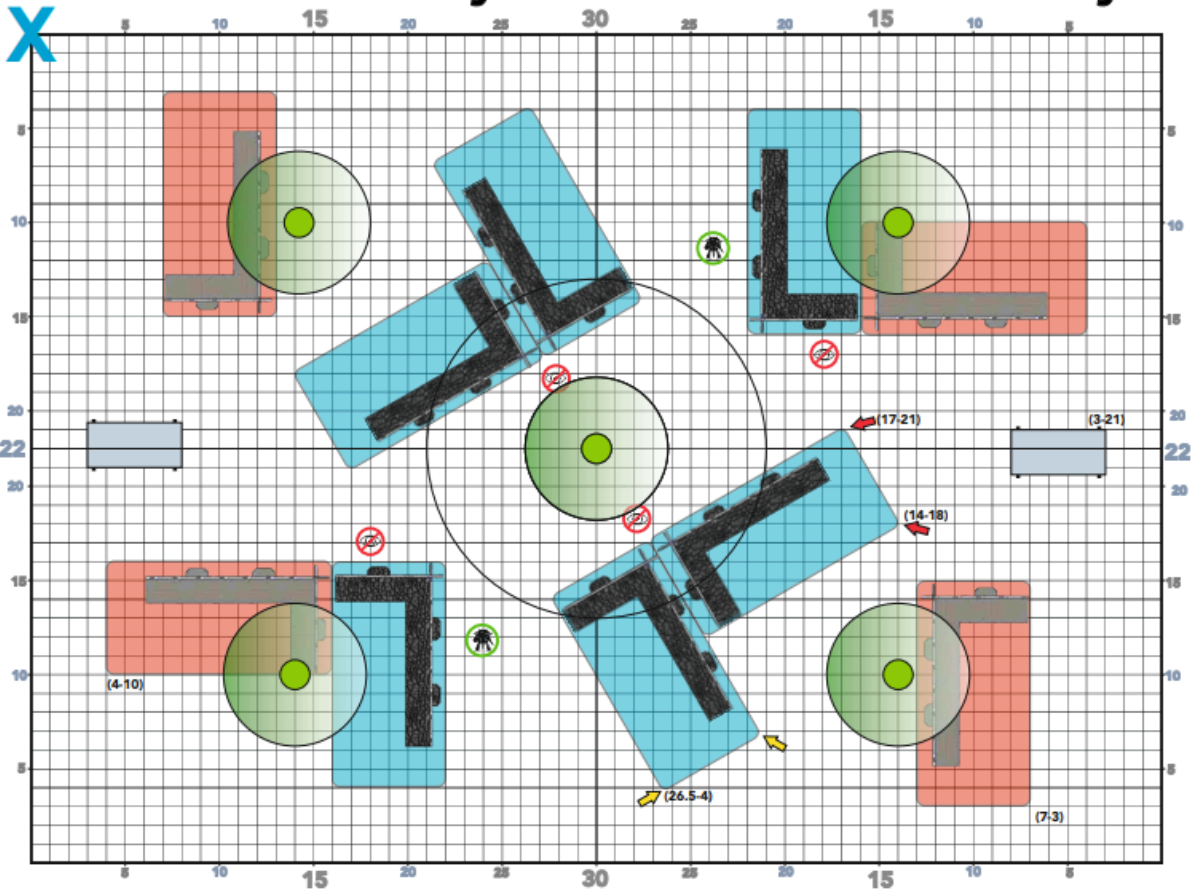


MAP 56: Light - Tipping Point

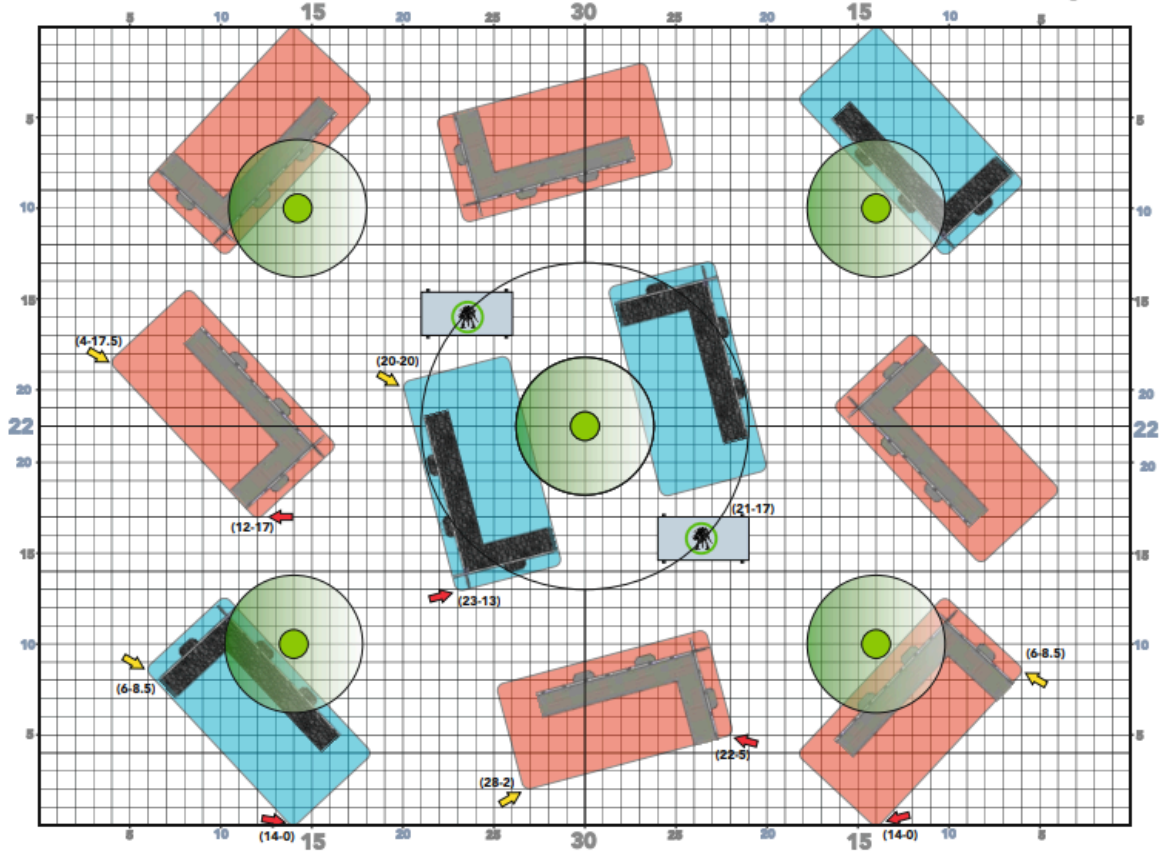


Mission K Scorched earth - Stalwarts - Search and destroy WTC layout #29 #1 #9 #13 #41

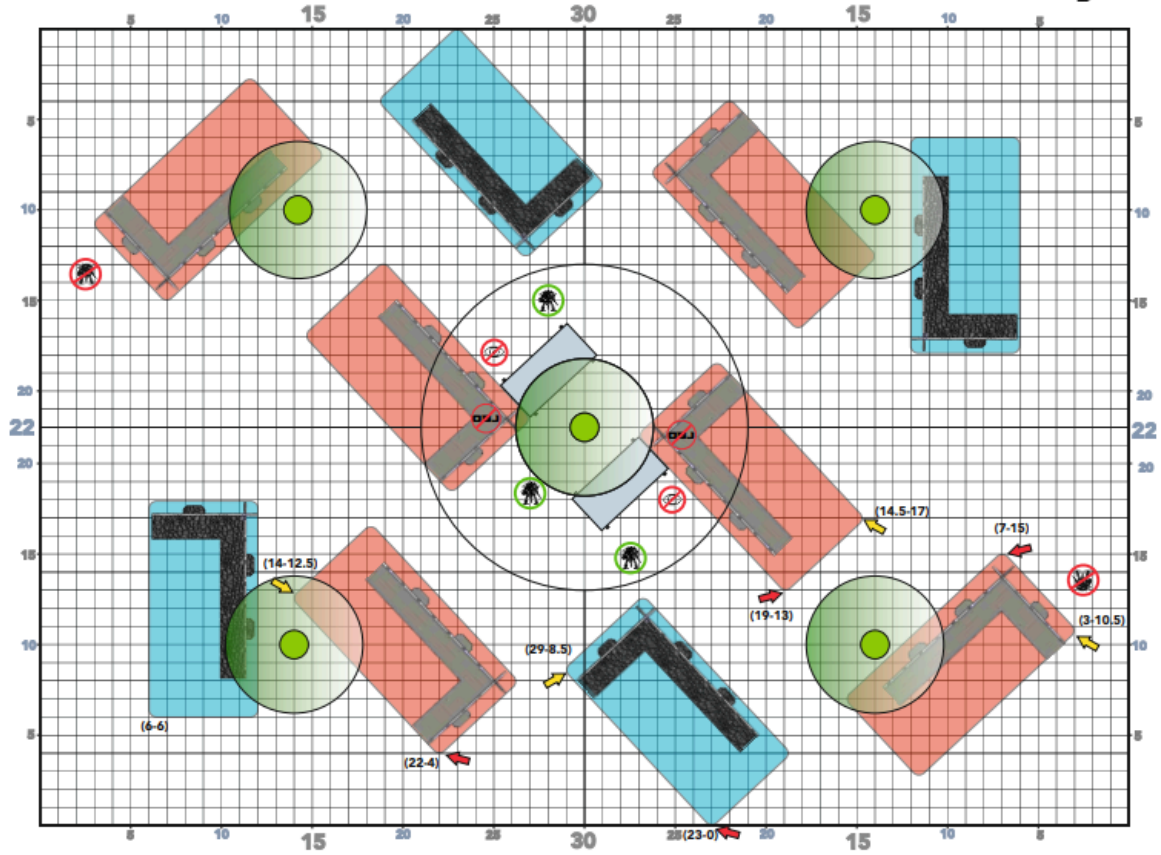
MAP 29: Heavy - Search and Destroy



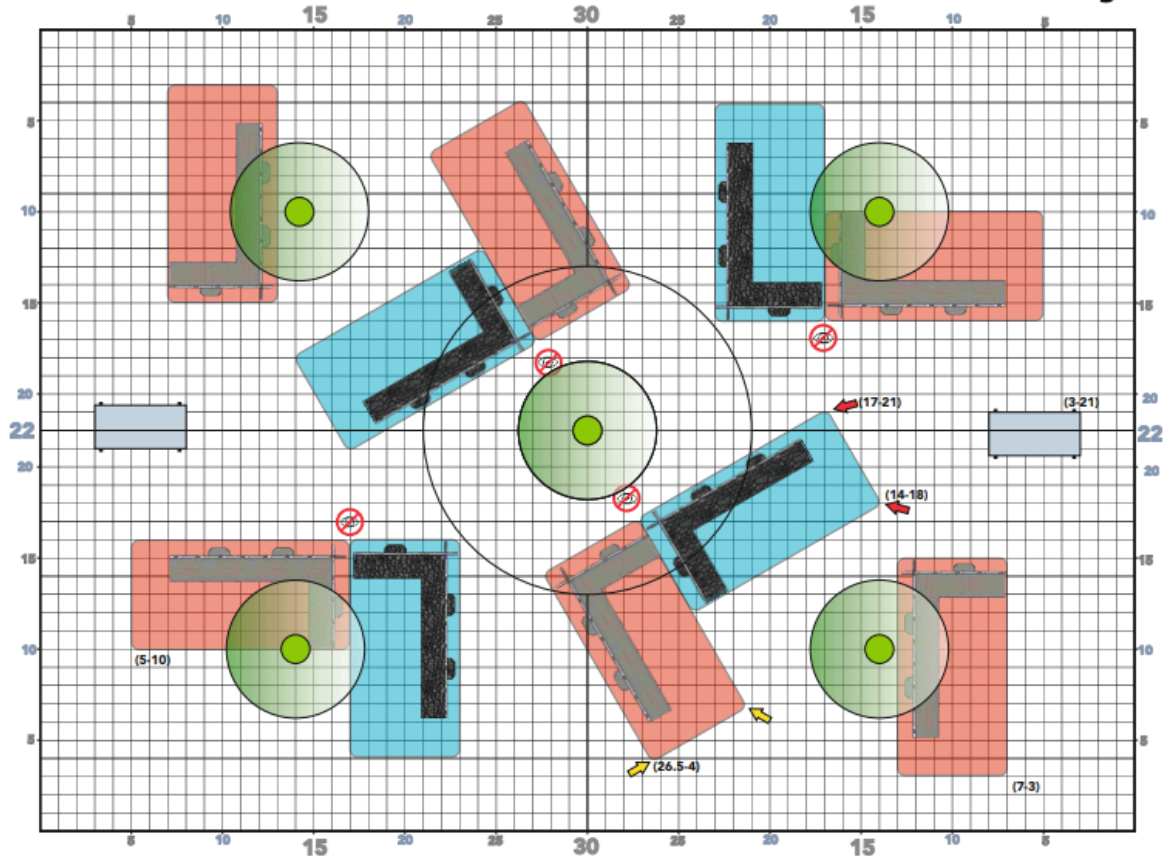
MAP 1: Medium - Search and Destroy



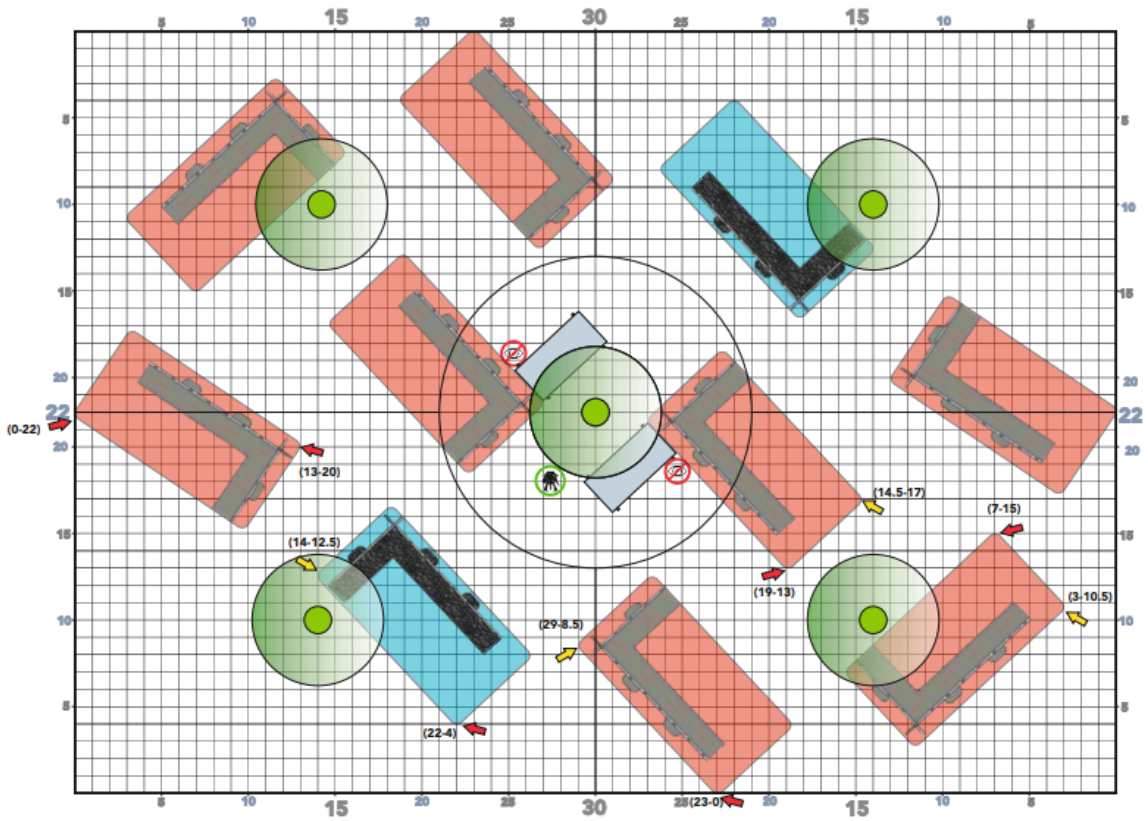
MAP 9: Medium - Search and Destroy



MAP 13: Medium - Search and Destroy

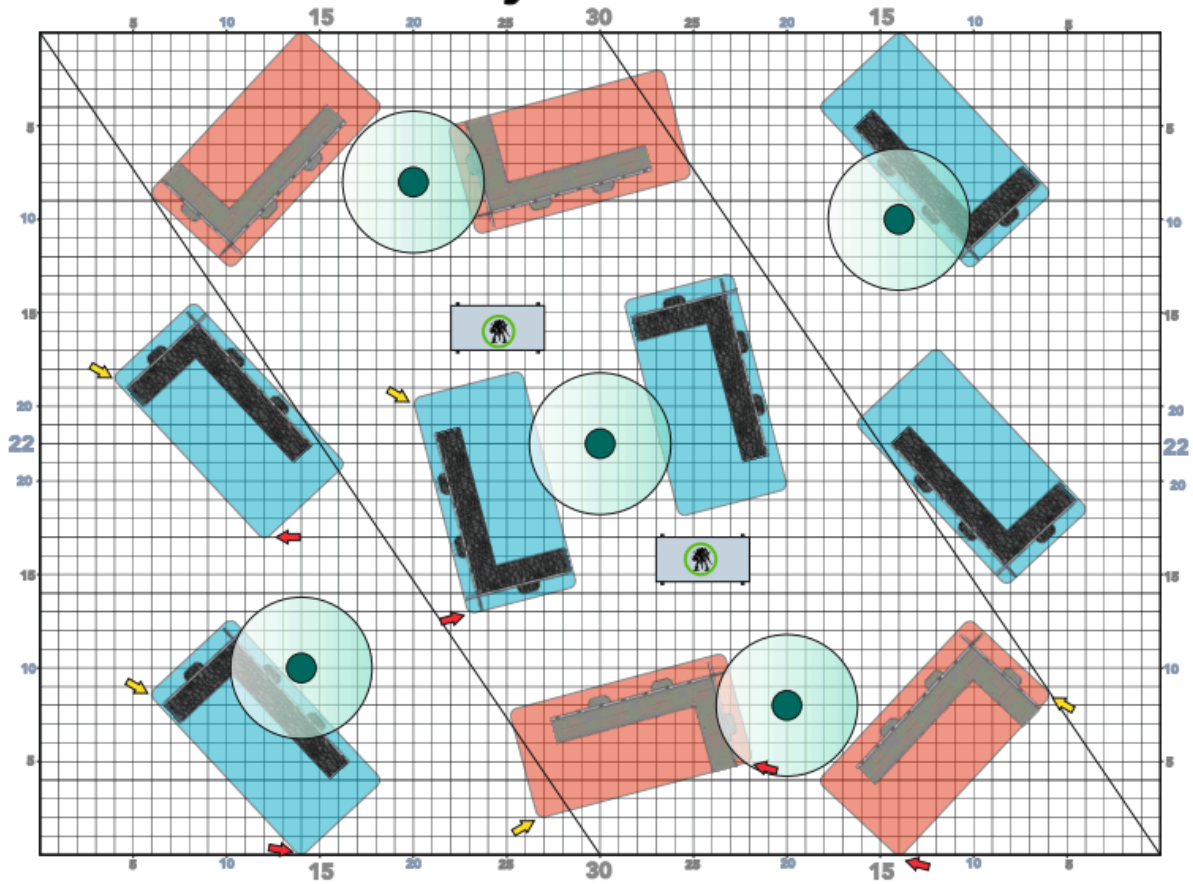


MAP 41: Light - Search and Destroy

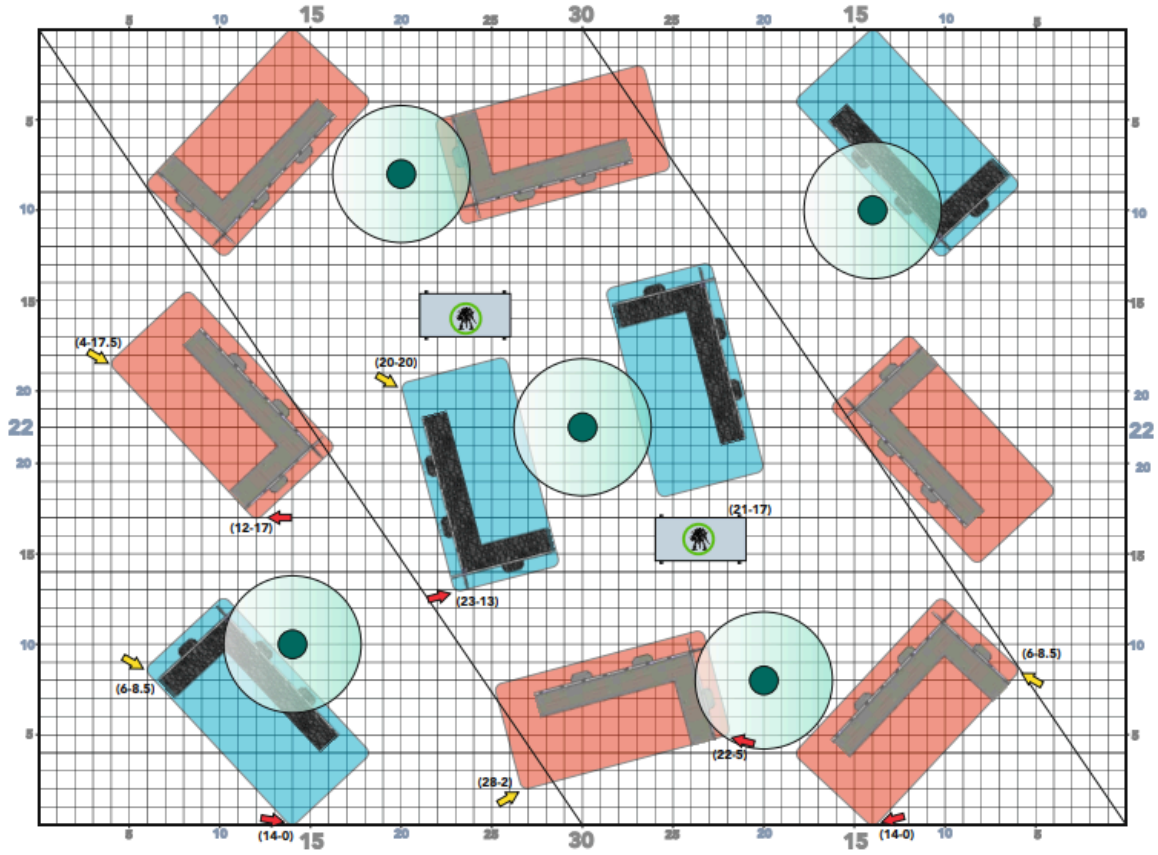


Mission N The Ritual - swift action - crucible of battle WTC layout #18 #2 #10 #14 #42

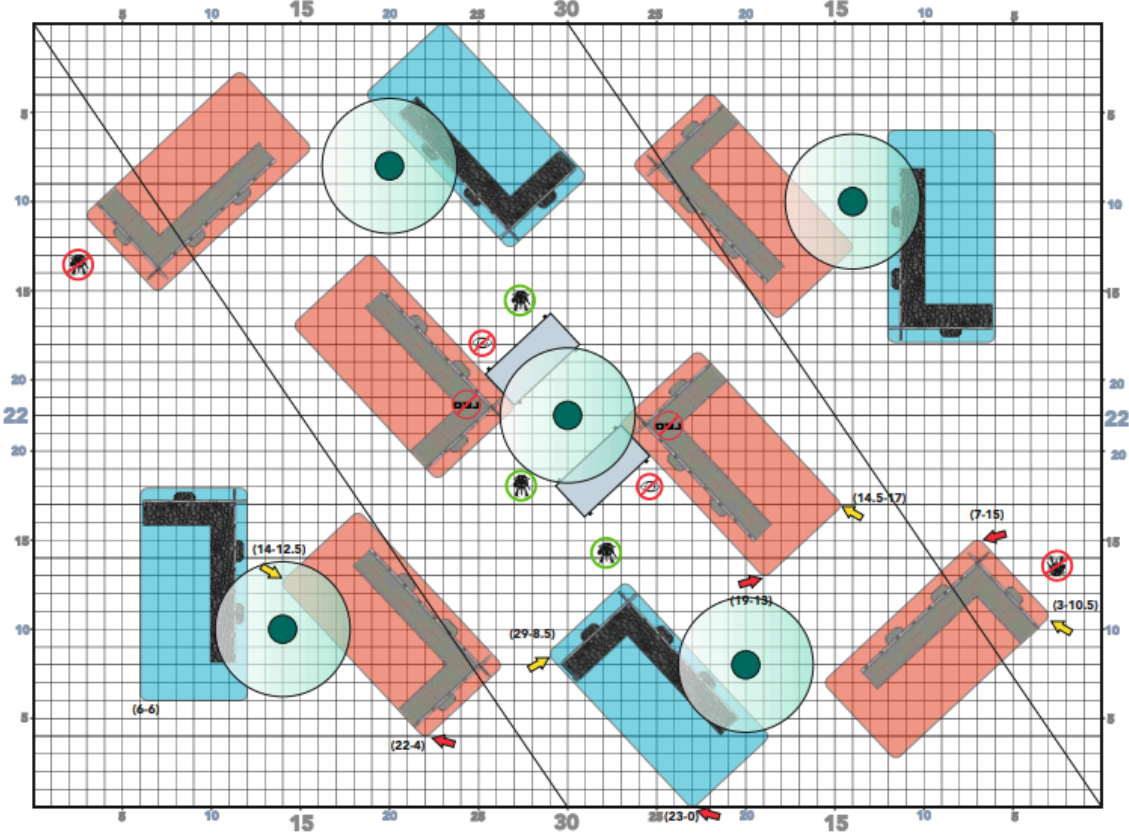
MAP 18: Heavy - Crucible of Battle



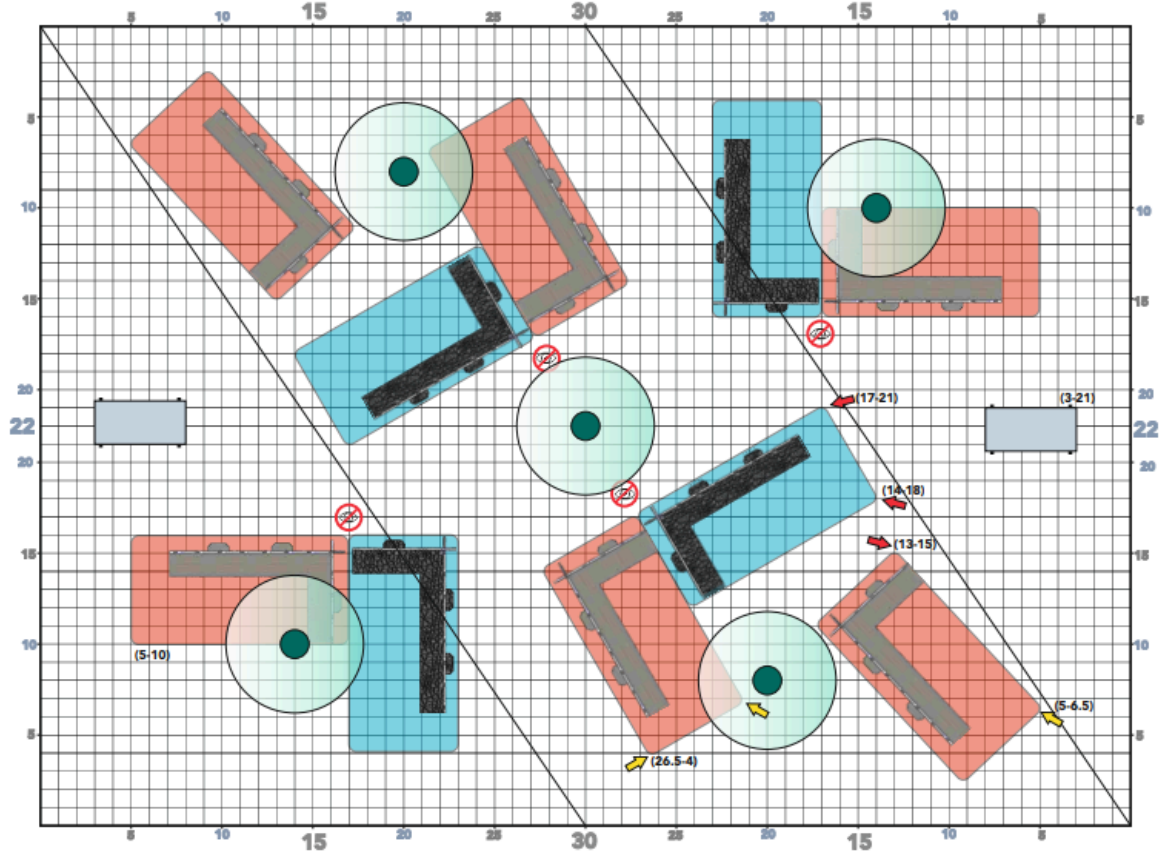
MAP 2: Medium - Crucible of Battle



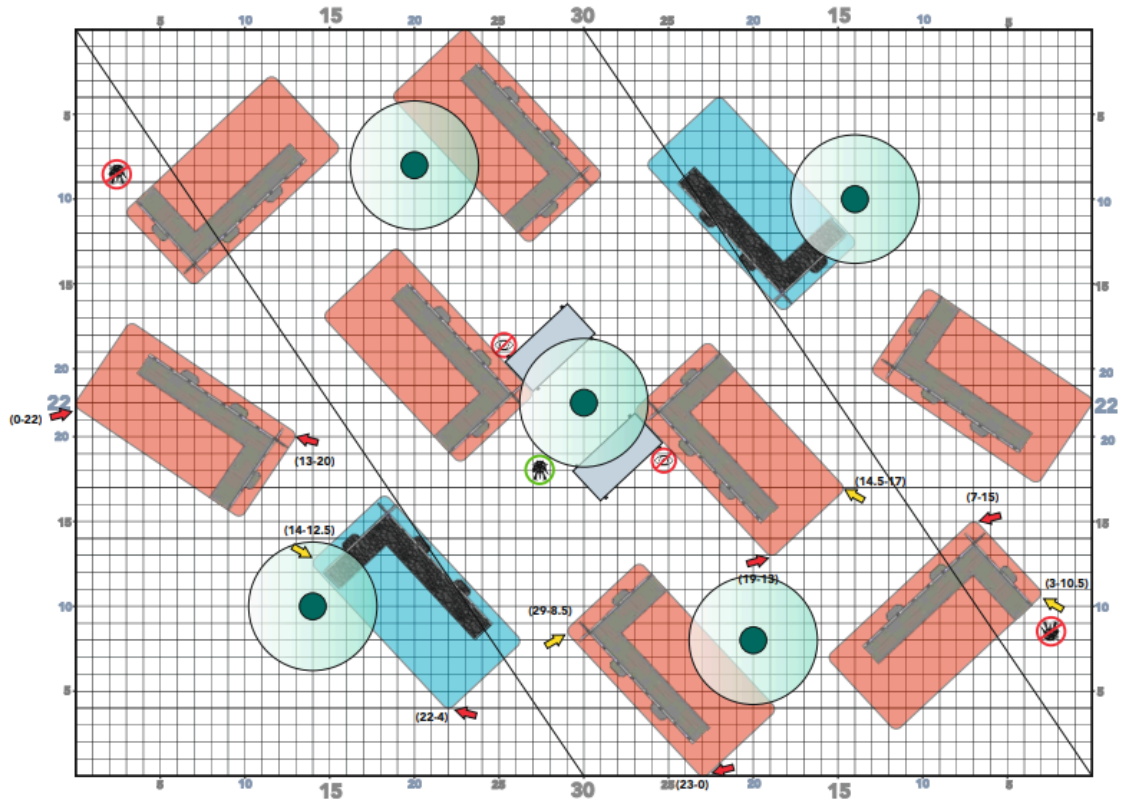
MAP 10: Medium - Crucible of Battle



MAP 14: Medium - Crucible of Battle



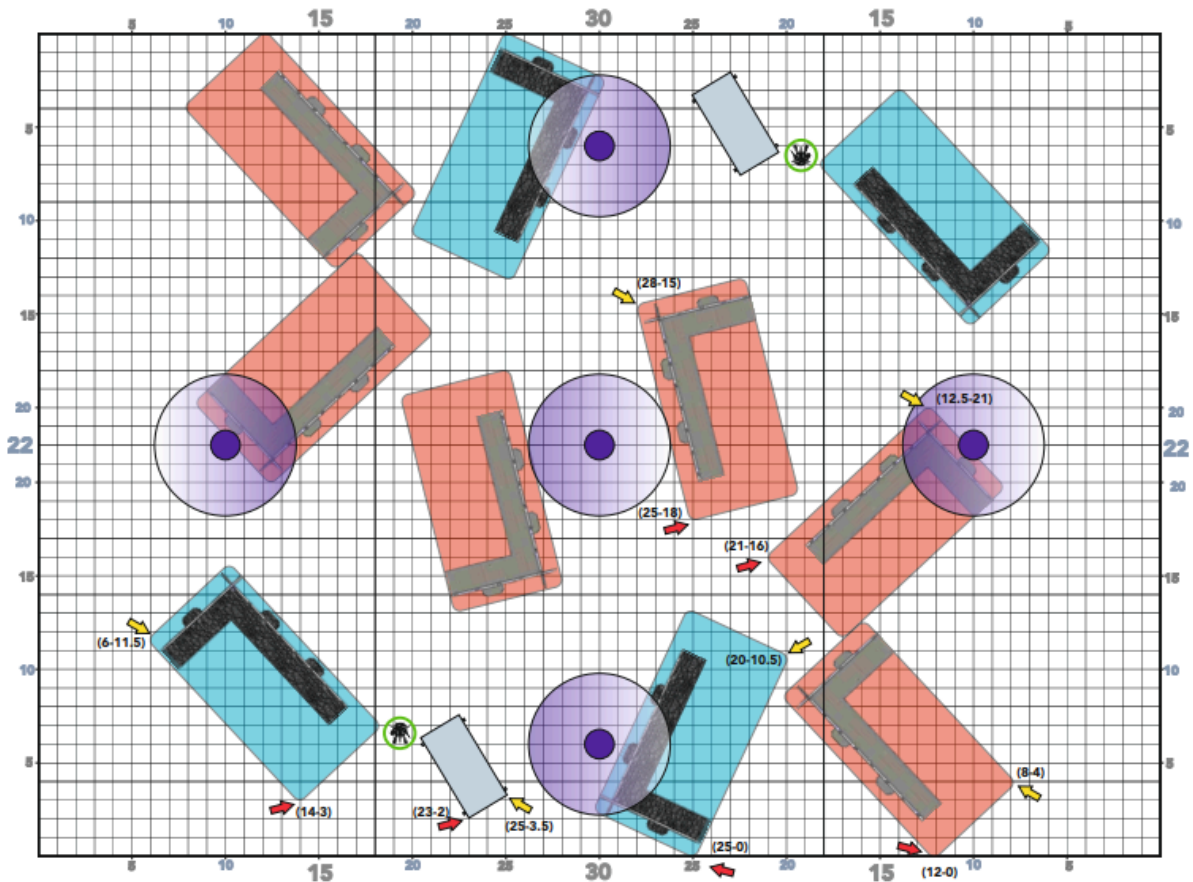
MAP 42: Light - Crucible of Battle



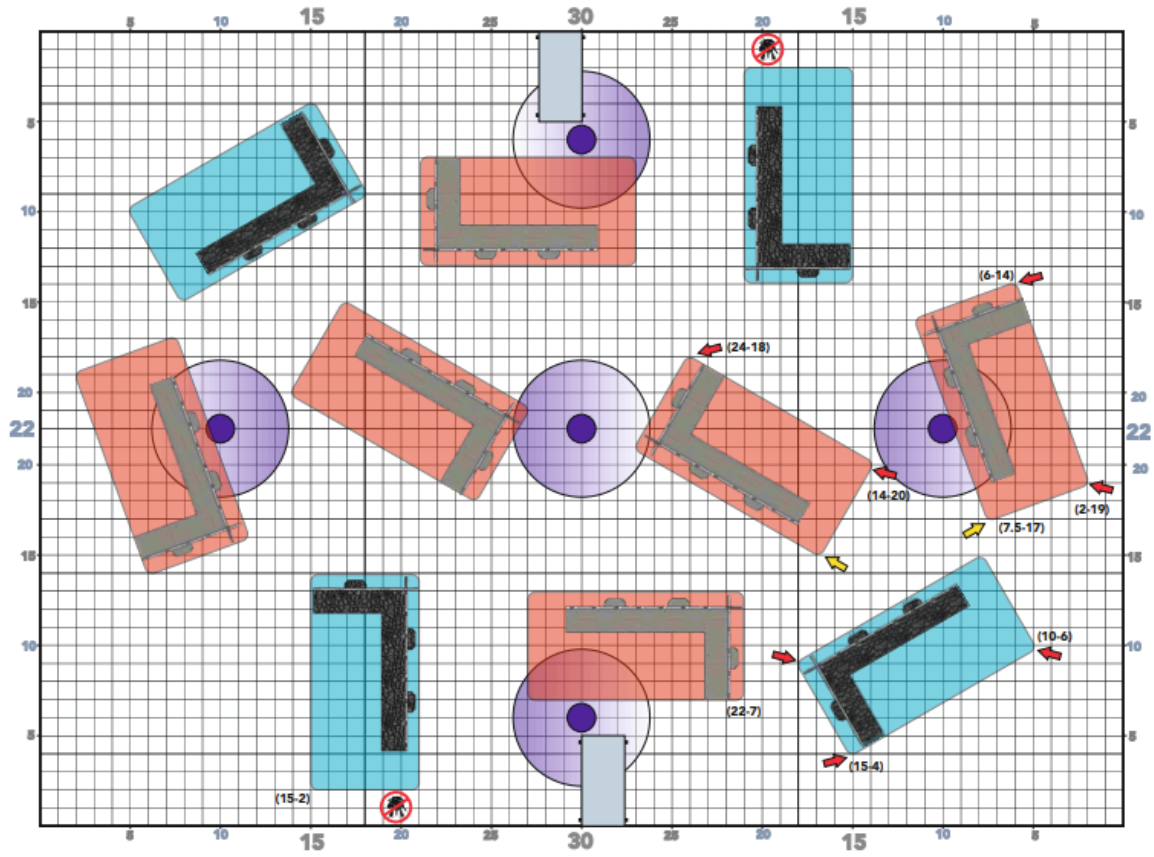
Mission H Supply drop - Smoke and Mirrors -
Hammer and Anvil WTC layout #31 #3 #7 #15
#47

Mission E Take and hold - prepared positions -
Hammer and anvil wtc layout #31 #3 #7 #15 #47

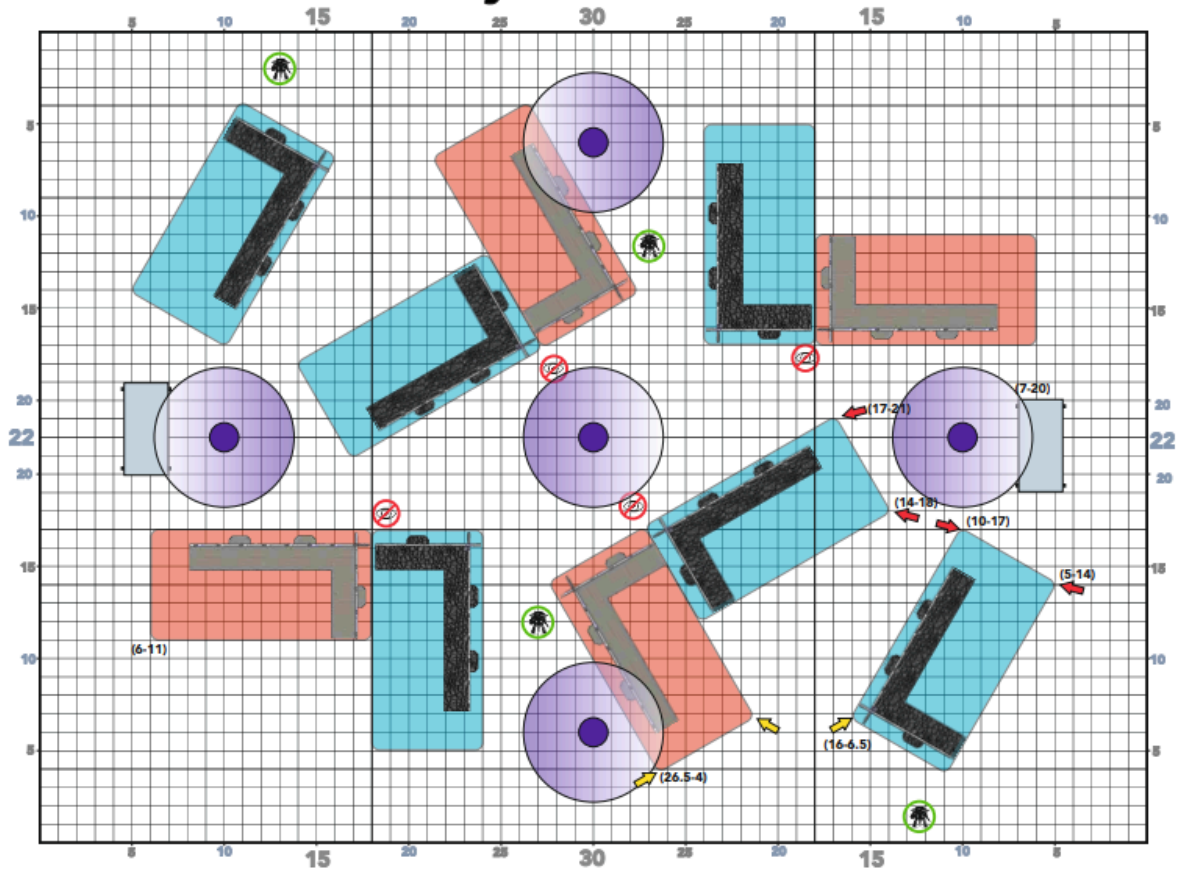
MAP 3: Medium - Hammer and Anvil



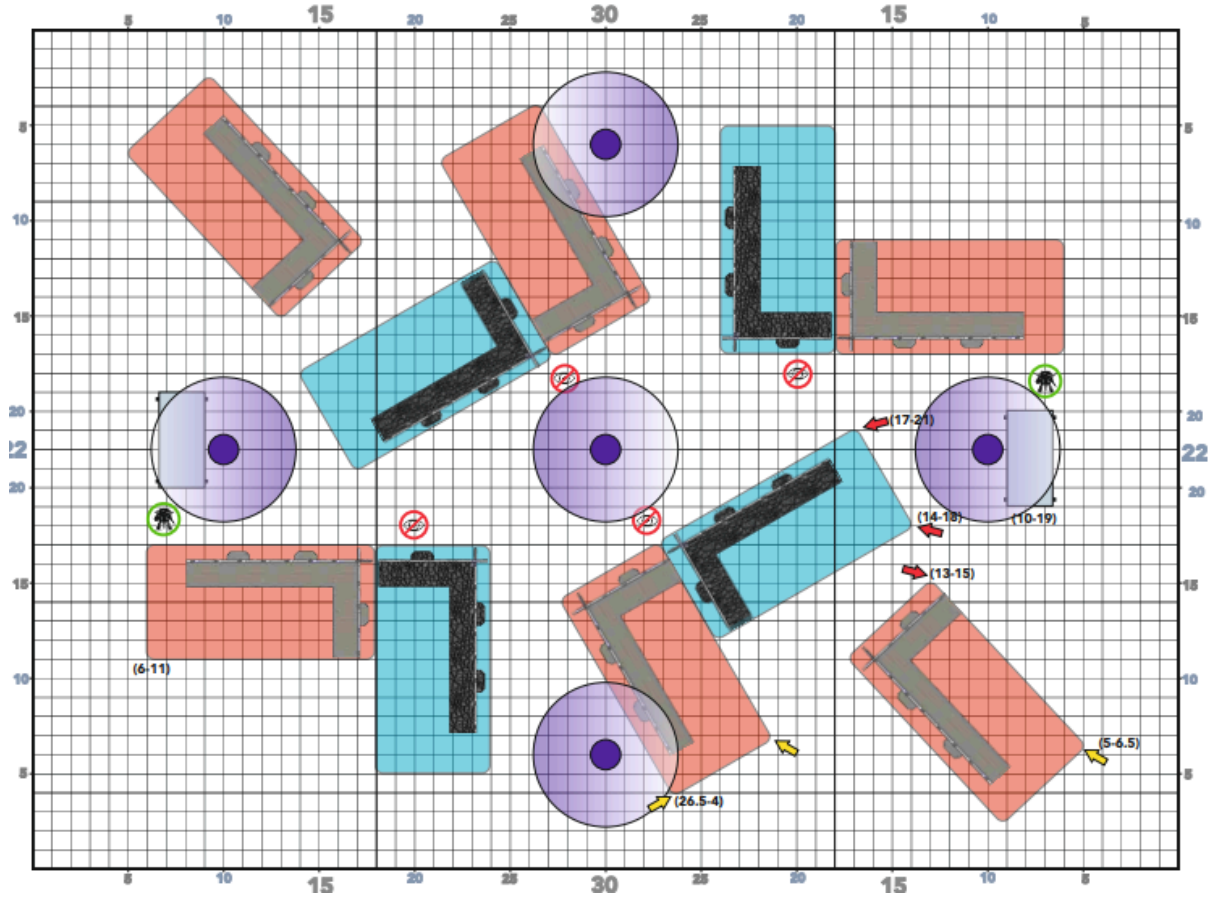
MAP 7: Medium - Hammer and Anvil



MAP 31: Heavy - Hammer and Anvil



MAP 15: Medium - Hammer and Anvil



MAP 47: Light - Hammer and Anvil

