



30 APR -01 MAY 2016

Version 1.0

Updated: 28 Jan 2016

TOURNAMENT ORGANISER

TIM KING

[RETURN TO INDEX](#)

Welcome

In my new role as Manager for Team England I'm pleased to announce the first Clash of the Lions Team Event!

EVENT'S FACEBOOK PAGE: <https://www.facebook.com/events/1110786335612268/>

Who is Team England?

Team England are the English representatives into the European Team Championships that are held every year and attract teams from 30 odd countries across the Globe (even the US and Australia usually send teams!).

Clash of the Lions runs for a number of reasons but primarily as a way for us to give back to the community and engage with those who are interested in the Team and the ETC in general. Although the main focus can be on the ETC we want to attend many more Team events across the UK and Europe and will constantly be recruiting for Teams to attend these events.

As well as running these events for the community we use a portion of the ticket sales to fund our support staff (Team Manager/Coach and 9th player) in attending the overseas events.

Tim King

Timmaaa

Team Manager – England 40K

BASIC INFORMATION

What is it?

A 5 Round 40k Team event fought over by Teams of 4 players two days at the Sanctuary Gaming Centre, Sutton-in-Ashfield, England.

ETC missions, scoring and list selection

When is it?

30 Apr - 01 May 2016

Where is it?

Sanctuary Gaming Centre
St' Michaels & all angels church,
St' Michaels street,
Sutton in Ashfield
NG174GP

[RETURN TO INDEX](#)

<https://www.facebook.com/pages/Sanctuary-Gaming-Centre>

Free Car parking can be found on the roads around the venue and there is a free Car Park within 2 minute walk. Check out Sanctuary Gaming Centres Facebook page for a map (coming soon!).

Capacity? – 16 Teams currently

How much is it?

Entry is £120.00

Pay for your ticket on or before 31st January and receive a £10 drinks voucher for your team

Please send your Paypal payment to info@teamengland40k.co.uk and transfer it as 'Friends & Family'

First come – first served. If you find you can no longer make please message one of Team England (tim King, Josh Roberts, Tony Chew), contact the Team England Community page of PM Timmaa on the Warhammer Forums OR EMAIL Caledonian_events@yahoo.co.uk

What do you get for your ticket?

- Lunch both days (Subway Buffet)
- Entry into Clash of the Lions – five 3 hour games of 1850pts 7th Edition 40k playing in Teams of 4
- Lots of prizes, trophies and awards
- All your games played on the Sanctuary Gaming Centre's tables

Sanctuary Gaming Centre - Getting Here

By Car

M1 Junction 28 taking the A38 Eastbound towards Mansfield.

Public Transport

The best way to travel to the venue by Public Transport would be to get the train to Mansfield Train station. You want to transfer to Mansfield's Bus station (you can use the covered walk way). Take the No. 1 (The Miller)

Players Need to Bring

- Their fully painted legal army (3 colours and based)
- Any templates, dice, counters or markers you may need.
- A pen, calculator and some superglue!
- A movement tray (few are available on-site)
- A copy of your codex(s), Rulebook and any other Rules you may need (for example Forge World)

[RETURN TO INDEX](#)

Players need to sort

- somewhere to stay (Mansfield Travelodge is walking distance to venue)
- transport to and from the venue
- spending money for the weekend

The Organisers will provide

- 6' x 4' tables for the games to be played on
- Pre-set terrain for the entire event
- lunch Saturday and Sunday

...and great looking trophies of course!

Event Timings

Saturday

Clash of the Lions

0830 – 0920	- Venue open for Registration	
0920 – 0940	- Pre-Event Brief	
0940 – 1240	- Round 1 Clash of the Lions	(180mins)
1240 – 1330	- Lunch	(50mins)
1330 – 1630	- Round 2 Clash of the Lions	(180mins)
1630 – 1700	- Afternoon Break	(30mins)
1700 – 2000	- Round 3 Clash of the Lions	(180mins)

Sunday

0830 – 0930	- Venue open	
0930 - 1230	- Round 4 Clash of the Lions	(180mins)
1200 – 1300	- Lunch & Best Army Voting	(60mins)
1300 – 1600	- Round 5 Clash of the Lions	(180mins)
1600 – 1630	- Afternoon Break	(30mins)
1630 – 1700	- Awards	
1700	- Home Time!	

Clash of the Lions GENERAL EVENT INFORMATION

Missions and deployments will be announced at the beginning of each round by the Organisers.

Players will be drawn randomly for the first round with a 'Swiss system' being used to determine pairings for rounds 2-5.

The Event is made up of five 3 hour Rounds.

Fortifications

1 fortification may be selected from Stronghold Assault as part of your ARMY so long as you have taken at least one detachment with a Fortification slot. With the following exceptions:

No Fortification Networks
No Fortification with AV15

Psychic phase.

The total number of Warp Charge that can be generated each turn will not be capped however a player is limited to using 15 Warp Charge for **Conjurations** each a turn. This is purely to help control summoning in regards to time.

Format Restrictions

'Come the Apocalypse' Alliances can be made and Special (Unique) Characters will be allowed.

You may select Super Heavy Vehicles and/or Gargantuan Monstrous Creatures per army but may not select more than 1 of each. So a 4 Knight list is possible but you'd need to take 1 x Paladin, 1 x Errant, 1 x Warden and 1 x Crusader or Gallant.

Forge World is **NOT** permitted.

The following cannot be used:

- Units, vehicles, characters or equipment contained in forgeworld supplements
- Units, vehicles and characters contained in apocalypse supplements
- Units, vehicles, and characters that require an opponent permission to be used
- Escallation rules/units

[RETURN TO INDEX](#)

Army list selection

Games will be played with Warhammer 40,000 7th Ed Armies of 1850pts. Any Codex available on or before list deadline may be used. Only battle forged armies may be taken.

A player may form their force from a maximum of 4 detachments. These can be any combination of detachments or formations as permitted by the main rules.

The new 'super formations' like Craftworld Warhosts and Necron Decurions may be taken and only count as 1 detachment for this selection (no matter how many groups, formations etc make it up).

Team List selection

A Faction may only be taken by one team member on each Team. They may however take more than one Detachment from each faction (up to their 4 detachment limit).

Army Selection

What follows are the rules for composing an Army at the European Team Championships (ETC) 2015. Before we get to the juicy bits, a reminder of some basics:

Faction: A faction is defined as any allowed codex book at the ETC including all its associated supplements, formations, and unit entries, whether they be released through supplemental books or campaign books, printed in White Dwarf, or released as datasheets. This means Codex Tau, Farsight Enclave Supplement, and the Tau Fireblade Cadre are all from the same faction, for example.

Source: A Source in this instance refers to any book or release, being datasheet, codex, codex supplement, campaign book, ... etc.

Detachments: There is still a lot of confusion regarding this one. So let's list it up. Formations are a special kind of detachment, so they belong in here, and are not to be treated as separate items. In essence, there are actually quite a few types of detachments.

- Combined Arms Detachment (CAD)
- Allied Detachment (**REMEMBER THIS CAN'T BE THE SAME FACTION AS YOUR PRIMARY**)
- Named Detachments: Any and all detachments appearing in codex books or via dataslates, e.g. Officio Assassinorum, Wolves Unleashed, Covenant Coterie, Realspace Raiders, Nemesis Strike Force, Great Waaagh, Ork Horde, Company Of the Great Wolf, etc.
- Formations: Any and all formations (three skull symbol) belonging to a regular faction like Cypher's Fallen Champions, Grey Knights Brotherhood, Kabalite Raiding Party, Space Wolves Great Company, just to give a few examples.

Every army must nominate a PRIMARY DETACHMENT

The Primary Detachment can be any Detachment that your warlord can legally come from (so not an Allied Detachment) and must contain your Warlord. The Primary Detachment can be a regular rulebook CAD, any Unique Detachment or Formation as long as it meets all the requirements.

[RETURN TO INDEX](#)

Models within your army

Any player using a conversion or 'count-as' should make sure it matches the official model for width, height, footprint, line of sight and weapon load out. If a player fields a model which the Referee's deem to be 'modelled for advantage' they will be asked to remove said model or replace it with a more appropriate piece.

If you want to check the legality of a model please email Caledonian_events@yahoo.co.uk for clarification.

You are required to have a hard copy of all the rules that apply to models within your army for your opponent and/or Referee to use. If you do not possess the rules for one or more of your models you may be told to remove the model much like an unpainted model. Although the book is preferred a physical (photocopy/print off) or digital copy is acceptable.

FAQ

All GW FAQ's released on or before list submission deadline will be used for this event. If a ruling is not covered in the GW FAQ the ETC FAQ will be used.

If GW (as they often do!) release an FAQ after the deadline but before the event the new FAQ will only be used to answer a debate that has not been already been covered by the previous GW FAQ or the UKGT FAQ (i.e. we will not be using the new FAQ if it changes a previous ruling). If however the new GW FAQ covers a previously un-FAQ'd question the new ruling stands.

You can contact us at Caledonian_events@yahoo.co.uk if you have a question. At the Event any decision or ruling made by the TO or Event Ref are final and penalties may be applied for breaking the rules or arguing with the TO. Thanks go to the ETC Rules Council for letting us use their hard work!

LIST SUBMISSION:

Team Captains need to submit their Team's lists prior to the event. Each Captain must send a single email containing the 4 lists by **Midnight on Saturday 16th April 2016** to:

Caledonian_events@yahoo.co.uk

You are required to declare your Warlord, list the level of Alliance for your list and name the specific codex, detachment or Formation the units are selected from. Lists should be contained within the body of the email in the typed format below. You should not submit an export from army builder nor any other list software. Any attachment or spread sheet will not be accepted, nor will any kind of word document, Open Office or Works documents. Lists not submitted in the correct format will be returned. Please work with us to ensure a speedy turnaround of list checking by the event referees.

It may seem extreme but 60+ lists all in rubbish format make for a very sore head! Lists will be compiled into a PDF and made public prior to the Event. Lists should be submitted in the following format (please cut & paste this to fill it in)

[RETURN TO INDEX](#)

+++++

PLAYER: (insert name)

ALLIANCE LEVEL: (delete as appropriate **BATTLE BROTHERS/ ALLIES OF CONVENIENCE / DESPERATE ALLIES / COME THE APOCALYPSE / FORMATION**)

COMBINED ARMS DETACHMENT or OTHER [insert name of Detachment]: (codex used, mention relevant details which impact force organisation chart and choices, for instance Ravenwing or Chapter Tactics for your Space Marine Chapter)

HQ1 : (codex entry name, detailed cost of every options & wargear and their multiplier if any, transport reference number if relevant) [(point total without transport)pts]

HQ2 : (idem supra...)

Elite1 : (...)

Elite2 : (...)

Elite 3 : (...)

Troop 1 : (...)

Troop 2 : (...)

Troop 3 : (...)

Troop 4 : (...)

Troop 5 : (...)

Troop 6 : (...)

FA1: (...)

FA2: (...)

FA3: (...)

HS1: (...)

HS2: (...)

HS3: (...)

Transport1 : (codex entry name, detailed cost of every options & wargear and their multiplier if any, unit transported) [(point total)pts]

Transport2 : (idem supra...)

TransportX : (...)

(don't forget to delete unused entries)

TOTAL [(point total)pts]

FORTIFICATION: (fortification name, options including cost, [total cost])

ALLIED DETACHMENT,FORMATION or OTHER [insert name of Detachment/FORMATION]: (codex used, mention relevant details which impact force organisation chart and choices, for instance Ravenwing or Chapter Tactics for your Space Marine Chapter)

HQ1 : (codex entry name, detailed cost of every options & wargear and their multiplier if any, transport reference number if relevant) [(point total without transport)pts]

Elite1 : (...)

Troop 1 : (...)

Troop 2 : (...)

FA1: (...)

HS1: (...)

Transport1 : (codex entry name, detailed cost of every options & wargear and their multiplier if any, unit transported) [(point total)pts]

Transport2 : (idem supra...)

(don't forget to delete unused entries)

TOTAL [(point total)pts]

+++++

An example of a correctly completed army list:

+++++

PLAYER : Froe Jeeman (Player name disguised to save embarrassment and internet ridicule ;)

ALLIANCE LEVEL: Formation / Battle Brothers

COMBINED ARMS DETACHMENT: Tyranids

HQ1: Hive Tyrant (165): twin-linked devourer with brainleech worms (15); twin-linked devourer with brainleech worms (15); wings (35); electroshock grubs (10) [240] [WARLORD]

HQ2: Hive Tyrant (165): twin-linked devourer with brainleech worms (15); twin-linked devourer with brainleech worms (15); wings (35); electroshock grubs (10) [240]

ELITE 1: 1 Venomthrope [45]

TROOP1: 3 Tyranid Warriors (90): 2x deathspitter (2x5); barbed strangler (10) [110]

TROOP2: 3 Tyranid Warriors (90): 2x deathspitter (2x5); barbed strangler (10) [110]

TROOP3: 23 Termagants: (40+13x4) [92]

HS1: Tyrannofex (175): electroshock grubs (10) [185]

HS2: Tyrannofex (175): electroshock grubs (10) [185]

HS3: Tyrannofex (175): electroshock grubs (10) [185]

Fortification: Wall of Martyrs Imperial Bunker [55]

FORMATION: Living Artillery

TROOP1: 3 Tyranid Warriors (90): 2x deathspitter (2x5); barbed strangler (10) [110]

HS1: Exocrine [170]

HS2: 3 Biovores (40+2x40) [120]

Total: 1,847 points

+++++

GENERAL EVENT INFORMATION

Missing a Battle:

If a player is over 15 minutes late or misses a game, the game will be awarded to their opponent.

First round draw

Clash of the Lions will be a random first round draw. It will be done live via the Event Facebook page on Thursday 28th April shortly after 12 noon. It will then be posted on the forums.

Terrain:

See the ETC FAQ

Missions & Battlefield:

To make things simple whilst also embracing 7th edition missions we will be using the same format as that used at the ETC. Every game needs (at least) 6 objectives numbered 1-6, all 1-6 count for Maelstrom but not all will count for Eternal War. Consult the chart below to see what scores in each round:

Round	Deployment	Missions
1	Hammer & Anvil	Primary Mission (Eternal War) – Crusade – 4 objectives (3 VP each) Secondary Mission (Maelstrom of War) – Contact Lost Tertiary Missions – Purge the Alien, Slay the Warlord , Line Breaker , First Blood
2	Dawn of War	Primary Mission (Eternal War) – The Relic – 1 Relic (6 VP) [The relic is a 7 th objective not used for Maelstrom of War purposes] Secondary Mission (Maelstrom of War) – The Spoils of War Tertiary Missions – Purge the Alien, Slay the Warlord , Line Breaker , First Blood
3	Vanguard Strike	Primary Mission (Eternal War) – The Scouring – 6 objectives (not RB see below) Secondary Mission (Maelstrom of War) – Deadlock Tertiary Missions – Purge the Alien, Slay the Warlord , Line Breaker , First Blood
4	Dawn of War	Primary Mission (Eternal War) – The Emperor's Will (4 VPS each) Secondary Mission (Maelstrom of War) – Contact Lost Tertiary Missions – Purge the Alien, Slay the Warlord , Line Breaker , First Blood
5	Hammer & Anvil	Primary Mission (Eternal War) - Big Guns Never Tire ; 5 objectives (3 VP each + 1 VP per HS destroyed) Secondary Mission (Maelstrom of War) – Tactical Escalation Tertiary Missions – Purge the Alien, Slay the Warlord , Line Breaker , First Blood

[RETURN TO INDEX](#)

In missions where the Eternal War objectives are less than 6, both players note which one's below are only for Eternal War (ie: Objectives 1-5 for big guns, objectives 1-4 for Crusade, and objectives 1-2 for Emperor's Will with the remaining acting as 'Maelstrom only' objectives).

The Scouring - Each player places three markers at least 6" from the edge and 12" from each other worth 1, 2 and 3 points (point values noted in secret by the player deploying them). Before rolling to seize the initiative, you reveal the value of each marker.

Individual Pre-Game set-up

0. Discuss Terrain

1. Roll-off: Winner places the first objective. Players then alternate placing objectives until all are out, except for Emperor's Will objectives in Mission #3.

2. Roll-off: Winner chooses deployment zone. In Mission #3, the player who chose sides now places their Emperor's Will objective first.

3. Roll for Warlord Traits, beginning with the player who chose deployment zones

4. Roll for Gifts, Boons and any other pregame rolls, beginning with the player who chose deployment zones

5. Roll for Psychic Powers, beginning with the player who chose deployment zones

6. Roll for Night Fight

7. Roll-off: Winner chooses whether to deploy first or second. Fortifications are placed during deployment.

8. Roll off to Deploy Infiltrators

9. Player who deployed first decides who gets first turn

10. Roll off for Scout moves. It is courtesy to ask your opponent if he has any Scout Moves before proceeding to Seize The Initiative. If the question has not been asked and the dice has been rolled, the Seize The Initiative Attempt must be re-rolled only if the player in question actually makes Scout Moves.

11. Seize the initiative

12. Let the fun begin

Maelstrom Mission Cards

The following selection of Maelstrom Mission cards will be used for all games. The reduced deck is designed to reduce the randomness of some draws, whilst balancing out the missions; the following rules must also be adhered to:

- No Objective may be scored more than once by each player
- Unachievable objective based on opponents army may be discarded (i.e. opponent has no flyers, psykers etc)
- Only two objective cards may be achieved per game turn by each player

To generate either have the 18 card set to hand, roll a D36 (1 D3 for 10's and 1 D6 for 1's) or roll a D20 and count down from the top.

Please note – some objectives have been edited or tweaked, typically to remove components involving D3VP – the table below should be the ultimate reference used during games to determine what each Tactical objective is worth.

Maelstrom Mission Cards continued

D36	Card No	Mission
11	31	Secure Objective 1
12	32	Secure Objective 2
13	33	Secure Objective 3
14	34	Secure Objective 4
15	35	Secure Objective 5
16	36	Secure Objective 6
21	42	BEHIND ENEMY LINES—Score 1 VP if one of your scoring units is within 12" of your opponent's table edge at the end of your turn.
22	44	ASCENDENCY—Score 2 Victory Points if you control any three objective markers at the end of your turn. (Changed from D3 Victory Points)
23	45	SUPREMACY—Score 2 Victory Points if you control at least two Objective Markers and at least twice as many Objective Markers as your opponent controls at the end of your turn. (Changed from D3 Victory Points)
24	51	OVERWHELMING FIREPOWER— Score 2 Victory Points if you completely destroyed 3 units or more in the shooting phase
25	52	BLOOD AND GUTS— Score 2 Victory Points if you completely destroyed 2 units or more in the Assault Phase
26	53	NO PRISONERS—Score 2 Victory Points if you completely destroyed 3 or more enemy units during your turn.
31	54	HUNGRY FOR GLORY—Issue a Challenge in the Assault Phase or Win an ongoing challenge
32	62	WITCH HUNTER—Score 1 Victory Point at the end of your turn if at least one enemy unit with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule was completely destroyed during your turn
33	63	SCOUR THE SKIES—Score 1 Victory Point at the end of your turn if at least one enemy Flyer or Flying Monstrous Creature was removed as a casualty during your turn.
34	64	ASSASINATE—Score 1 Victory Point at the end of your turn if at least one enemy character was removed as a casualty during your turn.
35	65	DEMOLITIONS—Score 1 Victory Point at the end of your turn if at least one gun emplacement or enemy building was destroyed during your turn
36	66	BIG GAME HUNTER—Score 1 Victory Point at the end of your turn if at least one enemy Vehicle or Monstrous Creature was destroyed during your turn

Team – Pairings

The Pairings process is how the two teams determine who of their 4 players will be matched up against 1 of the 4 players on the opposition team. All teams will have 10 minutes at the start of the round to conduct pairings. The process is fairly simple. In this example the two teams have the following armies:

Team A has Space Marines, Necrons, Tyranids and Grey Knights

Team B has Daemons, Tau, Orks and Imperial Guard

To start the pairing process both teams secretly place one of their armies (either written on a piece of paper or label card) face down on the table.(now called 1st Defence)

Team A chooses Necrons, Team B chooses Tau

Each team then chooses 2 armies to play vs the 1st defence. These are chosen and revealed at the same time, you can use paper or cards to reveal the choices.

Team A choose Space marines and Tyranids

Team B choose Orks and Imperial Guard

The army that was 1st defence now gets to choose one of the 2 armies put forward to play, which both teams secretly nominate (A chooses Orks & B chooses Tyranids)

The army that isn't chosen by the 1st defence (in this example A-Space marines & B-Imperial Guard) will play the army each team still has in their hand (A-Grey Knights & B-Daemons) .

Teams will roll off to decide which of the 1st defence armies gets to pick the first table,

Once both 1st defence armies have picked a table the team who's first defence does not pick a table gets to pick the third table, with the remaining match up playing on the table that is left.

The pairings are:

TEAM A vs TEAM B

NECRONS (1st defence) vs ORKS (picked by 1st defence)

TYRANIDS (picked by 1st defence) vs TAU (1st defence)

Space Marines (not picked by 1st defence) vs Daemons (Kept in hand)

Grey knights (Kept in hand) vs Imperial Guard (not picked by 1st defence)

Working out who has won the Tournament

At the end of Clash of the Lions each Team will have a Gaming Score based on Round Wins, Draws and loses. Individually a player will be awarded up to 180 Tournament points for Painting, Army list, Sportsmanship, Time Keeping and Gaming broken down as:

Army list (20) Sportsmanship (30) Time Keeping (30) Gaming (100) = Total 180 Tournament points.

The 4 players Tournament points scores will be added together to give the teams Tournament Point score which will be used as a Tie-break if the Gaming Score is tied. Team with the highest Gaming Score wins the event.

Team Gaming Score

At the end of the round total up the Tournament points of the 4 games for each Team.

Win = 46-80 combined Tournament points

Draw = 35-45 combined Tournament points

Loss = 0-34 combined Tournament points

A Team receives 2 Gaming Points for a win, 1 for a draw and 0 for a loss

Individual Painting Score

At this Event there is no painting Score. All models must have 3 colours, applied in an appropriate scheme and all models must have some form of texture basing (clear flying stands excluded)

WYSIWYG

Although I encourage conversions and diversity a certain amount of 'What you see I what you get' should be present. Count as models should match their 'proper' GW model for size, footprint/base size, and weapon load out.

If you want to clarify a model will be accepted please email Caledonian_events@yahoo.co.uk

Space Marine Colour schemes Vs. Chapter Traits

It does not matter what colour your marines are providing that:

- Your Army list clearly indicates which Chapter Trait each Detachment is using along with what colour scheme/base colour the marines of this Detachment are wearing.
- The Marines in a single Detachment possess a common colour scheme/base colour and if you are fielding Marines allied with Marines each detachment clearly has a different colour scheme (for example blue and red).
- If you are fielding Marines allied with Marines you do not choose confusing combinations of Chapter Traits and Colour Schemes (blue marines using Imperial Fist Traits allied with yellow marines with Ultramarine Traits for example).

[RETURN TO INDEX](#)

Individual Army list Score

So that we can produce a compiled Army List document for you to use during the event and we can check 60+ lists for legality each player is required to submit a list prior to the event. Providing it's submitted on time, in the correct format, with your name on and checked correct you will receive **20 Tournament points**

If your list is late / submitted after the list submission deadline you will be docked **5 Tournament points**. If your list is found to be incorrect and needs to be corrected you will be docked **5 Tournament points each time it's returned** to a minimum of 0 Tournament points.

Individual Sportsmanship Score

Clash of the Lions is a highly social affair. Every match therefore will be scored as a Sporting Game. However if you feel the need to modify a sporting score you can approach a Referee or the TO and explain why you would like to change the score for a particular opponent. Please be prepared to justify this action.

At the end of the Event your Sportsmanship will be adjusted if you receive 2 or more unsporting votes.

No. of Unsporting Votes	Sportsmanship Score
0-1	30
2	25
3	15
4+	0

Time Keeping Score

Time Keeping since the introduction of the 6th Edition has been an issue for some and a talking point within the community. 7th Edition has done anything to help this however you still have 3 hours to play your game which shouldn't be an issue for anyone!

However at the end of the 3 hours 'Dice Down' will be called and that is the end of the game.

We will do everything we can to keep you updated with the time, regular announcements etc, but at the end of the day time keeping is your responsibility. So that we can keep an eye on speed you will be asked to indicate on your score sheet at the end of the game if you rolled for a 6th turn. If you fail to get to the end of turn 5 and roll for turn 6 in 3 hours this will be classed as a 'Slow game'.

Slow play is frustrating for players and TO alike as it denies fair results and can be seen by some to manipulate a result. If you feel you are being slow played please call over a Ref.

At the end of the Event your Time Keeping Score will be adjusted if you take part in 2 or more Slow Games.

[RETURN TO INDEX](#)

No. of Slow Games	Time Keeping Score
0-1	30
2	25
3	15
4+	0

Individual Gaming Score

Clash of the Lions will be using the ETC Scoring system- a 20-0 system that will reward a player with between 0 and 20 Tournament points in each game. The 4 individual scores will be added together to work out the team score. The Individual score is worked out in 3 steps:

- Primary Mission – Eternal War Missions
- Secondary Mission – Maelstrom Missions
- Tertiary Missions – Purge the Alien (Kill Points Differential)
– Secondary Objectives (Slay the Warlord, Linebreaker, First Blood from the RB)

Kill Points Differential (up to +8 Victory Points)

At the end of the game each player counts the number of kill points they have achieved from their opponents force - including units created during the game via mechanisms such as Conjuring, the Portaglyph, and others. Next, determine the difference in kill points by subtracting the lower total from the higher. Each point won by translates to +1 victory point, to a maximum of 8.

Apart from the victory points specified in the missions, when you achieve First Blood, Slay The Warlord or Linebreaker you get +1 victory points. Warlord traits such as Legendary Fighter or The Hunt function the same way.

Essentially you are adding the Victory points achieved from the Primary & Secondary Missions, adding the Kill Point Differential (max of 8), plus those from Slay the Warlord, Linebreaker, First Blood and any other bonus Victory Points. This will give each player a Total Victory Point score which is compared to their opponents to produce a Tournament Point Score (see below).

If you concede your game you will receive 0 Gaming Points and 0 Victory Points. Your opponent will receive maximum Gaming & Victory points. If both players choose to call a game early this is not classed as a concede. If you table your opponent (remove all models from play) you automatically gain full Gaming & Victory points for the mission. The player being tabled still scores Secondary and Tertiary VPs achieved at the point of tabling.

Individual Tournament Points

To determine Tournament Points for each game, each player counts their victory points, subtracts their opponent's victory points and consults the table below.

VP Differential in favour of Player	Game Points Player Score	Game Points Opponent Score
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
19+	20	0

Game Points: Example Scoring

For our example, we will use:

MISSION 1

Primary Mission: Eternal War: Big Guns Never Tire - 5 Objectives (3 game points each)

Secondary Mission: Maelstrom of War: Tactical Escalation

Deployment: Hammer and Anvil

At the end of the game, each player has captured the following:

Player 1: 4 Objectives from Primary Mission [12VP] Killed 2 Heavy Support Units [2VP] Achieved 9VP from Tactical Objective Cards, Secondary Mission [9VP] Achieved First Blood, and Linebreaker [2VP] Obtained 4 Kill Points to Opponents 8 [0VP] Total: 25VP	Player 2: 1 Objective from Primary Mission [3VP] Killed 1 Heavy Support Unit [1VP] Achieved 6VP from Tactical Objective Cards, Secondary Mission [6VP] Achieved Slay the Warlord [1VP] Obtained 8 Kill Points to Opponents 4 [4VP] Total: 15VP
--	---

Difference: 10 VP Game Points: 15-5

Team Score

Awards for Clash of the Lions 2016

The following Awards will be presented at the conclusion of the event:

The 1st placed Team (Event Champions) plus the **2nd** and **3rd** placed Teams

Most Sporting Team (As voted by the players)

Best Team (based on painting, conversions and/or theme) plus **2nd** and **3rd** (As voted by the players)

Wooden Spoon in each Format (or should that be the Mega-lollipop!!)

FINAL USEFUL BITS OF INFO

Food, Drink & Saturday Evening Entertainment

Included in your ticket price is a cold Lunch on the Saturday and Sunday (Subway Buffet).

If you have any special dietary requirements please send us an email at and we will make sure you are catered for.

Eating is not cheating!

Social

The Venue will be open till late on both the Friday and Saturday evenings and you will be able to purchase a wide selection of liquid refreshment, both alcoholic and non-alcoholic. You are also free to bring in your own food or order in take-away or order from the Bar.

Contact

Your main point of contact for the weekend is Tim King, who can also be contacted on the Warhammer Forums (www.warhammer.org.uk) under the nick: **timmaa** or via email Caledonian_events@yahoo.co.uk

On the actual weekend you will be able to call us on 0744 9929 319 for any last minute dramas!

[RETURN TO INDEX](#)