

# Ultimate Commander, UCII

*Angelus swung his whirling chainsword over his head, bringing it back down with a hard slam into the shoulder of the traitor in-front of him. The chain bit deep, shredding flak armour, uniform and tearing into skin. Blood sprayed closely followed by shards of bone as the collar, shoulder and rid cage was torn apart. The traitor died within moments, without a scream to its name. Angelus raised his weapon in-front of his face, rivets of blood dripped off along with sponge like bits of lung. The temptation to remove his helmet and lick the weapon clean was over whelming; for he is a Blood Angel, a Holy Angel of Death. With a roar he turned aside such thoughts and pushed forward. Bringing his foot down upon the dead bodies of the traitors before him caused splashes of bright blood to spray up and soak his leg greaves. A burr of movement ahead caught his attention. Sneaking around in the ruins up ahead was where the true cause behind the rebellion hid. With a savage glee, Angelus quickens his pace. There were traitor marines to kill!*

## Welcome to Ultimate Commander, UCII

### Things I will need;

- A 40K army, which must be fully painted and based.
- 1000 point, legal and standard army list for day 1 (Saturday)
- 1200 point, legal and standard army list for day 2 (Sunday)
- 1500 point, legal and standard army list for day 2 (Sunday)
- You be required to hand in a copy of your army lists for checking.
- All army lists must come from the same codex.
- Models to match army lists, all equipment and options must be shown on models (wysiwyg)
- 5<sup>th</sup> edition rulebook, along with any codex's and FAQ's you will need.
- Note; no forge world rules will be allowed, though forge world models may be used to represent models from your codex as proxies.

### Set – Up;

- The tournament is split over two days, the first day being a round robin of qualifiers for the second day, where a knockout will take place to determine the overall winner!
- On day one, all players will be randomly assigned to a pool of players 4 strong. There will be 8 pools (labelled A, B, C, D, E, F and G) giving a total of 32 players.
- There will be 10 tables, 4'x 4', with pre-determined scenery. Each table will have a plan of where the scenery is and any special rules connected to any individual pieces of scenery.
- Each player will play 3 games (more details below) against the other players in their pool.
- The top 2 players from each pool will qualify for Sunday.
- On Sunday the games follow a best of 16 knockouts, including a third place play-off.

### Day One;

- Each player in their pool will have a number; 1, 2, 3 or 4.
- The order of games played is; **(R1)** 1 v 2, 3 v 4, **(R2)** 1 v 3, 2 v 4, **(R3)** 1 v 4 and 2 v 3.
- Players use their 1000 point army.
- **Round One Game (R1)** –

Mission; Seize Ground,

Deployment; Pitched Battle (place 5 objectives before you roll for table edge)

- **Round Two (R2)** –

Mission; Capture and Control,

Deployment; Spearhead

- **Round Three (R3)** –

Mission; Annihilation,

Deployment; Dawn of War

- Timings;

Start Time; 08:30,  
 Briefing; 08:45,  
 First Game; 09:00 – 10:30,  
 Time Break; 10.30 – 10.45,  
 Second Game; 10.45 – 12.15,  
 Time Break; 12.15 – 12.30,  
 Lunch; 12.30 – 13.15,  
 Third Game; 13.15 – 14.45,  
 Time Break; 14.45 – 15.00,  
 Fourth Game; 15.00 – 16.30,  
 Time Break; 16.30 – 16.45,  
 Fifth Game; 16.45 – 18.15,  
 Conclusion and Results; 18.30.

Table No.	1 <sup>st</sup> Game	2 <sup>nd</sup> Game	3 <sup>rd</sup> Game	4 <sup>th</sup> Game	5 <sup>th</sup> Game
1	A, 1v2	B, 2v3	E, 2v3	G, 1v4	C, 1v3
2	B, 1v2	A, 2v3	F, 1v3	H, 1v4	D, 1v3
3	C, 1v2	D, 3v4	G, 1v3	A, 2v4	E, 1v3
4	D, 1v2	C, 3v4	H, 1v3	B, 2v4	F, 2v3
5	E, 1v2	F, 3v4	A, 1v4	C, 1v4	G, 2v4
6	F, 1v2	E, 3v4	B, 1v4	D, 1v4	H, 2v4
7	G, 1v2	H, 3v4	C, 2v3	E, 2v4	A, 1v3
8	H, 1v2	G, 3v4	D, 2v3	F, 1v4	B, 1v3
9	A, 3v4	Not Used	E, 1v4	G, 2v3	C, 2v4
10	B, 3v4	Not Used	F, 2v4	H, 2v3	D, 2v4

Note – You may not be playing the missions in the order shown above. The missions you should play are determined by the opponent you play, so make sure you know what number you are!

- Scoring Points; games are scored very similar to football leagues, even using a ‘goal difference’ to determine any tie breaks.
- You score 3 points for a win, 1 point for a draw and 0 points for a loss.
- The two players from each pool with the highest amount of points will qualify.
- For each game you also score a number of objective points related to the mission being played.
- Seize Ground; 3 points for each objective owned at the end of the game.
- Capture & Control; 6 points for being in control of your home base at the end of the game and 9 points for capturing your opponents and being in control of it at the end of the game.
- Annihilation; 1 point for each kill point scored.
- In addition you score bonus 2 objective points for each HQ character/monster you destroy in any of the games.

Example; James and Phil are playing; round 1 mission. James is in control of 4 objectives and Phil is in control of 1 by the end of the game. James wins, as per mission objective, so scores 3 points and Phil scores 0. James then gets 12 objective points for the four objectives and Phil scores 3 points. Also James destroys a Chaos Sorcerer and a Daemon Prince, while Phil kills a Librarian. James then gets 4 more bonus objective points, while Phil gains 2 more bonus objective points. So, for the purposes of qualification, James has 3 points and Phil has 0. In case of a tie, James has 16 points while Phil has 2.

**End of Day One;**

- After the final round we will be able to work out who occupies the top 2 positions within each pool and therefore who has qualified for the knockout on the Sunday.
- Also we would like to take a photo of your army, for displaying on the website!
- As well as that, there are various prizes to be awarded to the winners for the following achievements;
- Best painted army (chosen by Andy),
- Most blood thirsty general (worked out by the player who scores the most bonus objective points),
- Best performing youth (U16 player who scores the most tournament points).

### **Day Two;**

- The sixteen players who qualify from Day One are invited to return to Day Two for a knockout tournament to determine the over all Ultimate Commander.
- Please note that Day Two starts as a knockout, so if you are unfortunate to lose your first game, then you will be knocked out.
- If you are unable to play, please let us know on Day One, and we will offer your place to the next highest scoring player in your pool.

### **Round One (16 Players)**

- Players will be ranked according to their score from Day One, using Bonus Objective Points as a tiebreak.
- First place will play 16<sup>th</sup>, 2<sup>nd</sup> will play 15<sup>th</sup>, 3<sup>rd</sup> will 14<sup>th</sup>, etc, etc.
- You will be using your 1200 point army, which will need to be fully painted and based, exactly as Day One.
- The eight games will be played on 4' x 4' tables playing the mission Conquer (see below)
- Winners advance to the next round, while losers are knocked out. In the very rare chance of a draw, the player with the most troop choice left intact scores a bonus point, and therefore wins.

### **Round Two, Quarter Finals (8 Players)**

- From the last round, the winner from 1v16 will play the winner of 8v9. The winner of 2v15 will play the winner of 7v10 and so on.
- The game format follows the same as round one.

### **Semi – Finals;**

- For the semi finals, players will use their 1500 point army and play on 6' x 4' tables, using the Conquer mission.
- The losers from the semis' then play in a third place play off, and the winners then move into the final!

### **Final;**

- The final and third place play off games is played using the same format as the semis'.

### **Time Line;**

Start Time; 08:30

Briefing; 08.45

Round One; 09.00 – 10.45

Time Break; 10.45 – 11.00

Quarter Finals; 11.00 – 12.45

Lunch; 12.45 – 13.30

Semi Finals; 13.30 – 15.30.

Time Break; 15.30 – 15.45

Final & Play Off; 15.45 – 17.45.

Results; 18.00

## Mission; Conquer

Divide the board into four quarters. Both players then roll a dice, the winner deciding between to pick a quarter, deploy first and go first or allow their opponent to choose and go first. After picking table quarters, the players then place an objective within their quarter to be their home objective. The player's then place 3 objectives into no-mans land, starting with the opponent who will be deploying first. Note; when players deploy their army you can't deploy within 8" of the centre. This 16" diameter of dead space in the centre also counts as no-mans land for the purposes of deploying objectives. The objectives being placed into no-mans land can not be closer than 12" of each other or the home objective.

Players then deploy their armies. First turn is taken by the player who deploys first. The game lasts 5 turns. At the end of turn 5, roll a dice; on a 3+ there is a turn 6. At the end of turn 6, roll a dice; on a roll of 4+ there is a turn 7. At the end of turn 7 or a roll under the required score or if time runs out, the game ends.

When the game ends players score points according to the following;

- 5 pts for controlling your home objective.
- 7 pts for controlling your opponent's home objective.
- 3 pts for controlling a no-mans land objective.
- 1 pt for each kill point caused.
- 2 pts for destroying a HQ character/monster.

To control an objective you need to have a troop choice within 3" of the objective and no enemy models within 3". The player with the most points wins the game. In the case of a draw, the player with the most troop choices left gains a bonus point and wins.

### Finish;

- At the end of the day we will be awarding prizes!
- 3<sup>rd</sup> place can choose from £25 store voucher or £15 cash.
- 2<sup>nd</sup> place can choose from £50 store voucher or £25 cash.
- 1<sup>st</sup> place can choose from £100 store voucher or £50 cash, and is also awarded the title of being 2010's ULTIMATE COMMANDER!