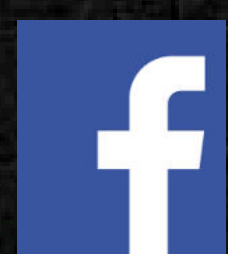




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## MISSIONS

|   |                |                     |                     |
|---|----------------|---------------------|---------------------|
| 1 | SUPPLY DROP    | DAWN OF WAR         | ADAPT OR DIE        |
| 2 | PURGE THE FOE  | TIPPING POINT       | RAISE BANNERS       |
| 3 | LINCHPIN       | SWEEPING ENGAGEMENT | HIDDEN SUPPLIES     |
| 4 | SCORCHED EARTH | SEARCH & DESTROY    | SMOKE AND MIRRORS   |
| 5 | TAKE AND HOLD  | CRUCIBLE OF BATTLE  | INSPIRED LEADERSHIP |
| 6 | TERRAFORM      | HAMMER & ANVIL      | FOG OF WAR          |

## SCORING YOUR GAME

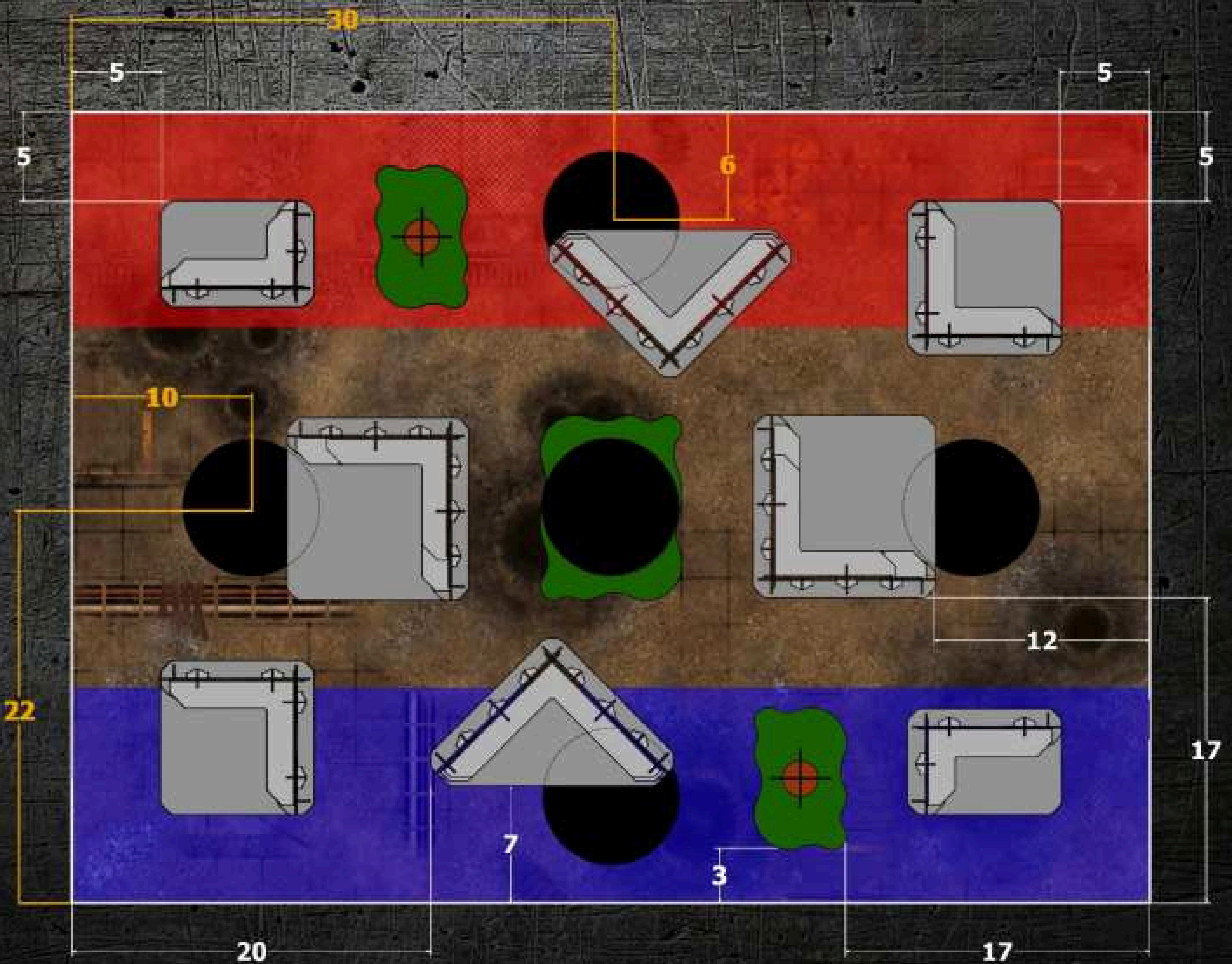
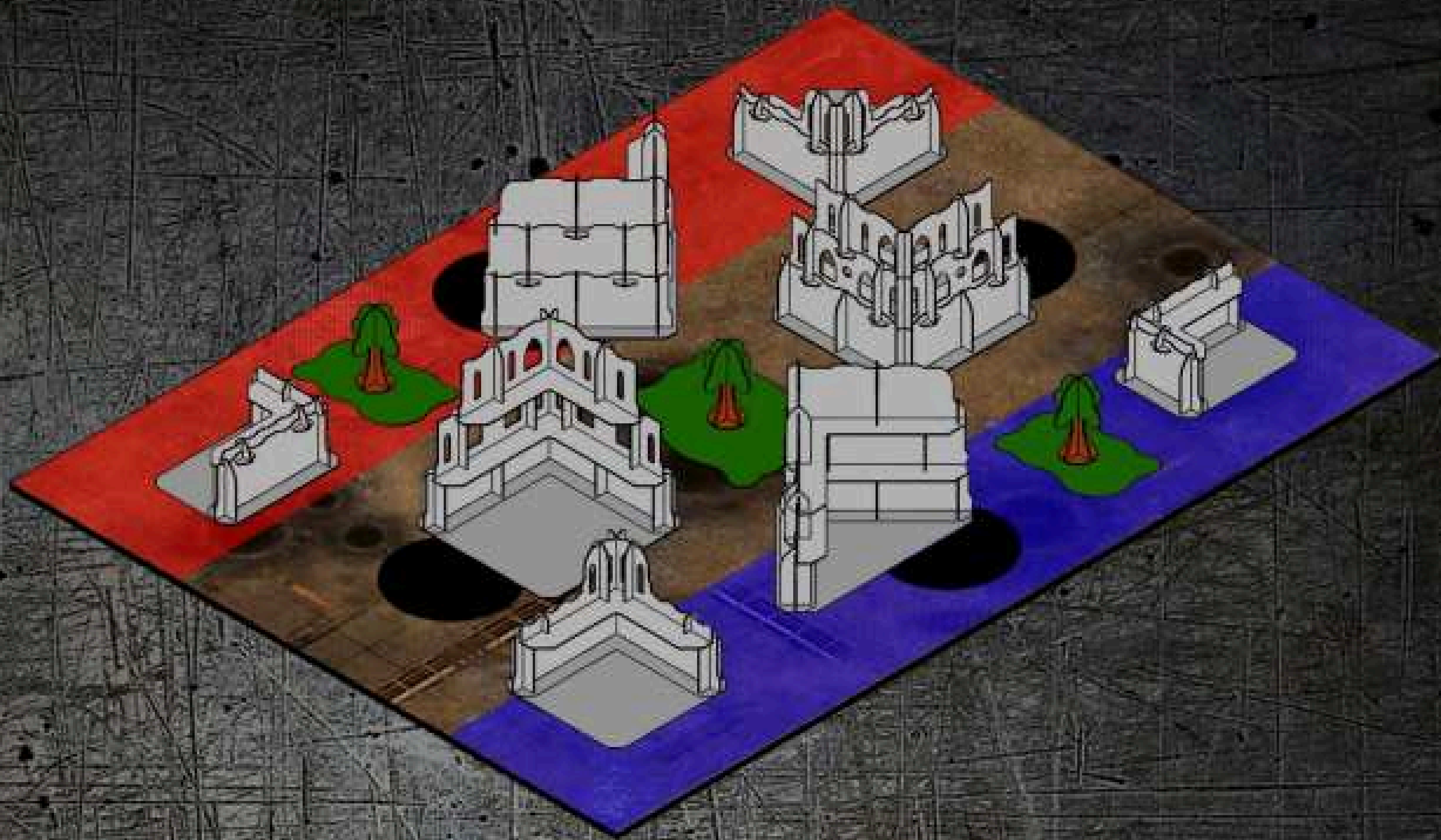
EACH PLAYER SCORES AN AMOUNT OF POINTS BASED ON THE VP DIFFERENTIAL FROM THEIR GAME. TO DETERMINE GAME POINTS, EACH PLAYER COUNTS THEIR VICTORY POINTS, SUBTRACTS THEIR OPPONENT'S VICTORY POINTS AND CONSULTS THE TABLE BELOW. IF THE SCORE IS NEGATIVE, THE PLAYER WHO HAS A NEGATIVE DIFFERENCE COUNTS THEIR POINTS FROM THE 'OPPONENT' TABLE.

| VP DIFFERENCE | PLAYER GAME POINTS | OPPONENT GAME POINTS |
|---------------|--------------------|----------------------|
| 0             | 10                 | 10                   |
| 1 - 5         | 11                 | 9                    |
| 6 - 10        | 12                 | 8                    |
| 11 - 15       | 13                 | 7                    |
| 16 - 20       | 14                 | 6                    |
| 21 - 25       | 15                 | 5                    |
| 26 - 30       | 16                 | 4                    |
| 31 - 35       | 17                 | 3                    |
| 36 - 40       | 18                 | 2                    |
| 41 - 45       | 19                 | 1                    |
| > 45          | 20                 | 0                    |



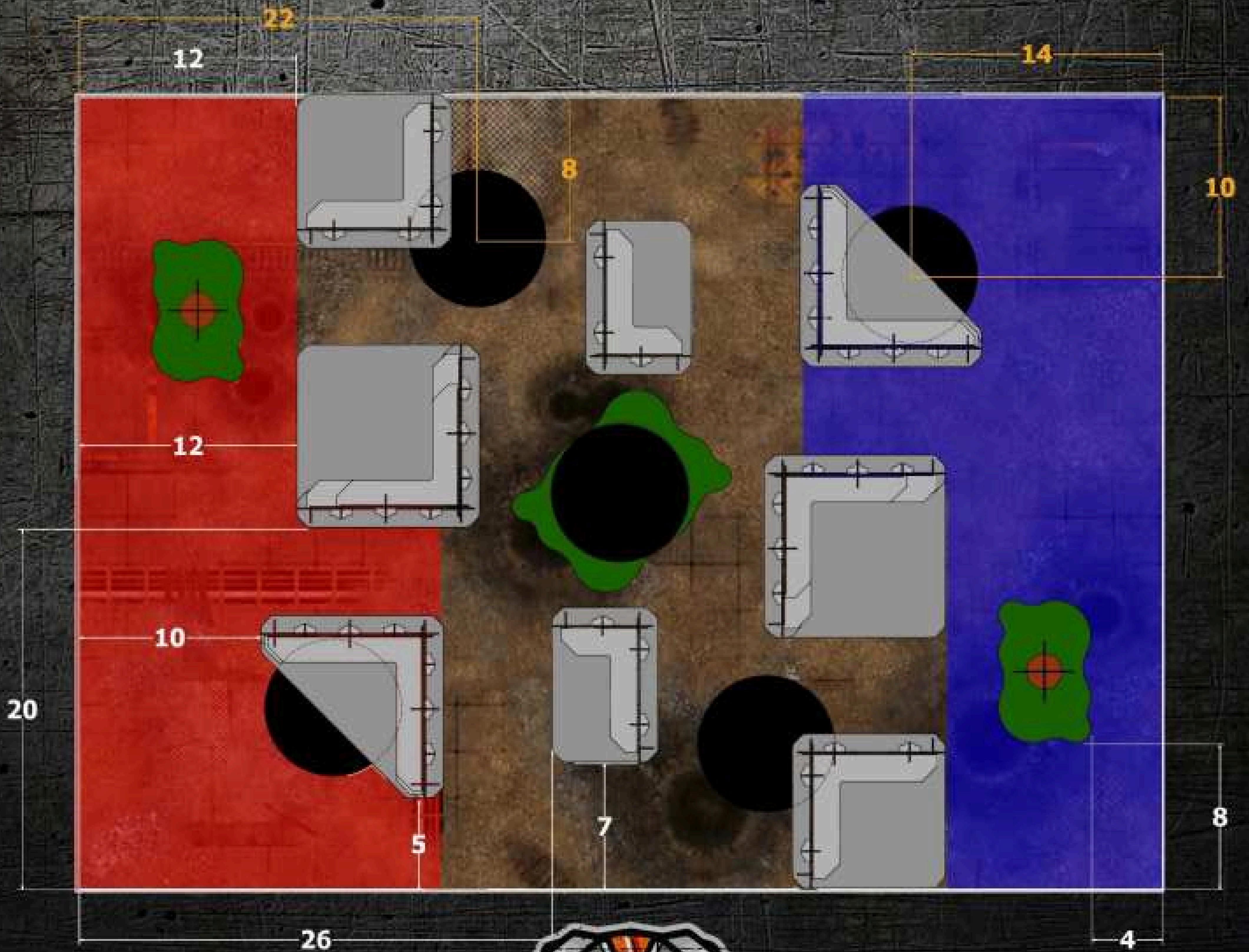
# ROUND 1

DAWN OF WAR - SUPPLY DROP - ADAPT OR DIE



# ROUND 2

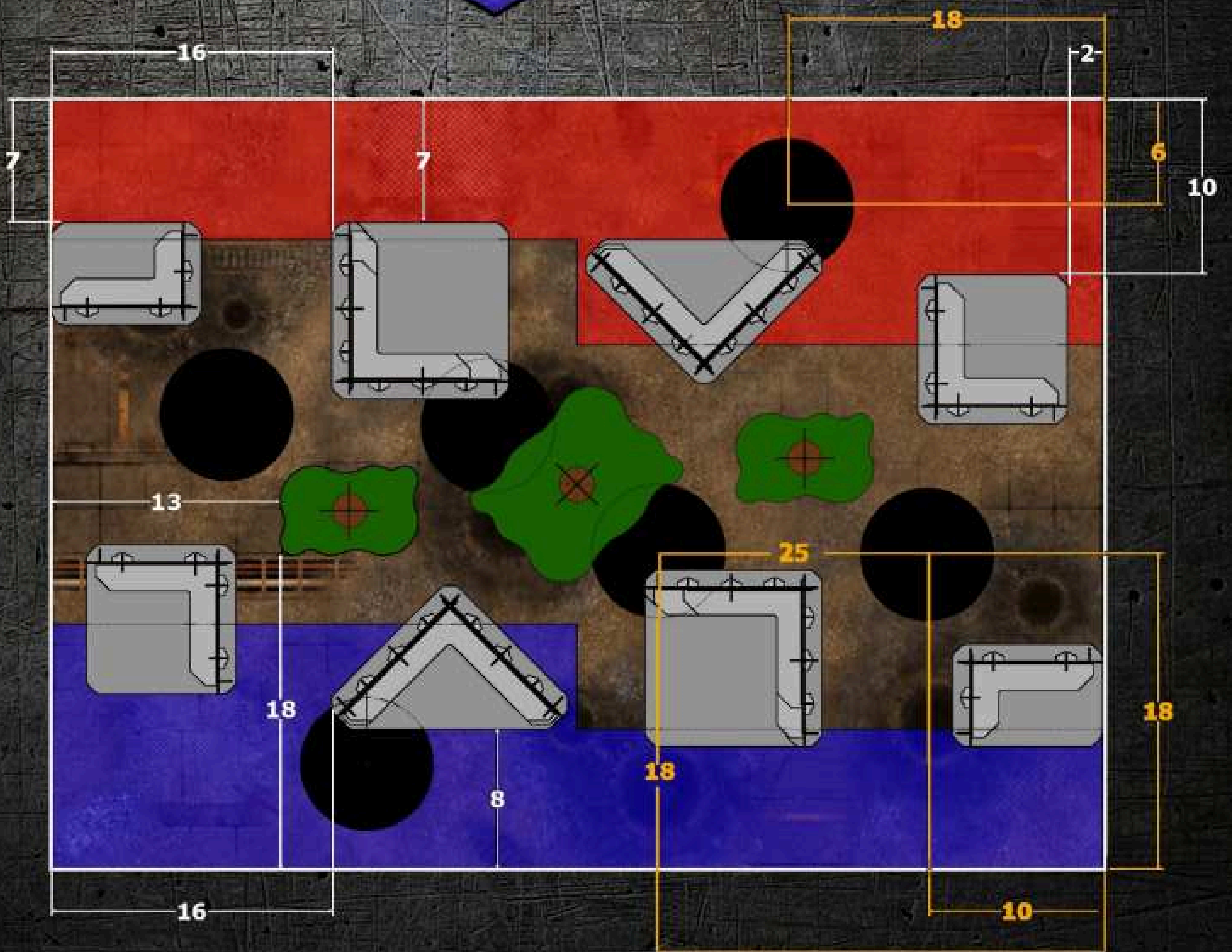
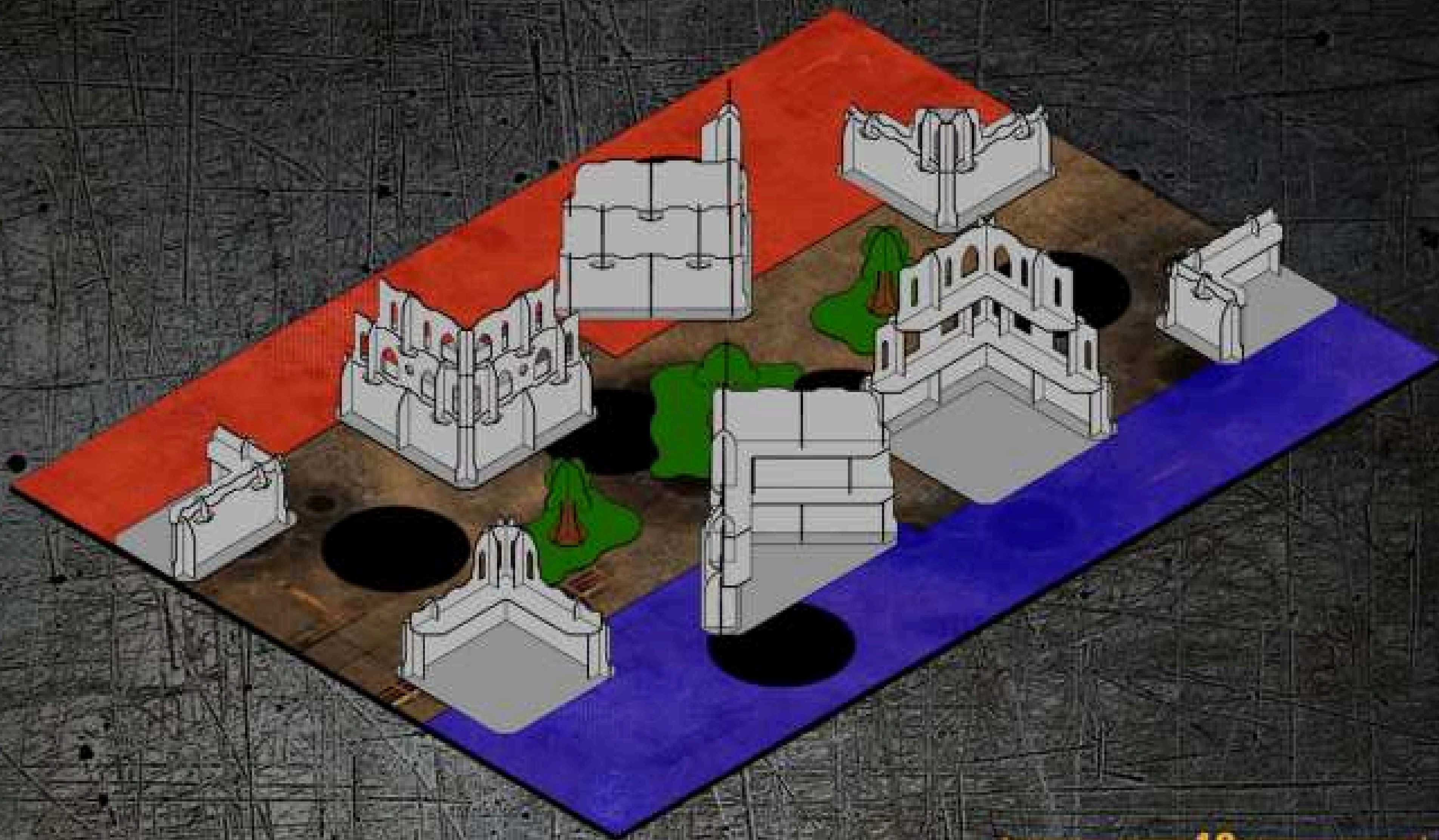
TIPPING POINT - PURGE THE FOE - RAISE THE BANNERS





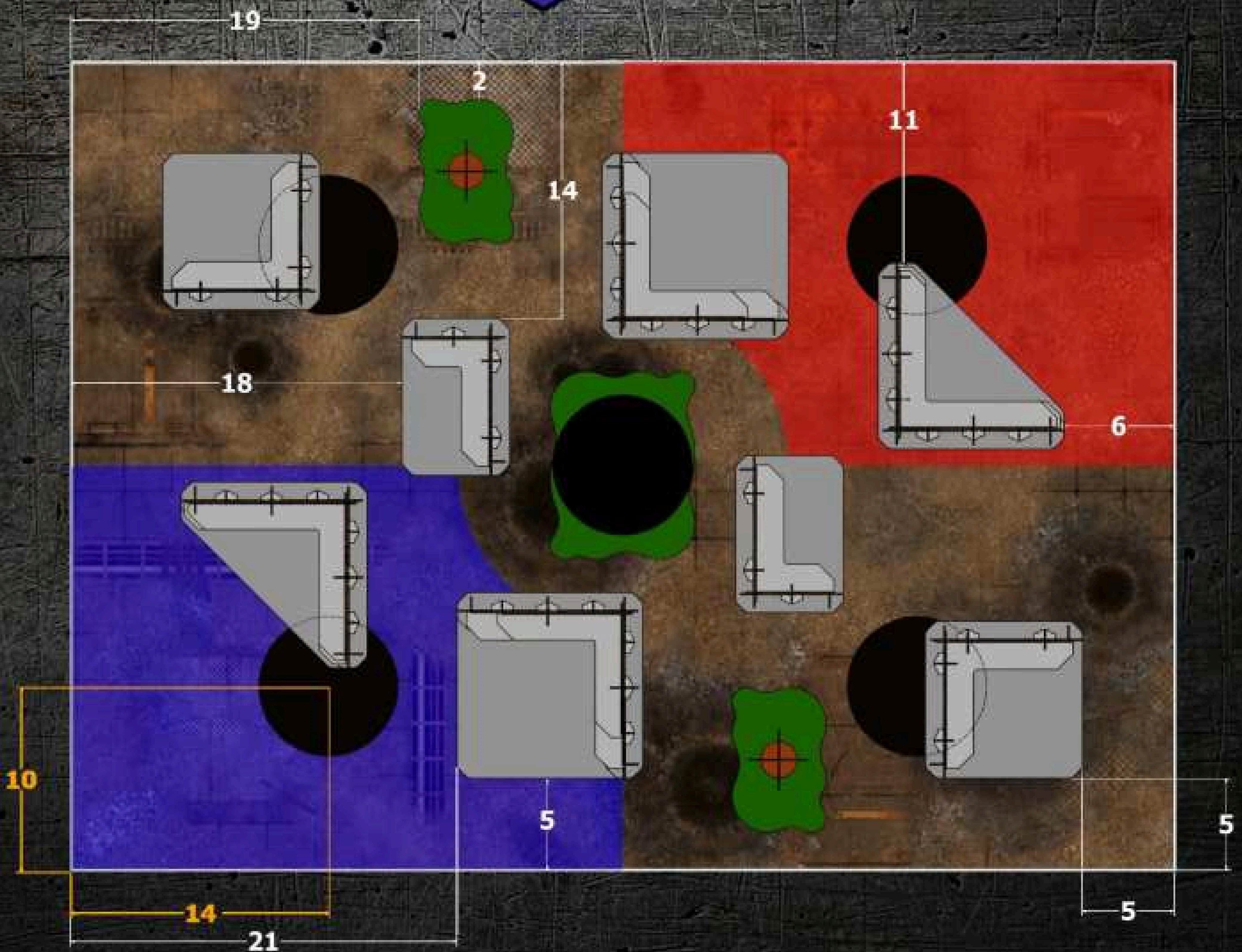
# ROUND 3

SWEEPING ENGAGEMENT - LINCHPIN - HIDDEN SUPPLIES



# ROUND 4

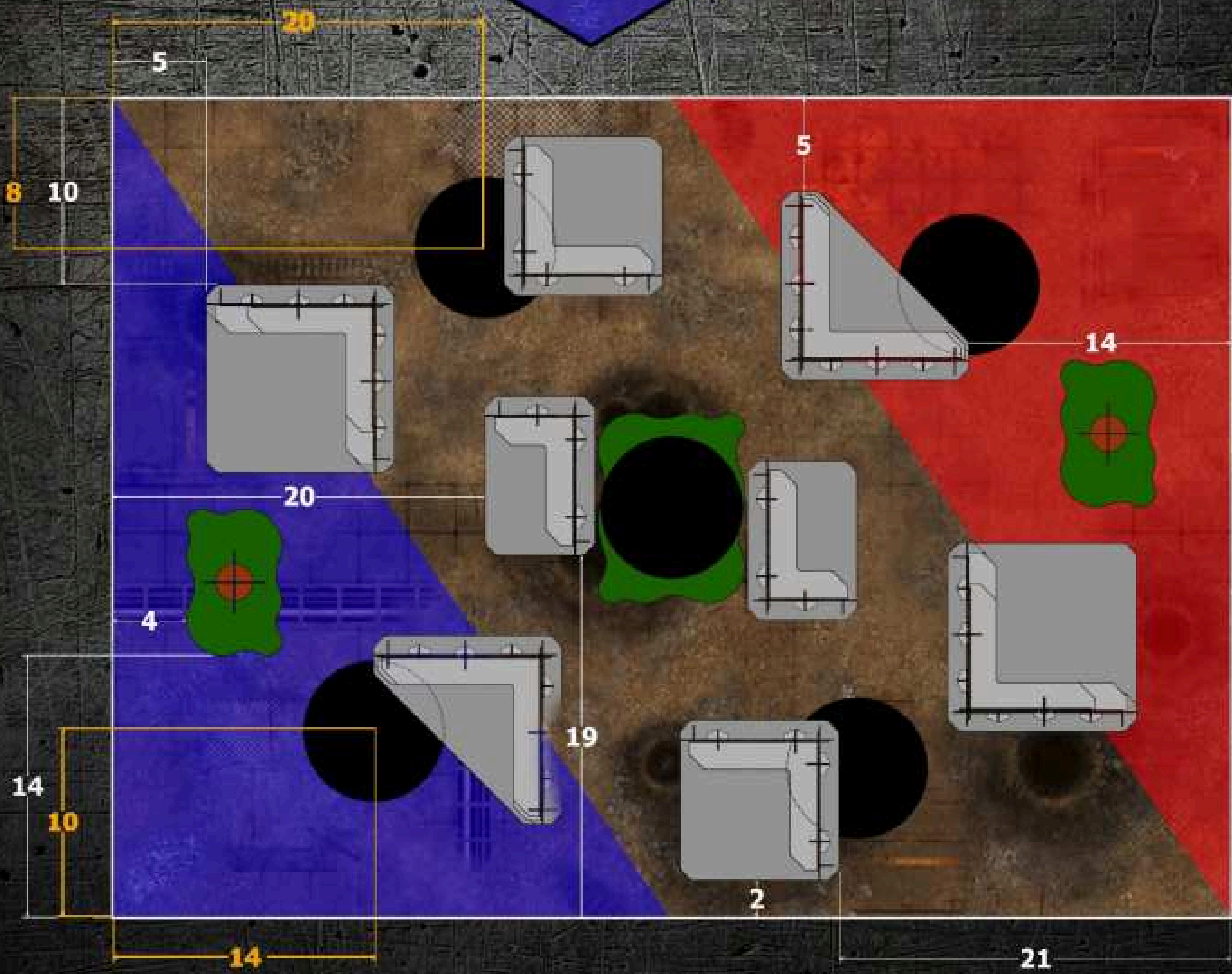
SEARCH & DESTROY - SCORCHED EARTH - SMOKE & MIRRORS





# ROUND 5

CRUCIBLE OF BATTLE - TAKE & HOLD - INSPIRED LEADERSHIP





## EVENT TIMINGS

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### DAY 1

|              |               |
|--------------|---------------|
| REGISTRATION | 8:30 - 9:00   |
| GAME 1       | 9:00 - 12:00  |
| LUNCH        | 12:00 - 13:00 |
| GAME 2       | 13:00 - 16:00 |
| BREAK        | 16:00 - 16:30 |
| GAME 3       | 16:30 - 19:30 |

ALL PLAYERS MUST HAVE LEFT THE HALL BEFORE 20:00

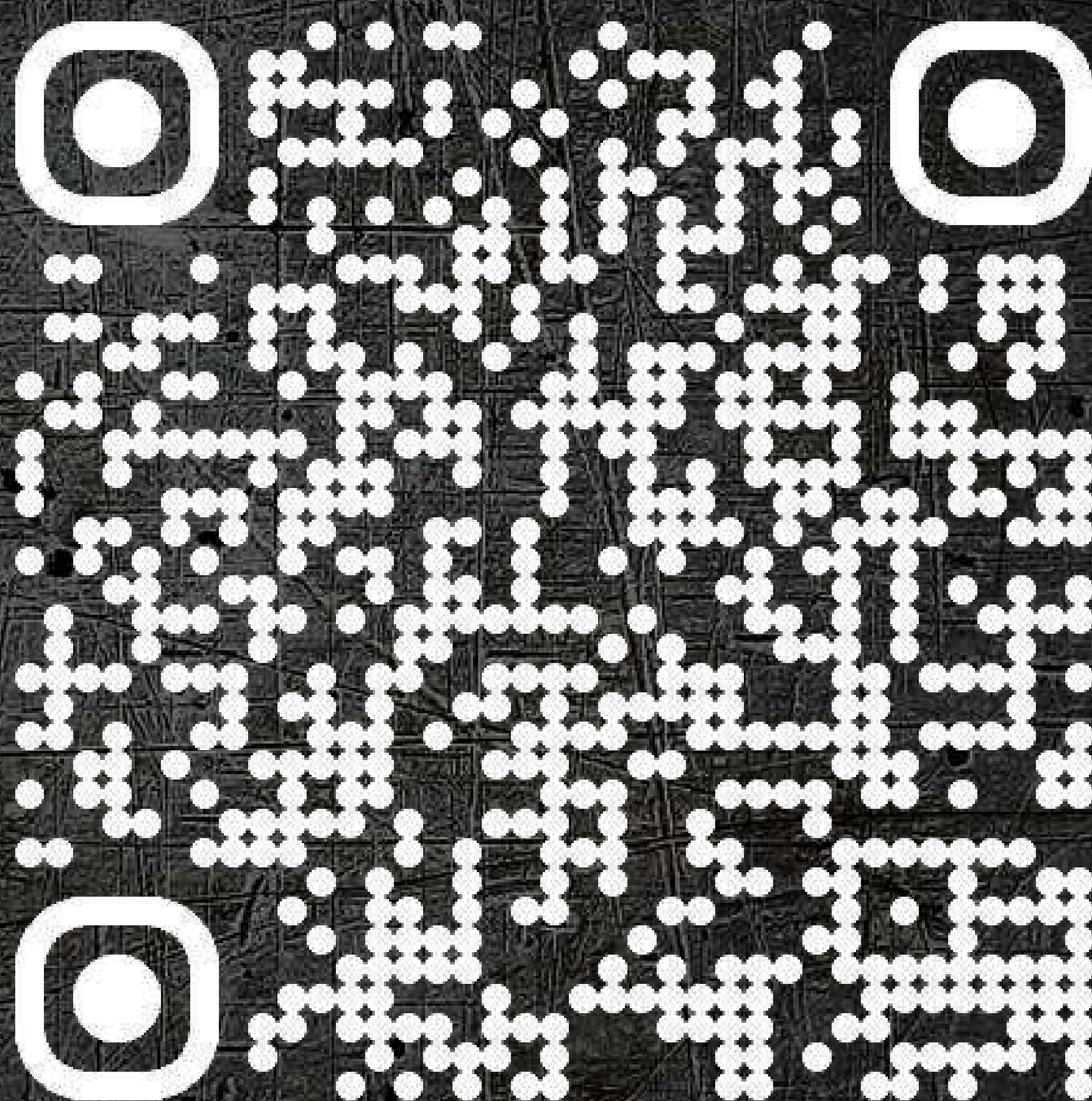
### DAY 2

|        |               |
|--------|---------------|
| GAME 4 | 09:00 - 12:00 |
| LUNCH  | 12:00 - 13:00 |
| GAME 5 | 13:00 - 16:00 |
| AWARDS | 16:15         |
| GAME 6 | 16:30 - 19:30 |

(TOP 4 ONLY)

WE WILL BE USING THE WTC FAQ WHICH CAN BE FOUND HERE:  
[HTTPS://WORLDTEAMCHAMPIONSHIP.COM/WTC-RULES](https://worldteamchampionship.com/wtc-rules)

## EVENT VOTING



EVERYONE IS WELCOME AT OUR TOURNAMENTS. WHETHER YOU ARE A 40K NEWBIE OR A SEASONED VETERAN, WE'RE HERE TO ENSURE EVERYONE HAS A FUN WEEKEND.

LOVE

DAN & MANI

