

Fearless XXIII: The 8th Edition

2-8-2017

Version 1.0
Rules by Daniel de Bruijn

Amendments in Magenta

Introduction

Before you lies the rules pack for Fearless 23. Fearless is Tabletop Kingdom's very own Warhammer 40.000 social doubles tournament, in which you and a friend fight three battles against other duo's. All battles will have a theme and some scenario's that reflects that theme.

Registration

You can register in Tabletop Kingdom, Korte Houtstraat 13 in The Hague. You can just ask the friendly staff on site to register.

- Costs are 10 euro's per team member.
- Both players need to be at least 16 years in order to participate.
- If you didn't pay within one week after registration, your registration is not finalized and you could be removed from the player roster. So be sure to pay one time: preferably at the moment of registration!
- Check our Facebook Page and tabletopkingdom.nl/events to keep a track of your registration. On the specific Event Page, you'll see all the information concerning your registration.
- Have questions? Want to double-check your registration? Send us a message through our website, facebook, call us, or write an e-mail.

Contact information is below.

Important Note

Fearless is in the spirit of the game and sportsmanship. We encourage players to make lists that are more in theme with the event instead of making extremely strong undefeatable (and quite boring...) competitive lists.

If you are a very competitive player, and you go to great lengths to annihilate your opponents, preferably in turn 1 if you get the chance, you might feel more at home at different tournaments where competitiveness is more important.

As such, Fearless is a **CASUAL** Tournament. Players should remind themselves when creating their armies or when playing their games of this.



Preparations

Once you are registered, the prep work starts.

Army Composition

- Each player may take up to 888 points.
- Both players their armies are completely separate <Keyword> armies, even if they have the same keywords. For example, if both players are bringing a Space Marine <Ultramarine> army, One players Captain cannot buff the second players Marines, even though they have the same faction keywords. Psychic effects, abilities and everything that targets friendly units will only ever have effect on your own 888 points. Both you and your partner will need a separate Patrol Detachment.
- HQ: Minimum of 1, maximum of 2
- Troops: Minimum of 1, maximum of 3
- Elite: Up to 2
- Fast Attack: Up to 2
- Heavy Support: Up to 2
- Flyers: Up to 1
- You may not bring any other detachment.
- All "named" characters can only exist once in an alliance. EG: a Captain can be duplicate, Tellion cannot.



Command Points

All players get 3 command points, irregardless of the fulfilled detachment. These command points are NOT transferrable to your teammate.

Social Play

As we mentioned before, Fearless is a social tournament. Competition is present, but not with a Winning-at-all-cost mentality. We believe that a big part of great games come from decent army lists. Though we don't want to dictate what everybody brings, certain units are definitely frowned upon when you bring these to a social tournament such as Fearless.

The tournament staff may decide to penalize people not adhering to Social play in whatever way. We want to have a day of fun, laughter and some dice rolling.

Allowed Armies

Basically, if it's in the Index it is allowed!

- If your army has a codex, than that is leading.
- This goes for Space Marines, Chaos Space Marines and Grey Knights, whose Codexes will be released before the tournament.
- Units not in the codex, but that do appear in your index are allowed, using the index rules.
- Forge World: Only on request. Contact us (see contact information later on) and ask if your chosen unit is allowed or not.

On the day itself

Planning

You will fight 3 battles against 3 different teams.

The first round will be selected at random.

After that, teams will be playing other teams that have about the same gaming point score from the last games. It is a possibility however, that you play teams that has done worse or better than you last rounds, as it's quite rare to have a perfect outcome of different scores.

9:30 – Opening

10:00 - Round 1

12:30 - Round 1 done

12:30 - 13:00 Lunch break (Tabletop Kingdom will provide the lunch!)

13:00 - Round 2

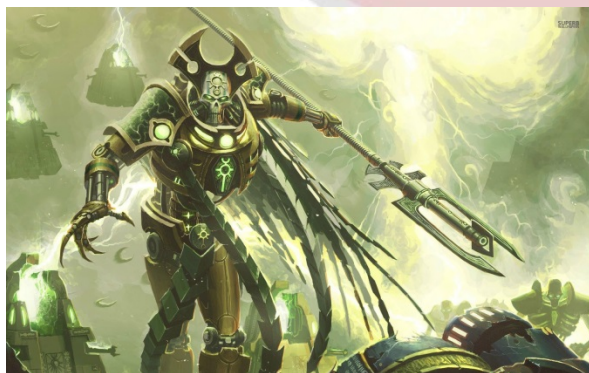
15:30 - Round 2 Done

15:45 - Round 3

18:15 - Round 3 done

18:15- Results and Prizes

All games take up to 2.5 hours, or once both teams have had a turn 6.



What do you need to bring?

Checklist

- Your and your teammates armies
- Army list for your army and your teammates in Duplicates
- Dice
- Measuring tapes, 1 per person
- Codex / Index / Tablet with Digital Edition of codex
Take note, that you will always bring the original printing / working piece of hardware with the official documents in order to play your army.
- Rulebook, one per team is enough
- Tray to move your army around between battles
- Objective Markers
- Glue (If something breaks, Nurgle forbid...)
- And this rulepack. At the very least, read it ☹

Lunch is provided by Tabletop Kingdom. We do not have facilities to heat-up any brought lunch.

The Battles

Gaming Points

Each battle a total of 20 Gaming Points (GP) are divided between the two teams. At the end of each round, you count the total amount of Victory Points (VP) scored by each team from Primary, Secondary and Tertiary Objectives as described in the missions (if applicable). Afterwards, look at the table below to decide how many GP each team gets.

Victory Point Difference	Result	Winning Team gets:	Losing Team gets:
Same amount of VP:	Draw	10	10
1 VP Difference	Mini Victory	11	9
2 VP Difference	Minor Victory	12	8
3 VP Difference	Victory	13	7
4 VP Difference	Major Victory	14	6
5 VP Difference	Massive Victory	15	5
6 VP Difference	Mega Victory	16	4
7 VP Difference	Ultra Victory	17	3
8 VP Difference or more	M-m-m-monster victory!	18	2
+1 VP because of Kill Point Modification	Ludicrous Victory!	19	1
+2 VP because of Kill Point Modification	Hooly s*** !!!	20	0

Kill points modification

At the end of each mission, find out which side caused the most kill points. The winner gets to change the Victory Point outcome one row in their favor. If this is double the amount the losers have, chance the outcome two rows. Kill points are simply: Every unit choice that has been wiped out or fleeing at the end of the game.

So if team A killed a Space Marine captain, an Ancient, 2 Intercessor squads and 1 Hellblaster squad they will have 5 Kill Points.



MISSIONS

As this is the very first fearless that we are going to do using the 8th Edition, we are not going all-out on crazy scenario's this time around. It's very simple structure with minor changes to accommodate two VS two players, and the Fate of Konor.

Fate of Konor

As Fearless XXIII is smack in the middle of The Fate of Konor global Campaign, and Tabletop Kingdom is one of the participating stores, we added a small extra towards your games on the day and leading up to Fearless. If you play games before hand in the store, you get special Stratagem Cards: one unique per week. You may use these Stratagem cards during Fearless, but only you (not your teammate).

If you didn't play before hand in the store, don't worry.

Each team will get one random Stratagem card that you can use during the day (subject to availability). Your team will get a total of 3 cards: one before each battle. If you already have the card, then your teammate can use the stratagem card as well (normally, you cannot exchange stratagems, so if Player A brings a stratagem card, only player A may use this card).

Also, we will be registering all battles for the Fate of Konor: so before the tournament starts (during registration), please state which faction you want to fight for: chaos, Imperial or xenos. During the Fate of Konor, Imperial and Chaos will fight for dominance of the system, whilst Xenos may play for either side: adding a victory to whichever faction they feel for the most at that time.



MISSION 1:

The Scouring (page 220 in the Rulebook)

with the following additions/alterations:

- Deployment: **Search & Destroy** (standard deployment map) is always used
- Battle length: The game automatically ends after turn 6. There is no need to roll.
- All 6 Objective Markers are worth 2 Victory Points at the end of the game for the Take and Hold victory Condition.
- For Slay the Warlord purposes: BOTH warlords need to be slain for the extra victory point.

MISSION 2:

No Mercy (page 219 in the rulebook)

with the following additions/alterations:

- Deployment: **Front-Line Assault** (standard deployment map) is always used
- Battle length: The game automatically ends after turn 6. There is no need to roll.
- For Slay the Warlord purposes: BOTH warlords need to be slain for the extra victory point.

MISSION 3:

The Relic (Page 223 in the rulebook)

with the following additions/alterations:

- Deployment: **Dawn of War** (standard deployment map) is always used
- **3 relics are used:** Setup one relic in the middle of the table, than two others right next to it at 18" range. Both extra relics are setup 12" from the deployment zones (so you get a straight line of 3 relics)
- All Relics are worth 3 Victory Points at the end of the game if picked up.
- All relics that are not being carried are worth 1 Victory Point to the side that is closest to it.
- If both sides are equally close to the relic then they are worth 0 Victory Points.
- Battle length: The game automatically ends after turn 6. There is no need to roll.

What can you win?

Sportsmanship Award

The biggest prize imaginable! Teams can win the Sportsmanship award by scoring the most Sportsmanship points during the day.

Sportsmanship points are awarded as follows:

At the end of the tournament, when all battles have been played, each team will give, in secret, the sportsmanship points for the past battles played. You rate the three games and give up to 10 points for sportsmanship for the teams you have faced. You can give any number of points between 0 and 10, but you cannot give all enemy teams the same amount of sportsmanship points!

For example: Gekke Henkie and Bartholomeus (let's call him Bart), played three games. They loved the second game the best and decided to give this team 9 points. They liked the first game the best after that, and decided to give that team 8 points. They didn't really like the last game though (probably because they brought T'au or something) and decided to give those players 6 points (because they did bought the drinks...or whatever...)

The team with the most sportsmanship points are awarded the grand prize of Sportmanshappiness! The Army points are not used in this equation: they WILL be used as a tie-breaker though.

Best Armies

Between round 1 and 2, so during lunch, all teams have to deploy their army on their side in a dramatic

way for the judges to check painting points. This is

also the time that the Best Painted Armies are chosen. Be mindful, that teams get a tallied up total of Painting points for BOTH armies in the team, not per person! It's a team effort.

Each team gets two voting slips at the start of the tournament. Each person gets one vote on Best Painted Team army: what he believed to be the best painted/converted/wow! Army present at the tournament.

Best Overall

The Best Overall, for Fearless, is not the grand prize, but a very good accomplishment indeed. This is a combination of battle points, sportsmanship points, Judge-army points and painting points gathered on the day as a team. Highest scoring team wins this prize.

Take note that the judges can penalize teams for un-sportive behavior.



CONTACT

Do you have any questions? Remarks? You don't like Tau and you want to spill your guts?

Contact us via Internet: www.tabletopkingdom.nl/contact

or

Via Facebook: www.facebook.com/tabletopkingdom

Via E-mail: tabletopkingdom@gmail.com

Or even better: come by!

Korte Houtstraat 13, Den Haag

