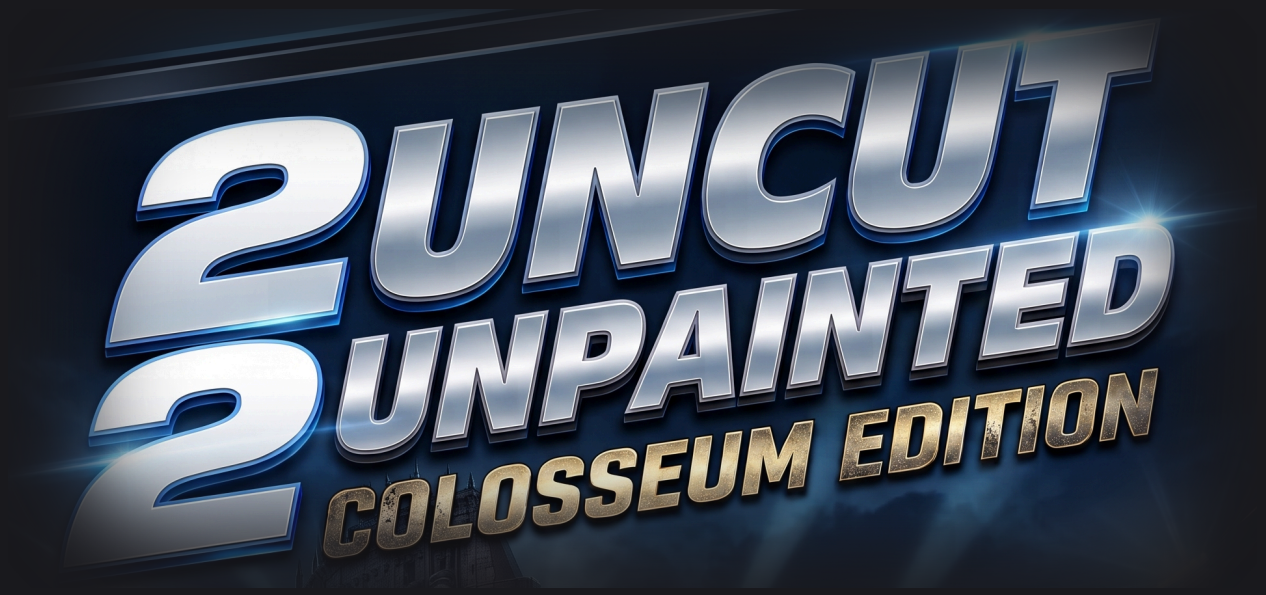
GULF TOURNAMENT CIRCUIT

UNCUT



EVENT PACK

600 PTS COLOSSEUM

CASUAL · PAINT OPTIONAL

SUNDAY 22 NOVEMBER · UNCUT DIFC

AED 150 · BREAKFAST AND LUNCH INCLUDED

Warhammer 40,000, 11th Edition, played using King of the Colosseum, the game mode created by Play On Tabletop. Where this pack differs from their rules, this pack wins. Anything marked HOUSE RULE is specific to this event.

1 THE SHORT VERSION

- Bring a **600 point army** built to the **Colosseum list-building rules** in section 3.
- Each round is a **best of three against the same opponent**. Play all three games: every game won counts towards your ranking.
- There are **three rounds** of 2 hours 45 minutes each.
- Everyone gets the **10VP for a Battle Ready army**, painted or not.

2 THE EVENT

This is our **second event at Uncut in DIFC**, and we are very grateful to them for opening their doors to us on a Sunday again.

Your ticket is **AED 150**. That covers the cost of putting the event on, and it feeds you for the day.

THE DAY

TIME	WHAT IS HAPPENING
09:30	Doors open. Breakfast, registration, meet your first opponent.
10:00	**Round one**
12:45	Lunch
13:30	**Round two**
16:15	**Round three**
19:00	Finish and results

Three rounds, 2 hours 45 minutes each. That is three games a round, so aim for about 50 minutes a game to leave time to reset the board. This is our first Colosseum, so keep an eye on the clock.

SIGNING UP

Register through **Best Coast Pairings**: **bestcoastpairings.com/event/oXXz0R56btXU**. Payment is taken at the door on the day.

QUESTIONS

Your TO for the day is **Matt**. Anything you are unsure about, before or during the event, reach him on **+971 52 315 0076**.

BREAKFAST

Croissants and coffee on arrival.

LUNCH

A main course, a dessert, a drink and coffee.

MAINS

- **Home pasta.** Lamb ragoût, or chicken pistachio pesto.
- **Burger and fries.** Truffle, blue cheese, Banh Mi, lamb, or classic cheeseburger.
- **Gnocchi and tofu.** Chilli flakes, basil pesto and stracciatella.

DESSERT

- Grandma cake
- Pineapple tiramisu
- Chocolate pie
- Pistachio cheesecake

THE BAR

The bar is **open all day** and serving as normal at standard prices.

3 YOUR ARMY

600 points, using the 11th Edition Incursion rules and mustered as described in the Warhammer 40,000 app, with the Colosseum restrictions below.

There are a lot of restrictions, so **check your list against every line before the day**. Play On Tabletop's rules video walks through them: **youtu.be/dqXfY88jPEY**

POINTS AND DETACHMENT

- **600 points** maximum.
- **One Detachment** only. It can be any Detachment, whatever its Detachment point value.

> *Your Detachment's point value still matters: the player with the cheaper Detachment chooses the Mission Twist (section 5).*

YOUR ARMY MUST INCLUDE

- **1 CHARACTER** unit, which is your Warlord.
- **2 INFANTRY** units. These can be **CHARACTER** units.

RESTRICTIONS

- Each datasheet can only be included **once**.
- **BATTLELINE** and **DEDICATED TRANSPORT** datasheets are the exception: up to **twice** each.
- **No EPIC HERO** datasheets.
- **No** datasheets with a Toughness higher than 9.
- **No more than one** datasheet with Toughness 9.

HOUSE RULE

Legends datasheets are allowed. All the restrictions above still apply to them.

4 ROUNDS, PAIRING AND RESULTS

Each round is a **best of three against one opponent**. Win two games and you win the round.

Always play all three games, even if the round is already decided. Every game you win counts towards your overall ranking, so winning the third game after losing the first two still moves you up the table.

HOUSE RULE

- Round one pairings are **random**.
- From round two, you will play somebody with a **similar record**.
- In game one, decide Attacker and Defender as normal. In games two and three, **the player who lost the previous game chooses** whether to be Attacker or Defender.
- If we have an odd number of players, Matt will play. Be gentle with him.

RANKINGS

ORDER	RANKED BY
1st	**Rounds won** across the day
2nd	**Games won** across the day
3rd	**Win Path**
4th	**Total VP** scored

RESULTS

Keep a note of the winner and both players' VP for each game. **At the end of the round, tell Matt your results.**

TIME

Matt will call 30 minutes and 10 minutes left in each round. **When he calls dice down, dice down.** Any game still running ends there and is scored as it stood at the end of the last completed battle round.

5 PLAYING A GAME

Games use the **Chapter Approved 2026 Missions** and follow the standard sequence for a Chapter Approved battle, with one extra step: the Mission Twist.

- **Tactical Secondaries only.** No Fixed Secondaries.

> **HOUSE RULE**
>
> **Everyone scores the full 10VP for Battle Ready, painted or not.** Seek TO approval for proxies and conversions: Matt, +971 52 315 0076.

THE MISSION TWIST

After the Determine Mission step, add a Mission Twist. **The player whose Detachment is worth fewer Detachment points chooses it.** If both are worth the same, roll off and the winner chooses.

TWIST	WHAT IT DOES
Martial Pride	A **BATTLELINE** unit can start an action in a turn it Advanced, and can shoot in a turn it started an action.
Night Fighting	Units are not visible to enemy models more than 18" away. Indirect fire weapons cannot target a unit unless the attacking model is within 18" of it.
Nowhere to Hide	Terrain features lose the Solid rule.
Ruinscape	When a unit makes a Normal or Advance move, its models have the **MOBILE** keyword until that move ends.
Mirrored World	Both players replace their Primary Mission with the same one: Battlefield Dominance, Meatgrinder, Outmaneuver, Gather Intel or Sabotage. If you agree on one, use it. If not, roll a D6: 1 to 5 picks from that list in order, 6 means roll again.
Scrambled Comms	Players swap Primary Mission cards.

6 THE BATTLEFIELD

> **PLEASE NOTE**
>
> We will do our best to provide **official, Colosseum-compliant terrain**. As this is our first Colosseum event, we may not have exact matches, so boards might not look exactly like the official ones. **Every board will be even and the correct size.**

Terrain and objectives are always in the same positions, so there is no layout to roll.

OBJECTIVES

There are **five objectives**.

- **Centre objective.** It has no terrain, so it does not block line of sight or give the benefit of cover.
- **Four terrain area objectives.** Each player has a home objective and an expansion objective.
- Colosseum walls touching a terrain area objective are part of its footprint. A model touching that wall on any side counts as being on that objective.

TERRAIN

- Any terrain **taller than 2"** is Dense terrain with the Solid keyword. Parts **shorter than 2"** are Light terrain.
- The four ruins inside the arena count as tall enough to give **Plunging Fire** to models on their second level.
- The outer Colosseum walls are regular Dense terrain. **INFANTRY**, **SWARM** and **BEASTS** models, and anything with **MOBILE**, can move through them as normal.

DEPLOYMENT AND TERRITORIES

- Your deployment zone is everything **within 8" of your board edge**. Your opponent does the same.
- Split the battlefield in half to find each player's territory.

FAQ

How far does a model that is not INFANTRY, SWARM or BEASTS move to climb over the main arena wall?
From the base of the wall, 7" extra: 3.5" up, then 3.5" plus its base size down.

TIPS FROM PLAY ON TABLETOP

- You have very few units. Use them wisely.
- Killing matters, but scoring wins games.
- On a board this small, Scouts, Infiltrators and Deep Strike can be brilliant, a mistake, or both.
- Objective Secured can be invaluable, or a trap.
- Colosseum is not regular 40k. It is fast and furious.

7 ROUND CHECKLIST

1. Meet your opponent and swap lists.
2. Follow the Chapter Approved sequence to determine the mission. In games two and three, the loser of the last game picks Attacker or Defender.
3. Determine the Mission Twist. The cheaper Detachment chooses.
4. Use Tactical Secondaries. No Fixed.
5. Deploy within 8" of your own board edge.
6. Play the game.
7. Note the winner and both players' VP.
8. Reset the board and repeat steps 2 to 7 for games two and three. At the end of the round, tell Matt your results.

8 THE TONE OF THE EVENT

This event is not strictly competitive and there are no ITC points awarded. There's still plenty of room for skill expression, but the priority is that everyone has a good day.

Three games against the same person is a long time across a table, so make it a good one. Play quickly, talk through your turns, and keep it friendly.

This is our first go at Colosseum, and it will be most people's too. Expect rules questions, and help each other out, especially anyone newer than you. If you are stuck, find Matt. His decision is final.

Bring the models you enjoy. Painted or half-painted, they are all welcome here. That is the whole point of the name.