



**KING  
OF THE  
COLOSSEUM**  
TOSS YER CABERS 2024

PRESENTED BY



# KING OF THE COLOSSEUM WARHAMMER 40,000

500 Point Tournament presented by Play On Tabletop

The Colosseum is a **unique 500 point format** that we have been having a tonne of fun playing on our channel with and for our membership. Each mission and deployment is exactly the same, but that doesn't mean each game is! The matches are incredibly challenging to play as each unit risks and potentially lost can make a big impact on the game outcome.

## SCHEDULE:

Sunday, June 9. Part of Toss Yer Cabers 2024

You will play a total of four rounds over the course of the day. Each round will be 90 minutes maximum, with a break after round two for lunch. Pairings will be done via the Best Coast pairings app, and players will be paired by wins, battle points, and then by strength of schedule.

Registration / Check-in	0900-0930
<b>Round One</b>	<b>0930-1100</b>
Break / Pairings	1100-1115 (15 minutes)
<b>Round Two</b>	<b>1115-1245</b>
Lunch / Pairings	1245-1345 (1 hour)
<b>Round Three</b>	<b>1345-1515</b>
Break / Pairings	1515-1530 (15 minutes)
<b>Round Four / Finals</b>	<b>1530-1700</b>
Awards / Cleaning	1700-1745

## PLAYING IN THE COLOSSEUM

Rules as seen on King of the Colosseum on Play On Tabletop

### LIST BUILDING REQUIREMENTS:

- Must include at least **one character** who is designated as your **Warlord**.
- No epic heroes.
- Must include **two units that are infantry** and not characters.
- No units can be toughness 10 or higher.  
**Toughness 9 is the maximum toughness.**
- Enhancements are allowed.
- List Maximum Points is 500.
- All other standard List building rules for a Warhammer 40,000 Matched Play Game apply.

Fully painted and WYSIWYG (what you see is what you get) is required. If you have questions please contact us at [playontabletop@gmail.com](mailto:playontabletop@gmail.com).

List submission is required by May 26th 2024. This is so we can help determine if your list fits in the format. Please submit lists to [playontabletop@gmail.com](mailto:playontabletop@gmail.com).

### WHAT ABOUT IMPERIAL / CHAOS KNIGHTS?

We are not game designers and King of the Colosseum experimental and new format we are trying. We don't know what impact having big stompy Knights in the Colosseum will have. We are considering an exception to the list building restrictions for Imperial or Chaos Knights. Please email us if you absolutely only want to play a Knights faction and perhaps we can come up with a way to make that happen together.

# BATTLEFIELD RULES

## COLOSSEUM BATTLEFIELD

Every game will be played in the provided 36 inch by 36 inch Colosseum. **Every Game will utilize the same mission.**

## COLOSSEUM WALLS

Colosseum Walls are line of sight blocking and impassable. Nothing can go through these walls. Models can scale the wall, measuring going up and over them. You cannot land a model on top of these walls.

Units can enter the Colosseum either through one of the four gaps in the walls, or scale the walls.

## COLOSSEUM RUINS

There are four ruins inside the Colosseum and four ruins outside the Colosseum, all ruins block line of sight infinitely upwards and provide cover as per standard Warhammer 40,000 terrain rules.

# MISSION RULES

Players may score in any manner that is convenient for them. We suggest both players keep score, as there is less opportunity to make a mistake.

## PRIMARY SCORING

5 victory points for holding any of the of the 5 objectives available to a maximum of 15 per round and 50 for the game starting from the second turn.

## SECONDARY SCORING

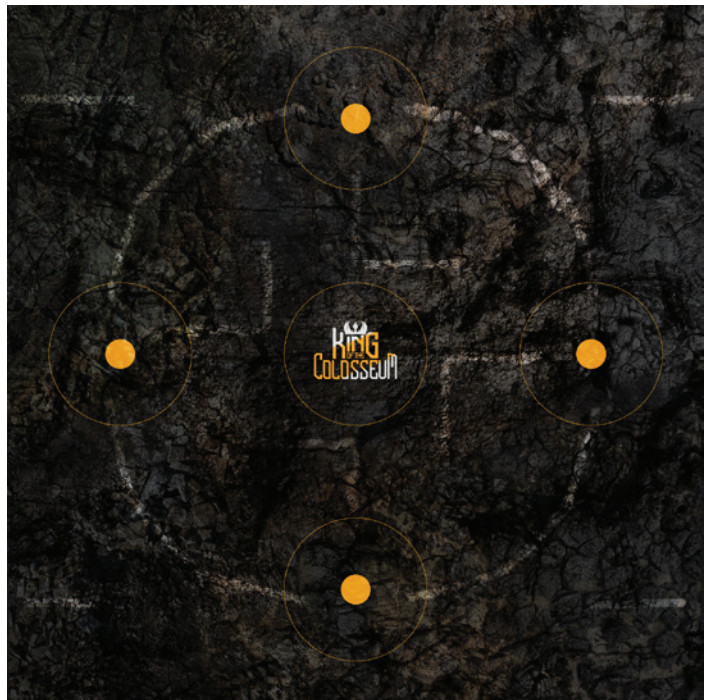
All Players must play Tactical secondaries. This means you need a deck of tactical secondaries available, or alternatively you may use the tabletop battles app.

## SCORING

Each game is scored as per the Leviathan Grand Tournament packet. Primary mission is essentially Take and Hold (see above Primary Scoring). Mission rule is the chilling rain. 10 points are scored for fully painted armies.

Even if you're out of units (i.e. "tabled") you can still score, even win! Sticky objectives still count and you can continue to draw secondaries. If a game ends early due to tabling your opponent, you must play out the turns! **You do not automatically score 100 points for tabling your opponent.** It's easy enough to continue to score the game through the remaining turns by drawing cards and talking it through with your opponent, HOWEVER this should not be done if both players have models left.

"In the colosseum it isn't over until it's over. In our games on channel nobody has yet scored a perfect 100 points, nor do we expect anyone will, there aren't enough units to do all the things!" - *JT, the Voice.*



# ETIQUETTE

## USING A SCORING APP

If you are lacking leviathan GT cards, or just prefer it, the tabletop battles app is a fantastic way to track your games. There is an etiquette we expect all players to follow if either or both players are using the app.

When choosing secondaries via the TO approved Tabletop battles app, your device must be within plain sight of your opponent when you do so. Effectively, lay it flat on the table when you press the button and make sure they are watching you generate your secondary objectives.

## WHEN IN DOUBT, CALL THE T.O.

Don't hesitate to call a Tournament organizer over (T.O) if you and your opponent disagree on a rule or require a ruling. This is not an indictment of yourself or your opponent, it is not a negative thing, its a positive. Warhammer is a complex game, sometimes rules don't seem clear or are open to interpretation. Call a T.O, get an answer, and on you go!

## TIPS AND HINTS

Colosseum differs from the standard 40k strategy in several key ways;

You have a limited number of units, use them wisely

Killing your opponent is important but scoring points wins games.

Scout moves, Infiltrate, and deep strike on such a small board could be a tactically brilliant move, a mistake, or both. Use them at your own peril

“Sticky” objectives can be invaluable, or they can be a trap. Again, Colosseum is not regular 40k-its fast and furious and a heck of a lot of fun.

*“We cant wait to share and play this with you all. Until we see you at toss yer cabers, Play On!” - JT*

## ADDITIONALLY...

**This is our first time running a King of the Colosseum event so we are also learning.** We would appreciate feedback after the event so we can learn and improve.

We have scheduled 90-minutes per game though we have played games as fast as 55-minutes in studio. If your game ends very fast feel free to check out the other activities. Or, if you are feeling adventurous re-rack your game (though your second game won't count).

We are also experimenting with a rule set for a free-for-all style King of the Colosseum game. If this is available by the time this event is happening there may be an option to play that instead of your final round if other players want to give it a go.

## MORE ABOUT KING OF THE COLOSSEUM

Play On Tabletop's King of the Colosseum Season One is available now for YouTube Members and Patreon.

We have released several episodes already in our Single Elimination King of the Colosseum series with a plan to release a new episode weekly until we have played all the intended factions. This tournament is NOT single-elimination so that all players can get a game in every round.

Check out the King of the Colosseum series by signing up to YouTube Membership or Patreon. You can watch a Freeview episode by visiting our website. [playontabletop.com](http://playontabletop.com) or using the QR code.

