

2010 Warhammer 40k Invitational

The tournament is on January 16th 2010!

There will be 4 games, two on Saturday and two on Sunday. First Game starts at Noon each day. You will have 30 Minutes to set up and 2 hours to play each game. If you are in the middle of a turn when time is called you will be allowed to finish.

Build an 1850 Point Army using a standard force organization chart. You may use allies if you wish but you they still have to fit into a standard force organization chart. (2 HQ, 6 troops, 3 each of the others. etc...) You will use the same army for each battle. Please send me your army list before the tournament, preferably in pdf. I need your army list by Jan 15th if you want to play on the 16th. In order to be completely fair, I will send out my army list to everyone a few days before the tournament so you can see it before I see your army lists.

Your army doesn't have to be fully painted. Any Non-GW miniatures must be approved beforehand.

I will be the tournament administrator. I'm not going to arbitrate any rules disputes though. You can either figure it out or roll a d6. Keep in mind if you argue about rules too much you will run out of time.

It's possible we will end up with an un-even number of players so I will play or sit out depending on how many people we have each day.

We will be using 5th edition rules for all games. This means that reserves, deep strike, scouts, infiltrators and random game length are in effect for all battles.

Each battle will have a specified Scenario with specific conditions for victory. See the Scenario Pack for details on each scenario. There will be 4 or 5 tables set up, each with Terrain. One board will be a city fight. Make sure you read the city rules in the 5th Edition book.

The tournament will be a modified round robin. Everyone will be randomly matched up for the first round, after that I will match you up based on whether you won or lost and who you have played already.

The Overall winner will be determined by the best record. Wins are worth 2 Points, Draws are worth 1 point for each player, and Losses are worth 0.

Winner gets 1 crunchy taco, a handsome certificate, and more importantly bragging rights for a year.

At the end of the tournament everyone will get two votes for their "Favorite army to play against" This will be used as a tie breaker to determine the overall winner if people end up with the same record.

Beer is highly encouraged and recommended.

Please bring any and all terrain you have.

Bring your own Rulebooks, Codex, Measuring Tapes and Dice and multiple copies of your army list.

Scenarios

Universal Rules for all Scenarios

All scenarios use the special rules: reserves, deep strike, scouts, and infiltrators.

Modified reserves rule: If after rolling for all of your reserves, you get no units in, you may pick one unit to come in. This means ROLL FIRST then if you get no units, pick one to come in. You don't automatically get one then start rolling for the rest.

To place terrain, roll a die, whoever rolls higher places the first piece of terrain. Then alternate till all terrain has been placed.

Regardless of the victory conditions, if at the end of any standard mission your enemy has no units left on the table, you win the game!

Only units that are designated as TROOPS may capture objectives. As per the force organizations chart you may only have 6 units of troops.

A unit of troops can capture an objective regardless of its size. A vehicle or swarm unit may never capture an objective.

ANY UNIT can contest an objective.

All Battles use random game length.

- At the end of **Turn 5**, roll a die, on a 3+ play turn 6.
- At the end of **Turn 6**, roll a die, on a 4+ play turn 7.
- The game always end after 7 turns.

Before the first turn is played, the player going second may elect to "Seize the initiative." If he decides to do so, he rolls a dice. On a result of a 6, he will go first instead, immediately beginning his first turn (and no, the opponent cannot then try to seize the initiative back again!).

Battle #1

SEIZE GROUND

The battlefield is strewn with discarded equipment, wounded comrades, supplies and other detritus of war that, for various reasons, you wish to recover. You must fight off the enemy while scouring the field to secure as many of these vital objectives as you can.

Victory Conditions – Capture Objectives

Before deciding deployment the players must determine the position of **5 objectives**. The winner of a roll-off chooses a point on the table to be an objective (by placing a counter on it, choosing a detail of a terrain feature, or any other method that is equally clear).

Then the opponent does the same, and the players alternate choosing a point on the table until the position of all the objectives has been determined.

These objectives may not be in impassable terrain, nor within 12" of a table edge or another objective. After positioning the objectives, deployment of the forces begins, as described in the type of deployment being used. At the end of the game you control an objective if there is at least one of your scoring units, and no enemy unit (any unit, whether scoring or not), within 3" of it. As different objectives vary in shape and size, it is important to agree at the beginning of the game exactly where this distance will be measured from.

The player controlling the most objectives wins. If the players control the same number of objectives, the game is a tactical draw

DAWN OF WAR

The table is divided lengthways into two halves. The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the long table edges to be his own table edge. He then can deploy up to two unit from his Troops selections and up to one unit from his HQ selections in his half of the table (this is his 'deployment zone'). His opponent then does the same in the opposite half, but must position his three units more than 18" from enemy units.

Troops and HQ units that can infiltrate, can do so, as long as at the end of deployment the player still has a maximum of one HQ and two Troops units on the table. Lastly, players make any scout moves.

Start the game! Once deployment has finished, the player that chose his deployment zone first starts game Turn 1 with his first player turn.

All units that were not deployed, and were not declared to be in reserve during deployment, must enter the game in the Movement phase of their first player turn by moving in from their own table edge, just like units moving in from reserve.

During game Turn 1 the Night Fighting mission special rule is in effect.

Battle #2

ANNIHILATION

Some battles are fought with only one goal – find your enemy, crush him utterly and take away his means to mount further resistance.

Victory Conditions – Kill Points

At the end of the game, each player receives 1 'kill point' for each enemy unit that has been **completely destroyed**. If a character has a retinue, the character and his unit are worth 1 kill point each. The player with the highest total of kill points wins. If the players have the same total, the game is a tactical draw.

Special Rule

The army general is worth 2 Kill Points. The Army General is the HQ unit that leads your army. If you have more than 1 HQ unit designate which is your general. For example, my army has a Warboss and a Big Mek as HQ units. The War Boss is the army general. You must kill the actual model that is the general, any associated retinue or squad is separate.

Pitched Battle

The table is divided lengthways into two halves, by drawing an imaginary line through the middle of the short table edges. For example, a 6'x4' table would have two 6'x2' halves.

The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the long table edges to be his own table edge. He then deploys his force in his half of the table, with all models more than 12" away from the table's middle line (this is his 'deployment zone'). His opponent then deploys in the opposite half.

Deploy any infiltrators and make any scout moves. Start the game! Once deployment has finished, the player that chose his deployment zone first starts game Turn 1 with his first player turn.

Battle #3

CAPTURE AND CONTROL

Both sides are attempting to capture the enemy base of operations or another similarly vital objective, whilst defending their own.

Victory Conditions – Capture Objectives

After deciding deployment zones, but before deploying any, starting with the player that will deploy first, each player chooses a point in his own deployment zone to be an objective (by placing a counter on it, choosing a detail of a terrain feature, or any other method that is equally clear). These objectives may not be in impassable terrain or within 24" of the other objective.

After positioning the objectives, deployment of the forces begins, as described in the type of deployment being used. At the end of the game you control an objective if there is at least one of your scoring units, and no enemy unit (any unit, whether scoring or not), within 3" of it. As different objectives vary in shape and size, it is important to agree at the beginning of the game exactly where this distance will be measured from. The player controlling the most objectives wins. If the players control the same number of objectives, the game is a tactical draw

Spearhead

The table is divided into four quarters, formed by drawing two imaginary perpendicular lines through the centre point. So a 6'x4' table would have four 3'x2' quarters.

The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the long table edges to be his own table edge. He then deploys his force in one of the two table quarters on his side the table, more than 12" away from the centre of the table (this is his 'deployment zone'). His opponent then deploys in the diagonally opposite quarter. Deploy any infiltrators and make any scout moves.

Start the game! Once deployment has finished, the player that chose his deployment zone first starts game Turn 1 with his first player turn.

Battle #4

ALL OUT WAR

You must capture and control the most objectives on the board while wiping out as many enemy units as possible.

Before deciding deployment the players must determine the position of **5 objectives**. The winner of a roll-off chooses a point on the table to be an objective (by placing a counter on it, choosing a detail of a terrain feature, or any other method that is equally clear).

Then the opponent does the same, and the players alternate choosing a point on the table until the position of all the objectives has been determined.

These objectives may not be in impassable terrain, nor within 12" of a table edge or another objective. After positioning the objectives, deployment of the forces begins, as described in the type of deployment being used. At the end of the game you control an objective if there is at least one of your scoring units, and no enemy unit (any unit, whether scoring or not), within 3" of it. As different objectives vary in shape and size, it is important to agree at the beginning of the game exactly where this distance will be measured from.

Victory Conditions – Most Victory Points (See Below)

Each Objective Captured = 1 Victory Point

Army General Killed (as per Battle 2) = 3 Victory Points

Each unit of Heavy Support or Elites completely wiped out = 2 Victory Points

Each unit of Fast Attack or Troops completely wiped out = 1 Victory Point

Player that controls the most objectives at the end of the battle = 1 VP

You must beat your opponent by at least 2 victory points otherwise the battle is a draw.

Pitched Battle

The table is divided lengthways into two halves, by drawing an imaginary line through the middle of the short table edges. For example, a 6'x4' table would have two 6'x2' halves.

The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the long table edges to be his own table edge. He then deploys his force in his half of the table, with all models more than 12" away from the table's middle line (this is his 'deployment zone'). His opponent then deploys in the opposite half.

Deploy any infiltrators and make any scout moves. Start the game! Once deployment has finished, the player that chose his deployment zone first starts game Turn 1 with his first player turn.