

## 2007 November Warhammer 40,000 Tournament

### Game Size: 1000 Points

150 Points Total

- Army Selection – 20 Points
- Painting – 15 Points
- Sportsmanship – 15 Points
- Five Games worth 20 points each – 100 Points

**When: 10<sup>th</sup> of November**

**Where: 265 Carpenter Street, Rockhampton, QLD (under the house)**

Arrive: 7:30 AM

Game 1: 8:00 AM

Game 2: 9:45 AM

Game 3: 11:30 AM

Lunch: 1:00 PM

Game 4: 2:00 PM

Game 5: 3:45 PM

Awards: 5:30 PM

**Entry Fee: \$20**

There is only twelve places available for this tournament. Your money secures you a place. All money and army list entries must be submitted by the 8<sup>th</sup> of November.

Soft Drinks will be on sale as usual throughout the day for a \$1. You will need to provide your own lunch (although a fish and chip run will be likely).

### Remember to bring:

- Dice (including scatter dice), Templates and Tape Measure. – Dice may or may not be lucky.
- Your Codex, Rulebook and appropriate FAQ.
- A method of moving your miniatures from table to table easily (a box lid is ideal).
- 3 Objectives for your army for use in missions.
- Your miniatures!

## Army Selection

Game Size: 1000 Points (this is not to be exceeded)

Your Army should be created using the standard force organization chart. Games Workshop codices are to be used. If you would like to use an alternate list, ie Kroot Mercenaries, please contact me at [eltnot@yahoo.com](mailto:eltnot@yahoo.com) well in advance to get permission.

A total of 20 points are available for army selection. Due to the small size of the tournament, a percentage based system is being used. Depending on how many choices you make from the force organization chart, determines the percentages that need to be spent to receive battle points.

The system works as follows:

Points are determined by how many selections of different unit types (HQ, Elites, Troops, Fast Attack and Heavy Support), and by how close you have come to spending the average amount of points on each of these selections. For example if your army includes units from all five categories, you would use the first table. If however your army consists of units only from the HQ, Elites and Troops sections, then you would use the third table. You should note that if you do not take four or more of the five selections, then it is impossible to receive full points for Army Selection (It is easier to make an army with less choices than it is with more).

HQ + Troops + 3 Options (Elites, Heavy Support, Fast Attack) – Maximum Points = 20

Battle Points per section	HQ	Troops	Options
4 Battle Points	58 - 177	290 - 413	116 - 236
2 Battle Points	0 - 238	232 - 472	58 - 295
0 Battle Points	>238	<232, >472	<58, >295

HQ + Troops + 2 Options (Elites, Heavy Support, Fast Attack) – Maximum Points = 20

Battle Points per section	HQ	Troops	Options
5 Battle Points	71 - 216	355 - 504	142 - 288
2.5 Battle Points	0 - 288	284 - 576	71 - 360
0 Battle Points	>288	<284, >576	<71, >360

HQ + Troops + 1 Options (Elites, Heavy Support, Fast Attack) – Maximum Points = 18

Battle Points per section	HQ	Troops	Options
6 Battle Points	90 - 273	450 - 637	180 - 364
3 Battle Points	0 - 364	360 - 728	90 - 455
0 Battle Points	>364	<360, >728	<90, >455

HQ + Troops + 0 Options (Elites, Heavy Support, Fast Attack) – Maximum Points = 14

Battle Points per section	HQ	Troops
7 Battle Points	125 - 375	625 - 875
3.5 Battle Points	0 - 500	500 - 1000
0 Battle Points	>500	<500, >1000

### Painting

There is a total of 15 Battle Points available for Painting. Points are awarded as follows:

0 Points if less than half of your models are painted.

5 Points if more than half of your models are painted.

10 Points if all of your models are painted.

3 extra points if all of your models have been either, drybrushed or highlighted.

2 extra points if all of your models have been appropriately based.

Note – A model is considered painted if it has more than three colours on it.

## Sportsmanship

15 Points are available for Sportsmanship. Each person that you play will give you a score out of five. Your highest and lowest scores will be removed from the calculations (to help prevent bias).

5 – Your opponent was outstanding. You’re wondering if you can sneak them home in your bag so that you can play against them more often.

4

3 – An average game.

2

1 – Chinese water torture is more preferable than playing this person again.

**There will be five games played consisting of the following:**

Game One – Recon

Game Two – Secure and Control

Game Three – Seek and Destroy

Game Four – Take and Hold

Game Five – Cleanse

Each game has been allowed 90 minutes of play time. 20 Game points are available from each game. If all competitors finish early, then the next round will also start sooner to keep things moving. Before playing each game, roll a D6, and consult the chart below to see which scenario special rules will be in play.

Dice Result	Scenario Special Rules
1 - 2	Victory Points
3 - 4	Infiltrate, Deep Strike, Dusk and Dawn, Victory Points
5 - 6	Escalation, Concealment, Infiltrate, Deep Strike, Dusk and Dawn, Victory Points, Random Game Length.

Result	Win	Lose
Victorious Slaughter!	20	0
Crushing Victory	17	3
Solid Victory	13	7
Draw	10	10