

Tournament Details

The scenarios are based on series of recon missions and the army lists will be looked at with this in mind. For example Marneus Calgar leading a 10 man Terminator Squad and 10 Scouts is not in keeping with the theme of a Recon Army.

Army Size: 650 points

Army Composition:

Compulsory

1 HQ

2 Troops (must be from the troop section of your codex, not from a character's ability to change a unit's category). For example a Space Marine Captain mounted on a bike allows Bike Squads to be taken as a troop choice this is not allowed in the compulsory 2 troop choices.

Optional

You can choose from Elites, Fast Attacks and Heavy Support.

You can only select a second HQ, Elite, Fast Attack, Heavy Support or a third Troop if you have at least one selection from each category. For example to have 2 Elites you must have 1 HQ, 2 Troop, 1 Fast Attack and 1 Heavy Support.

Restrictions

Armour Value must not exceed 35. Add up the Front, Rear and one Side Armour Value and if that exceeds 35 you can't take that vehicle or walker.

Scoring

This is a World Cup style draw. Players will be divided up into Pools of 4. Round Robin games will be played in the morning against the players in your pool, with the winners of each pool going through to the Final series. If there are less than 8 pools, the highest scoring second placegetters will proceed through to the Final Series.

Each round is worth up to 8 points, with these points being used to determine your overall score. In the event of a tie breaker, the player with the most wins will proceed. If still tied the player with the biggest win will proceed.

In the event of a bye the player will score the average of all the players points scored for that round.

In any of the Round Robin games if you wipe out your opponent, you will not score maximum points, but rather play the remaining turns out to see what your final score is.

Scenarios

Secure the Objective

Deployment: Pitched Battle

Mission: Seize Ground

Seven objectives are placed in no mans-land in a predetermined pattern. Once both have deployed and placed infiltrators, players will declare which 2 Troop units (scoring) have the ability to control objectives. All units can contest objectives.

At the end of turns 2, 3, 4, and 5 each objective will be worth 2 points, scoring unit can only secure one objective at a time. However, each objective has a finite life and their power supply may fluctuate.

Maximum points: 8

Escort

Deployment: Spearhead, exception all troops deploy 18" away from the centre of the table.

Mission: Secure the Objectives and escort them off the table.

Two objectives are placed 6" from the table centre in the non-deployment quarters equal distant from each player's deployment quarters.

To secure an objective a Troop choice must come in contact with the objective (must disembark from a vehicle). Once secured the objective can be embarked onto a vehicle and transported, but it must move with the Troop unit. If a unit is forced to fall back in any way the objective is dropped there and then on the table.

Non-Troop units cannot move within 3" of the objectives.

Points are scored by:

- Troops securing an objective (max of 1 point per objective)
- Transporting the objective back into you deployment zone (max of 1 point per objective)
- Both objectives being in the players deployment zone (and secured) at the end of their turn (can only be achieved once)
- Transporting the objective off the table via the player deployment corner (this means the Troop will no longer participate in the game)
- Transporting both objectives off the table via the player's deployment corner.

Maximum Points: 8

Breakthrough

Deployment: Pitched Battle

Mission: Breakthrough the enemy line

After deployment and infiltrators have been placed declare which 2 Troop Units (scoring) are to break through the enemy line and exit over the enemy's deployment table edge.

The scoring unit must spend at least one full turn on the table before they can exit off the table. For example if the unit arrives in turn 3, the earliest the unit can leave the table is the movement phase of that player's turn 4. If a unit deep strikes off the table edge it does not count as being on the table for a turn.

Points are scored by:

- Player's first Troop (scoring) off the table Turn 3, score 4 points
- Player's first Troop (scoring) off the table Turn 4, score 3 points
- Player's first Troop (scoring) off the table Turn 5, score 2 points
- Player's first Troop (scoring) off the table Turn 6 or 7, score 1 point
- Troop (scoring) unit above 50% strength leaves table edge 1 point
- For every Enemy Troop Unit (scoring) unable to leave 1 point

Maximum Points: 8

Final Series

The final series comprises 8 players in sudden death games, with the winners proceeding until the final 2 players.

The scenarios have been pre-determined and will be disclosed just prior to the final series.

If you have to leave before your final game is over you are deemed to forfeit the game and your opponent will automatically win.

We envisage that the day will finish between 5.30pm-6.00pm.