**Warhammer 40K Tournament Outline**

Beginning Orccon 2017 we will be running a Warhammer 40K tournament. Prizes will be awarded using the following chart and will vary depending on the number of participants. Entry for the tournament calls only for the participant to have a convention badge, no separate entry fees will be required. Prize support would run using a participant block system as follows:

Players Prize Support (in Dealer Tokens) Players Prize support

6-12 120 13-18 180

19-24 240 25-30 300

31-36 360 37-42 420

Dealer Tokens are exchanged in the Dealer’s Room at the convention the same as cash with any of the vendors. This allows the winners to choose anything they like instead of the usual “Here’s an Ork Army box that has been collecting dust for 3 years.” We will also have personalized plaques made for the winners and shipped to their homes, a step up from the old non-descript prizes previously awarded.

Participants will be using a single army list for all scenarios used during the tournament. Army lists will have a 2000 point limit. List limits will be no Super Heavy Vehicles, Gargantuan Creatures, or Allies. The list must consist of 1 Standard Detachment (1 HQ and 2 Troop choices required, 1 HQ, 4 Troop, 3 Elite, 3 Fast and 3 Heavy optional). Standard Detachment charts from your Codex can also be used. Individual Formations cannot be used, only those required by an army’s Standard Detachment listed in their Codex. Note: Necron units using the Reclamation Legion Detachment DO NOT gain the Enhanced Reanimation Protocol re-roll benefit granted by the formation, only the +1 to Reanimation Protocol rolls allowed by the Detachment. Lists must be from a single army book, no allies.

There will be no scoring for Army Composition. As long as an army uses the guidelines given above each player should be able to craft an army that they want to play and will be competitive. In the past, Army Composition has been largely personal preference with the person doing the judging. Instead, of doing this, there are certain aspects of the Warhammer 40K world that have been seen as abused or effective beyond the points paid for the unit. Therefore, there will be certain Victory Point modifiers for certain units to help level the playing field as follows:

+1 VP for each Troop choice beyond the 2nd you have on your roster (Split Squads only count as the original Troop choice at all times unless noted in the scenario). Dedicated transports do not count as a separate Troop choice for this VP, but count as a Troop choice unit in all other respects.

+1 VP per 50 points for each Special/Named Character killed (i.e. a 175 point Character is worth +4 VP in addition to whatever is awarded in the scenario)

+2 VP for each model killed with the “Flyer” rule

Additionally, each player gets +1 VP each game for each 25% their models that are painted/based. For a model to be painted and based, it needs to have 3 colors and a base that matches the paint or unit scheme. Fully painted armies will get an additional 2-4 VP (6-8 total VP) for army consistency and aesthetics. To save time, these points will be judged and awarded during the first game played and will be the same for each game in the tournament.

**SCENARIOS**

The following scenarios are examples of those that will be used during the tournament. Of the 5 listed, 3 will be randomly rolled and used as the tournament games.

1. Race to the Center – Each side starts with any or all of their Troop and Fast choices on the table, everything else in reserve (including all Drop Pods not associated with Troop or Fast choices, which are deployed within your deployment area). At the end of each turn, each side gets 2 VP for each unit FULLY within 18 inches of the center of the table.
2. Command Decision (Survival) – Each side starts with all Troop and HQ choices on the table (including all Drop Pods associated with Troop or HQ choices, which are deployed within your deployment area without scattering) everything else in reserve. Starting with Turn 2, make a reserve roll for each unit still in reserve. The player can choose 1 unit to enter the battle for each successful reserve roll. Each player gets 2 VP for each unit over 50% strength or remaining HP they control on the table at the start of their turn that is not falling back and 1 VP for each unit 50% or under strength or remaining HP. Each player gets the same VP for units still on the table and not falling back at the end of the game.
3. Rolling Thunder (Obliteration) – Each side may start with any or all of their Troop and Heavy choices on the table. Each player chooses and declares which of their other units will be held in reserve or will move onto the table from their table edge on Turn 1. If a unit cannot enter play from their own table edge it must be placed in reserve. Players accumulate 1 VP per 50pts of each enemy unit they destroyed during the turn (i.e. a unit worth 155 pts is worth 4 VP when destroyed). For purposes of this scenario, Split squads are considered individual squads and Individual Characters are considered as a separate unit from any unit they have joined.
4. Command Decision (Battlefield Control) – Standard Deployment rules. There will be 4 objective markers on the table in the center 6’ x 12” strip of land at least 12” apart from each other. At the end of each turn, each player with at least 1 unit within 3” of an objective earns 5 VP per objective controlled. If both players have at least 1 unit within 3” of the same objective they both score 3 points.
5. Control Your Position – Each side may start with any or all of their Troops on the table, everything else in reserve. Each side has 3 objective markers (placed by their opponent) completely within their deployment zone. At the beginning of each of their turns, players collect 3 VP for each objective marker controlled by a Troop choice unit of their army or 1 VP for each objective marker controlled by a unit other than a Troop choice.

Each scenario will have fully flushed out information as depicted on the following page. Terrain setup and definitions will be decided at each table before Scenario is rolled.

**Scenario 1**

**Race to the Center**

Players roll their Warlord Trait, Psychic Powers, and any other variable they may have for the game.

Dawn of War setup will be used.

Both players roll a d6. Highest roll chooses to be Player A or Player B.

Player B chooses which side of the table they will set up in.

Player A begins by setting up any or all of his TROOP and FAST ATTACK units in their setup area. If any of these units have a Drop Pod it is deployed in your set up area as well. All other Drop Pods are in reserve and can be rolled for starting on Turn 2. Fast Attack Flyers may be setup as other units in your deployment zone and can be declared to be Zooming or Hovering if able.

Player B sets up their TROOP and FAST ATTACK units as A did above.

Player B may attempt to Steal The Initiative.

Each player takes their first turn. At the beginning of a player’s turn where they have a unit in the 18” center objective area, they are considered to have broken through the interference of the area and can Deep Strike normally anywhere on the table. Otherwise, Deep Strike units can deep strike anywhere but the 18” center objective area (they cannot even deviate into it, it is considered impassable terrain for Deep Strike Mishaps).

VICTORY POINTS:

Before play begins, each player scores their painting VP score on the scorecard.

During play, at the beginning of each player’s turn, they score 2 VP for each unit fully within 18” of the center of the table. If an Infantry model is “half in” or more of this zone it is considered fully in. All other types of models must be completely within the 18” radius of the center of the table.

During play, each player earns the bonus VP for each Special/Named Character or Flyer they destroy during their turn.

At the end of the game, Players earn an additional 1 VP for each unit fully within 18” of the center of the table, then compare VP totals:

Difference in VP Scenario Result Tournament Points Received (Winner/Loser)

0 Tie 5 / 5

1-4 Minor Adulation 7 / 5

5-8 Minor Victory 9 / 4

9-12 Major Victory 11 / 4

13+ Historical Lamenting 13 / 3

**Scenario 2**

**Command Decision (Survival)**

Players roll their Warlord Trait, Psychic Powers, and any other variable they may have for the game.

Hammer and Anvil setup will be used.

Both players roll a d6. Highest roll chooses to be Player A or Player B.

Player B chooses which side of the table they will set up in.

Player A begins by setting up his TROOP and HQ units in their setup area. None of these choices may be held in reserve as they are already considered to be in position and calling for reinforcements. If any of these units have a Drop Pod it is deployed in your set up area as well. All other units, including other Drop Pod units, are in reserve and can enter as Reserve starting on Turn 2 with the rest of the army.

Player B sets up their TROOP and HQ units as A did above.

Player B may attempt to Steal The Initiative.

Each player takes their first turn. At the beginning of each player’s second turn, the player makes a reserve roll for each unit held in reserve. For each successful roll, the player chooses 1 unit to enter as reserve and places the unit on the board as that unit would normally enter play.

VICTORY POINTS:

Before play begins, each player scores their painting VP score on the scorecard.

During play, at the beginning of each player’s turn, they score 2 VP for each unit over 50% strength or remaining Hull Points they control on the table that is not falling back and 1 VP for each unit 50% strength or remaining Hull Points or less that is not falling back. Note that for this scenario, “split squads” are not considered separate units, but as long as one part of the split squad is above 50% strength that unit is considered above 50% strength until one is destroyed.

During play, each player earns the bonus VP for each Special/Named Character or Flyer they destroy during their turn.

At the end of the game, Players earn additional VP for surviving units as noted above, then compare VP totals:

Difference in VP Scenario Result Tournament Points Received (Winner/Loser)

0 Tie 5 / 5

1-5 Minor Adulation 7 / 5

6 - 10 Minor Victory 9 / 4

11 - 15 Major Victory 11 / 4

16+ Historical Lamenting 13 / 3

**Scenario 3**

**Rolling Thunder (Obliteration)**

Players roll their Warlord Trait, Psychic Powers, and any other variable they may have for the game.

Dawn of War setup will be used.

Both players roll a d6. Highest roll chooses to be Player A or Player B.

Player B chooses which side of the table they will set up in.

Player A begins by setting up any or all of his TROOP and HEAVY units in their setup area. If any of these units have a Drop Pod it is deployed in your set up area as well. Player A then announces to Player B which remaining units will be placed in reserve and which units will enter play from their table edge on Turn 1. NOTE: If a unit cannot MOVE ONTO THE TABLE from the player’s table edge it must be placed in reserve.

Player B sets up their TROOP and HEAVY units as A did above and announces the status of their remaining units.

Player B may attempt to Steal The Initiative.

Each player takes their first turn. At the beginning of each player’s first turn they move their units currently on the table, then move each unit previously declared onto the table from their long table edge. The unit moving onto the table can act normally that turn. Beginning turn 2, players roll for reserves as normal with those units entering play normally.

VICTORY POINTS:

Before play begins, each player scores their painting VP score on the scorecard.

During play, at the end of each player’s turn, they score 1 VP per 50 points for each unit they destroyed that turn (i.e. a unit worth 155 points is worth 4 VP). Split Squads are considered individual units as are Independent Characters who join units.

During play, each player earns the bonus VP for each Special/Named Character or Flyer they destroy during their turn.

Difference in VP Scenario Result Tournament Points Received (Winner/Loser)

0 Tie 5 / 5

1-3 Minor Adulation 7 / 5

4-6 Minor Victory 9 / 4

7-9 Major Victory 11 / 4

10+ Historical Lamenting 13 / 3

**Scenario 4**

**Command Decision (Battlefield Control)**

Players roll their Warlord Trait, Psychic Powers, and any other variable they may have for the game.

Vanguard Strike setup will be used.

Each player takes turns placing the 4 objectives in the center 12” strip of battlefield (note this is 6” from each deployment zone) no closer than 12” from a table edge or another objective.

Both players roll a d6. Highest roll chooses to be Player A or Player B.

Player B chooses which side of the table they will set up in.

Player A begins by setting up his army in their setup area and announces which units will be held in reserve.

Player B sets up their army and announces their reserves.

Player B may attempt to Steal The Initiative.

Game play begins normally with no special scenario rules.

VICTORY POINTS:

Before play begins, each player scores their painting VP score on the scorecard.

During play, at the end of each player’s turn, each player scores 5 VP for each objective they control (they control a unit within 3” of the objective). If both players have a unit within 3” of the objective, they both score 3 VP. Note that at the end of a turn if a unit is locked in combat with a unit controlling an objective, they both control the objective even if one unit is outside of the 3” radius.

During play, each player earns the bonus VP for each Special/Named Character or Flyer they destroy during their turn.

At the end of the game, Players earn an additional 1 VP for each unit fully within 18” of the center of the table, then compare VP totals:

Difference in VP Scenario Result Tournament Points Received (Winner/Loser)

0 Tie 5 / 5

1-5 Minor Adulation 7 / 5

6-10 Minor Victory 9 / 4

11-15 Major Victory 11 / 4

16+ Historical Lamenting 13 / 3

**Scenario 5**

**Control Your Position**

Players roll their Warlord Trait, Psychic Powers, and any other variable they may have for the game.

Dawn of War setup will be used.

Both players roll a d6. Highest roll chooses to be Player A or Player B.

Player B chooses which side of the table they will set up in.

Player A set up 3 objective markers in Player B’s setup area no closer than 12” apart. Player B does the same in player A’s setup area.

Player A begins by setting up any or all of their TROOP units in their setup area. If any of these units have a Drop Pod it is deployed in your set up area as well. All other units are in reserve and can be rolled for and enter play normally.

Player B sets up their TROOP units as A did above.

Player B may attempt to Steal The Initiative.

Game play begins normally with no special scenario rules.

VICTORY POINTS:

Before play begins, each player scores their painting VP score on the scorecard.

During play, at the beginning of each player’s turn, each player scores 3 VP for each objective they control with a TROOP unit and 1 VP for each objective they control with a non-Troop unit. Note that for this scenario, Drop Pods and other vehicles bought as Dedicated Transports cannot hold objectives.

During play, each player earns the bonus VP for each Special/Named Character or Flyer they destroy during their turn.

Difference in VP Scenario Result Tournament Points Received (Winner/Loser)

0 Tie 5 / 5

1-4 Minor Adulation 7 / 5

5-8 Minor Victory 9 / 4

9-12 Major Victory 11 / 4

13+ Historical Lamenting 13 / 3