

Dr. 40k or How I Learned to Stop Worrying and Love the Game

August 16th

This is a 1200pt, Battle-forged, 40k event being held in The War Room on the 16th August. This means that your army can include any amount of Detachments as long as they follow the rules for Battle-forged and do not exceed the points limit. The event costs €15 to enter.

Due to the small points limit, Lords of War cannot be taken for this tournament. No more than 200 points to be spent on fortifications (points to include any upgrades or battlefield debris). The appropriate models should be used where one exists. Players should have a copy the up to date rules for any models to wish to use and be prepared to explain them to their opponent.

Players should also make sure to bring dice, tape measures etc. Also a copy of the codex and rule book and any extra rules for any 40k approved units they are using in their army.

All models should be painted and based and you will receive 10 points towards your final score if they are. Armies that are mostly painted and based will receive 5 points and mostly unpainted will receive 0 points. What counts as mostly painted/unpainted is a subjective decision that will be made by the TO on the day.

Rosters that are submitted to the email address eoin.om89@gmail.com before the end of Monday the 11th of August will receive 10 points to score. List submitted after that receive 5 points and lists submitted on the day receive 0 points. Please put "The War Room" in the subject of your email.

The timetable for the day is as follows:

Registration: 9am - 9.45

Game 1: 10 - 12

Game 2: 12.15 - 2

Game 3: 2.30 - 4.15

Game 4: 4.30 - 6.15

Tournament End and out the door: 7pm

Please arrive in time for the registration as you will have little time for your first game and probably end up playing whomever you showed up to the event with.

The missions for the games are as follows:

Game 1: Cleanse and Control – Dawn of War Deployment

Game B: Tactical Escalation – Vanguard Strike Deployment

Game iii: Deadlock – Hammer and Anvil Deployment
Game Four: Purge the Alien – Dawn of War Deployment

The TO will give fair warning of time limits and the tournament will enforce strict dice down deadlines.

The missions will be played as strict rulebook. That means the secondary objectives in the book and mysterious objectives are all to be used.

Scoring points:

After the game, to work out the final score you should do the following for each player:

Work out how many VPS were scored out of Tactical Objectives/Kill Points.

Work out how many VPS were scored out of Secondary Objectives.

Gain 1 VP for every 250 army points worth of your opponents army that you killed.

Compare the amount of Vps you and your opponent scored and consult the following chart -

Difference 0 - Battle points 10 / 10
Difference 1 - Battle points 11 / 9
Difference 2 - Battle points 12 / 8
Difference 3 - Battle points 13 / 7
Difference 4 - Battle points 14 / 6
Difference 5 - Battle points 15 / 5
Difference 6 - Battle points 16 / 4
Difference 7 - Battle points 17 / 3
Difference 8 - Battle points 18 / 2
Difference 9 - Battle points 19 / 1
Difference 10 or more - Battle points 20 / 0

The best will be done to stop clubmates playing in the first round and people playing people more than once over the course of the day.

Please send any questions, comments and criticisms to the email address eoin.om89@gmail.com