

Observe and Report

Warhammer 40k 500pt Tournament

This tournament will comprise 3 games of Warhammer 40,000. Each force will adhere to the following rules:

- Must total no more than 500 points
- A minimum of 1 Troop choice in each force. All unit sizes must be within those specified in the army lists.
- No vehicles with total armour greater than **33**. Calculated by adding the Front, Side and Rear armour (*only count Side once*)
- No model may have more than 2 wounds except those that have the Small Target universal special rule (These may not be taken as compulsory choices on the force organization chart).
- No model may have an ordinance weapon
- No saves better than **3+** & no invulnerable saves better than **4+**
- All models used **must** be painted and based.
- Each army is limited to troops specifically permitted by their codex and allies may not be used.
- Witch Hunter or Daemon Hunter Forces may not induct Guard units or Allied Space Marines.
- Only armies from authorised GW codices are acceptable. See below for the full list.
- A Combat Patrol Force may not contain any Special Characters or Imperial Assassins,
- You will require an appropriate objective marker mounted on a base of 40mm in diameter.

Permitted Armies

Codex Space Marines	Codex Dark Angels	Codex Necrons
Codex Blood Angels	Codex Space Wolves	Codex Daemon Hunters
Codex Black Templars	Codex Witch Hunters	Codex Imperial Guard
Codex Tau Empire	Codex Orks	Codex Chaos Space Marines
Codex Daemons	Codex Eldar	Codex Dark Eldar
Codex Tyranid		

Before you begin each game...

Please go through your army list with your opponent, confirm with your opponent which each unit is. Then scenario provided including and additional rules, also confirm the effect of any terrain. If you require before the game a Referee will clarify any details.

How the tournament will be run and won

Before the first game each player will be given a number. This number will determine which table and on which side of the board that they will start. Please note that you are not permitted to change table positions with anyone else and you are not permitted to opt to deploy on the other side of the table. You must deploy on the side that you have drawn. All games will be played on a 4'x4' table.

Once the first round of games is completed each player will move one table to the right and the same following the second game.

The first scenario will be Take & Hold, the second is Search & Destroy and the third is HQ. Full rules for these scenarios are attached.

The following points are available to be won for each game:

Win 3

Draw 1

Lose 0

Concede 0

In addition the scenarios Search & Destroy and HQ have the opportunity to score victory points as described in the Warhammer 40k rulebook. Please make a note of these and pass them to the organiser along with your result at the end of the game.

The winner of the tournament will be whoever scores the most points. In the likely event of a tie the winner will be decided on victory points scored.

You will need:

- A 500pt army adhering to the rules above
- A legibly written copy of your army list
- A copy of the Warhammer 40k 5th ed rulebook and your relevant codex
- Dice
- Tape measure
- Templates
- A copy of these rules & scenarios
- To be ready to have fun!

SCENARIOS

Take & Hold

Deployment

Place one objective in the centre of the table. Each player then rolls off to decide who deploys & goes first. Each player then deploys their entire force up to 6" on to the table. Either player may hold units in reserve which will arrive as per the Warhammer 40k rulebook.

The player who deployed 2nd may attempt to seize the initiative.

The game runs for 5 turns players then rolling for random game length at the end of turn 5 (and 6 if played) as per the Warhammer 40k rule book.

Objective

Take and hold the objective.

Winning the game

Objectives are claimed in the same way as per the Warhammer 40k rulebook with the following adjustment.

Any model with the unit type of 'Infantry', 'Cavalry', 'Bike' or 'Jetbike' in their description in their codex may claim or contest the objective. Units under half strength may still hold or contest the objective.

If you wipe out your enemy then you have won the game.

Search & Destroy

Deployment

Mark a line diagonally across the table from the left hand corner to the right hand corner. Each player then rolls off to decide who deploys & goes first. The player who is deploying first then deploys his entire force at least 12" from the centre line. Their opponent then does the same. Either player may hold units in reserve which will arrive as per the Warhammer 40k rulebook.

The player who deployed 2nd may attempt to seize the initiative.

The game runs for 5 turns players then rolling for random game length at the end of turn 5 (and 6 if played) as per the Warhammer 40k rule book.

Objective

Destroy your opponent's force.

Winning the game

If you successfully destroy your opponent's force and you have any non-fleeing and/or functional vehicles remaining on the table you win.

If you both still have any non-fleeing and/or functional vehicles (i.e. still able to move) remaining on the table at the end of the game then victory is decided by whoever has scored the most victory points. If you have both scored the same victory points the game is a draw.

At the end of the game, please make a note of victory points scored on both sides and pass these to the organiser.

HQ

Deployment

Each player rolls off to decide who deploys & goes first. Deployment is as per the Spearhead deployment method in the Warhammer 40k rulebook. Once table quarters have been decided each player places an objective up to 12" from their table corner. The winner of the roll off then deploys their force. Their opponent then does the same. Either player may hold units in reserve which will arrive as per the Warhammer 40k rulebook.

The player who deployed 2nd may attempt to seize the initiative.

The game runs for 5 turns players then rolling for random game length at the end of turn 5 (and 6 if played) as per the Warhammer 40k rule book.

Objective

Destroy your opponent's force and take their objective.

Winning the game

You score 50pts for holding your own objective at the end of the game. If you hold your opponents objective at the end of the game you score a bonus 100pts.

If you successfully destroy your opponent's force and you have any non-fleeing and/or functional vehicles (i.e. still able to move) remaining on the table you win.

If you both still have any non-fleeing and/or functional vehicles remaining on the table at the end of the game then victory is decided by whoever has scored the most victory points. If you have both scored the same victory points the game is a draw.

At the end of the game, please make a note of victory points scored on both sides and pass these to the organiser.