

*The Saints Tournaments*



# Grand Tournament '016



November 12  
& 13th 2016  
Rulespack PART

2

Version 1,0  
August 30<sup>th</sup> 2016



## 1. Army Composition

- We will be using 7th Edition rules.
- We will be using the ["army list guidelines for the ITC 2015 40k season"](#)
- No more than **1,850 points** may be spent on your army.
- The [FAQ](#) of ITC will also be in use

## 2. Rules

- When multiple versions of a rule or code exist, use the most recent version, as long as it was published **at least** one month prior to the tournament.
- The appropriate codex overrides the rules in the rulebook unless this has been amended in an official Errata or if it contradicts this rules pack. When in doubt, contact the Tournament organizers as soon as possible or ask the Tournament referees. The referees' decision is final.
- The Errata articles as published on the [Games Workshop](#) website are in use.
- All tournament material is published in English. In a dispute, the UK standard will always be upheld!
- Referees set up the scenery for the battle and it may not be moved or changed. If the scenery needs changing, call one of the referees to assist.
- Although we strive to have this Rules Pack finalized by the time we open pre-registration, we do hold the right to publish amendments to this Rules Pack prior to the event. If so, they are official additions to this Rules Pack and supersede rules in here.

### 3. Missions

The following special rules apply to all 40,000 missions (except where excluded):

The victory conditions as describes by each mission in the Rulebook will NOT be used at this tournament. Instead the Victory conditions of each mission will be described in this rulespack.

Also primary and/or secondary objectives might be different from the rulebook, if this is the case it will be described at the mission in this Rulespack.

During this tournament each round consists of Alpha Missions, Beta Missions and Omega Missions (Tier 1, 2 and 3). All missions generate Mission Points in their own way by completing the mission at the end of the game or during the course of the game. All missions are described on the next pages.

**Before participating the tournament, please take a moment to carefully read the missions. This may save you some time during the tournament, so more actual gametime.**

#### 3.1 Victory conditions

If you earn any 'special' Mission Point (for example killing a Tau Ethereal), it always counts toward the Alpha mission.

After the game is over, seperately calculate the victory points for each of the Alpha, Beta and Omega missions. Look up the difference in the tables below and add the command points together to get the overall score of the mission.

Difference Mission Points	Alpha		Beta		Omega	
	Winner	Loser	Winner	Loser	Winner	Loser
0	5	5	3	3	2	2
1	6	4	4	2	3	1
2	7	3	5	1	4	0
3	8	2	6	0	4	0
4	9	1	6	0	4	0
5+	10	0	6	0	4	0

**Game Result = Score(Alpha) + Score(Beta) + Score(Omega)**

#### 3.2 Wipe out

It might happen that during the game the opponent runs out of models on the battlefield. If this is the case at the end of a Game Turn, the game ends immediately.

Consult the folowing table to find out the result for that game:

	Winner	Loser
<b>Wipe Out</b>	<b>16</b>	<b>4</b>
<b>Winner has more Mission Points in either Tier 1 or 2</b>	<b>+ 2</b>	<b>- 2</b>
<b>Winner has more Mission Points in 2 out of Tiers 1, 2 or 3</b>	<b>+ 2</b>	<b>- 2</b>

*Note: These points are cumulative*



#### **First Blood (1 MP)**

The player that completely destroyed the first unit (opponent's!) in the game achieves this mission

In certain cases it is possible for both players

#### **Titan Slayer (1 MP)**

If you destroy 1 or more units with the Lord of War battlefield role, you achieve this mission.

It is possible for both players to do so.

#### **Detachment Killer (1 MP)**

If you destroy all unit in one or more detachments in the opponent's army, you achieve this mission.

It is possible for both players to do so.

#### **Linebreaker (1 MP)**

A player that has at least 1 scoring unit within 12" of the opponent's table-edge at the end of the game achieves this mission.

It is possible for both players to do so.



### 3.3 Terrain

- Terrain will be pre-set. No player is to reposition any terrain during the event.
- Please spend a few minutes before each game classifying each piece of terrain.
- As GW has decided to remove most of the terrain rules from the Rulebook, consider the following rules:
  - Most features are covered on pages 108, 109 and 110 of the Rulebook
  - Forests are considered as Twisted Copse (p. 190)
  - All terrain that is not covered on page 109 is treated as regular Difficult Terrain (thus conferring a 5+ coversave). A model in Difficult Terrain is always considered to be 'In Cover'
  - Features that are placed on bases treat the base as being the same type of terrain as the feature itself.

### 3.4 Maelstrom of War

Some rounds contain a Maelstrom of War mission. In this case the following additional rules apply (all other rules on pages 136 and 137 apply):

- The standard Tactical Objective deck is used. Army specific decks are not allowed.
- If a certain Objective cannot be achieved due to the opponent's armylist, it can be immediately discarded. A new Objective is then generated.

*Example 1: If you draw "Scour the Skies" but the opponent doesn't have any Flyers of Flying Monstrous Creatures, you can discard it and immediately generate a new Objective.*

*Example 2: If you draw "Scour the Skies" but the opponent's flyers are not (yet) on the battlefield, you cannot generate a new Objective.*

- Up to 2 Objectives can be scored each turn
- If the game uses both a Maelstrom and an Eternal mission containing (non-Relic) Objective Markers, only 1 set is used. Maelstrom always uses 6 Markers (1-6). Markers 1 - X are used for the Eternal mission with x being the number of Objective Markers used in that particular mission.
- As Mysterious Objectives are not used during the tournament, the '41 - Recon' card can always be discarded immediately. A new objective is then generated.

### 3.5 'Destroyed'

In several places the rulespack or rulebook refer to units that are 'Destroyed'. A unit is considered to be destroyed in the following cases:

- All models in the unit have been reduced to 0 wounds.
- All models in the unit are 'removed from play' (or similar effects)
- The unit flees from the table during the game
- The unit is fleeing at the end of the game.
- The unit is in (ongoing) reserves when the game ends.

*Note: Achieving Tactical Objectives happens BEFORE a unit is counted as being destroyed due to bulletpoint 4 and 5.*

*Note: All scores that are calculated at the end of the game (controlling objectives, counting Destroyed Units, calculating Codex Points etc.) are determined AFTER counting a unit as being destroyed due to bulletpoints 4 and 5.*

## 3.6 Warm-Up

During the Warm-Up both players should inform each other about their armies. As the armylists contain no secrets, you have to hand it over if your opponent asks for it.

**If your army is not completely WYSIWYG you must inform your opponent of this now.**

## 3.7 Pre-game sequence

1. Players exchange armylists.
2. roll-off: Winner places the first objective. Players then alternate placing objectives until all are placed.
3. Roll-off: Winner chooses deploymentzone. This player also performs the actions in 4, 5 and 6 first.
4. Roll for Warlord Traits (Rulebook Page 124 - 125).
5. Roll for pre-game effects (eg. Daemonic Gifts).
6. Roll for Psychic Powers (Rulebook page 192 - 198)
7. Roll for Night Fight.
8. Roll-off: The winner chooses to deploy first or second. Deploy forces.
9. Roll off to deploy Infiltrators.
10. The player who deployed first decides who gets the first turn.
11. Roll-off for Scout Moves.
12. Seize Initiative (if the second player wants to).
13. Start the game.



# Round 1

**Deployment:** Dawn of War (Rulebook page 131)

**Alpha Mission:** **Cleanse and Control (Rulebook page 148)**  
 If an objective cannot be achieved due to the armylist of an opponent, it can be immediately discarded and a new objective is generated.

Up to 2 Objectives can be achieved each turn.

All Tactical Objectives are worth 1 Mission Point and can be achieved once per game.

**Beta Mission:** **Cleanse the Unclean**  
 At the end of the game calculate the difference in Codex Points achieved through destroying enemy units (see table below):

Unit Type	Status	CP's
Units	Above or at 50% starting models	None
	Below 50% starting models	Half
	Wiped out	Full
Vehicles	Above of at 50% starting hullpoints	None
	Below 50% Hullpoints	Half
	Wrecked or Exploded	Full
Independent Characters or Monstrous Creatures	Above or at 50% Wounds	None
	Below 50% Wounds	Half
	Killed	Full
Fortifications*	Fortification suffering 'Structural Collapse' or Catastrophic Breach	Half*
	Fortification suffered 'Total Collapse' or 'Detonation'	Full*
Gun Emplacement	Destroyed	Full**

The player with the most Codex Points gains a Mission Point for each full 200 Codex Points they earned more than their opponents.

**Omega Mission:** **Linebreaker, Slay the Warlord, First Blood, Titan Slayer, Detachment Killer**



**Mission Special Rules:**

- Nightfighting
- Reserves

**Codex Points** are the pointcost of a unit from your armylist (including upgrades).

In some cases it is possible that new units are created during the game. When this occurs, calculate the Codex Points for this unit(s).

## Round 2

**Deployment:** Dawn of War (Rulebook page 131)

**Alpha Mission:** The Relic (Rulebook page 147)

The relic confers Mission Points in the following way:

Claiming a relic:	1 MP
Claiming a relic on your own tablehalf	+1 MP
Claiming a relic in your own deployment zone	+2 MP

*Note: The relic has to be fully within the tablehalf in order to earn this point.*

*Note: The points are cumulative!*

**Beta Mission:** Big Guns Never Tire (Rulebook page 145)

4 Objectives are placed on the table (after the Relic has been placed)

2 of these Objectives are placed along the centerline of the table 18" from the short table edge and 18" apart from the Relic.

The remaining 2 Objectives may then mbe placed by the players.

Each Objective is worth 2 Mission Points.

Big Guns: Each player receives 1 Mission Point for each Heavy Support unit destroyed during the game.

Each Objective is worth 2 Mission Points.

**Omega Mission:** Linebreaker, Slay the Warlord, First Blood, Titan Slayer, Detachment Killer



**Mission Special Rules:**

- Nightfighting
- Reserves

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## Round 3

**Deployment:** Vanguard Strike (Rulebook page 131)

**Alpha Mission:** Purge the Alien (Rulebook page 143)

Note: a player can only score Mission Points through Killpoints up to the number of units in their own armylist.

**Beta Mission:** The Emperor's Will (Rulebook page 146)

Players must place Objectives on the opponent's tablehalf

Each Objective is worth 2 Mission Points.

**Omega Mission:** Linebreaker, Slay the Warlord, First Blood, Titan Slayer, Detachment Killer

**Mission Special Rules:**

- Nightfighting
- Reserves

# Round 4

**Deployment:** Dawn of War (Rulebook page 131)

**Alpha Mission:** **Cleanse and Control** (Rulebook page 148)  
If an objective cannot be achieved due to the armylist of an opponent, it can be immediately discarded and a new objective is generated.

Up to 2 Objectives can be achieved each turn.

All Tactical Objectives are worth 1 Mission Point and can be achieved once per game

**Beta Mission:** **The Scouring** (Rulebook page 144)  
Alpha and Beta missions use the same 6 Objectives.

The Scouring: Each player receives 1 Mission Point for each Fast Attack unit destroyed during the game.

Each Objective is worth 2 Mission Points.

**Omega Mission:** **Linebreaker, Slay the Warlord, First Blood, Titan Slayer, Detachment Killer**



**Mission Special Rules:**

- Nightfighting
- Reserves

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# Round 5

**Deployment:** Vanguard Strike (Rulebook page 131)

**Alpha Mission:** **Purge the Alien** (Rulebook page 143)  
Note: a player can only score Mission Points through Killpoints up to the number of units in their own armylist.

**Beta Mission:** **Crusade** (Rulebook page 142)  
3 Objectives are used, placed along the centerline of the table 18" from the short table edge and 18" apart.

Each Objective is worth 2 Mission Points.

**Omega Mission:** **Linebreaker, Slay the Warlord, First Blood, Titan Slayer, Detachment Killer**

**Mission Special Rules:**

- Nightfighting
- Reserves