

# The Highlander

## Warhammer 40,000 Tournament

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Hit Point Hobbies

118 W. Main St. Aberdeen, NC 28315

April 19<sup>th</sup>, 2014

9:30 a.m.

Entry Fee: \$10.00

Point Level: 2,000

Force Org: Double

Composition Rules: Highlander (Special)

Rounds: 3

Max Time per Round: 2 hours, 50 minutes

Rule sets: As to the right, note that is a unit has a conflicting status in the chart to the right, it is not allowed.

### Allowed Rules / Units

- ✓ Codex Units
- ✓ Codex Supplements
- ✓ Allies
- ✗ Data Slates - Formations
- ✓ Data Slates – Special Characters

### Escalation

- ✗ Escalation Rule Set / Lords of War
- ✗ Any Super Heavies

### Stronghold Assault / Fortification

- ✓ Fortifications
- ✗ Fortifications Networks
- ✗ AV 15 / D-Weapon Fortifications
- ✗ Void Shield Generators

### Death from the Skies

- ✗ Flier Upgrades

### Imperial Armor / Forge World

- ✓ 40k Approved Units
- ✗ IA Army List / Codexes
- ✗ IA Super Heavies
- ✗ Horus Heresy / Warhammer 30k

## Tournament Format & Special Rules

### Mission Format

Each round of the tournament will run three missions simultaneously. Two missions will be book missions and the third will be a special mission that compliments the other two missions.

Please note that two of the special missions accrue points at the end of every player turn. Be prepared to record that information to prevent confusion.

When the game is complete, the victory points will be recorded for each of the mission formats by placing the number of victory points in each line after the slash as below then totaled.

### Victory Conditions

#### Battle Points / Victory Points

	<u>Frank</u>	<u>Joe</u>
<b>Crusade</b>	___ / <u>9</u>	___ / <u>6</u>
<b>Purge the Alien</b>	___ / <u>4</u>	___ / <u>11</u>
<b>Special Mission</b>	___ / <u>5</u>	___ / <u>5</u>
<b>Total</b>	___ / <u>18</u>	___ / <u>21</u>

Then for each mission, the players get battle points as listed below.

- 5 points for a win
- 4 points for a tie
- 2 points for a loss
- 0 points if you concede the game

The Battle Points are entered before the slash for each tournament and totaled

### Victory Conditions

#### Battle Points / Victory Points

	<u>Frank</u>	<u>Joe</u>
<b>Crusade</b>	<u>5</u> / <u>9</u>	<u>2</u> / <u>6</u>
<b>Purge the Alien</b>	<u>2</u> / <u>4</u>	<u>5</u> / <u>11</u>
<b>Special Mission</b>	<u>4</u> / <u>5</u>	<u>4</u> / <u>5</u>
<b>Total</b>	<u>14</u> / <u>18</u>	<u>11</u> / <u>21</u>

At the end of the tournament, the battle points for every game are added together to determine 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place. In case of a tie, Victory Points are used to break the tie.

## Highlander Composition Rules

This version of the Highlander Rules introduces a series of composition restrictions designed to create a more diversified mixture of units in the army.

When referring to unit types, a unit type is defined by a codex entry in the army list building section of the codex.

### Troop Restrictions

An army list may not duplicate any unit type unless one of the conditions below are met.

1. All of the Troop Units types are exhausted in the codex.
2. Four unique Troop entries are utilized

Once these conditions are met, the player can add a second of each troop unit to the list. If an army has only one troop option, then the player may use up to four of that unit.

If a unit is not normally a troop unit but it is made a troop unit by a special rule, it cannot be duplicated. This unit does count as one of the four unique entries required for condition 2.

If you form an ally detachment, those troop units (and only troop units) are considered unique to the Ally detachment. So if you have a Salamander Army with an Ultra Marines ally, the use of an Ultra Marine Tactical Squad does not prevent you from having a Salamander Tactical Squad. If additional ally troop units are selected, none of them can duplicate within the ally force.

### Elite, Fast Attack, Heavy Support, Dedicated Transports, Fortifications and HQ Restrictions

Outside of the Troop units, an army can have no more than one of any unit type. The following rules are clarifications.

- For Special Characters, they not only obtain the unique role but they may count as a generic selection as well. For example, you cannot take Eldrad and a Farseer, because Eldrad is a Farseer.
- Weapon and wargear variations alone do not constitute a separate unit. For example, you cannot take Thunderhammer / Stormshield Terminators and Lighting Claw Terminators because they are both Assault Terminators.
- If a special character or similar rule changes one of these units into another force org slot, it does not allow another unit to be taken, even if the unit becomes a troop. For example, when a war boss joins a group of Knobs, they become troops. This does not allow an addition unit of elite knobs to be added to the list. You cannot use the rules for duplicating troop units in this situation either.
- You cannot add a unit to an ally detachment that exists in the primary detachment. For example, you cannot add a unit of Blood Angel Terminators and a squad of Ultramarine (codex space marine) Terminators.
- When units have detachable members (Eldar Warlocks, Necron Cryptecs, Space Wolf Wolf Guard) the maximum unit size is cut in half (round up).

### Allies

All Battle Brothers are downgraded to Allies of Convenience.

## **Painting Competition**

There will be a competition. The subject will be “Independent Characters”. These can be Independent characters, unique, or any named character. If you have any questions, inquire first.

The entry fee for each entry in the painting competition is \$3.00. Anyone can enter as long as the miniature is present for judging and the painter is present at the awards ceremony.

One free entry into the competition is part of the registration fee for the tournament. It is non-transferrable and it must be a unit played in the tournament.

The prize for winning the competition is equivalent of 25% of the tournament fees collected plus any of the painting competition entry fees.

Additional rules for the painting competitions can be found on the Hit Point Hobbies Website.

## 'The Highlander' – Round 1

**Missions:** Crusade (3 objectives)  
Purge the Alien  
Special Mission (Controlling Objectives)

**Special Mission:** At the end of each player turn, the controlling player collects one point per objective they control. The points accumulate each round. At the end of the match the player with the total combined points wins that mission. Slay the Warlord, Line Breaker and First blood have no effect in this mission.

**Determine Player 1:** Roll off against your opponent. The winner gets to determine if they are player 1 or player 2. Player one will choose table halves, deploy first and have 1<sup>st</sup> turn (unless stolen).

**Table Deployment:** Vanguard Strike (End to End) – One Objective is placed in the center of the board. Player 1 places one objective then player 2 places one, and repeat. Objectives must be placed more than 12" from each other and 6" from a table edge. No unit can control or contest more than one objective.

**Warlord Traits and Psychic Powers:** Role for Warlord Traits as normal, pre-selecting one chart to roll on. Role for psychic powers as normal. Role for Night Fight as normal.

**Steal Initiative:** Player 2 can choose to steal initiative as normal.

**Length of Game:** Random turn length as normal

**At Game's End:** Invite the tournament Organizer to the table to finalize the scores before any miniatures are removed and award end of game bonuses.

## Victory Conditions

### Battle Points / Victory Points

Crusade

\_\_\_\_ / \_\_\_\_

\_\_\_\_ / \_\_\_\_

Purge the Alien

\_\_\_\_ / \_\_\_\_

\_\_\_\_ / \_\_\_\_

Special Mission

\_\_\_\_ / \_\_\_\_

\_\_\_\_ / \_\_\_\_

Total

\_\_\_\_ / \_\_\_\_

\_\_\_\_ / \_\_\_\_

## 'The Highlander' – Round 2

**Missions:** The Emperor's Will (old capture and control)  
The Relic  
Special Mission (Holding the Relic)

**Special Mission:** At the end of each player turn, the controlling player gains one for every condition below:

- Controlling the Relic
- Forcing the opponent to drop the relic (typically by removing the unit holding the relic from play)
- Controlling the Relic in the opponents' deployment zone.

**Determine Player 1:** Roll off against your opponent. The winner gets to determine if they are player 1 or player 2. Player one will choose table halves, deploy first and have 1<sup>st</sup> turn (unless stolen).

**Table Deployment:** Dawn of War – Each Player 1 objective on his table half. Objectives must be placed more than 12" from each other and 6" from a table edge. No unit can control or contest more than one objective.

**Warlord Traits and Psychic Powers:** Role for Warlord Traits as normal, pre-selecting one chart to roll on. Role for psychic powers as normal. Role for Night Fight as normal.

**Steal Initiative:** Player 2 can choose to steal initiative as normal.

**Length of Game:** Random turn length as normal

**At Game's End:** Invite the tournament Organizer to the table to finalize the scores before any miniatures are removed and award end of game bonuses.

## Victory Conditions

### Battle Points / Victory Points

**The Emperor's Will**  
**The Relic**  
**Special Mission**  
**Total**

_____	_____
____/____	____/____
____/____	____/____
____/____	____/____
____/____	____/____

## 'The Highlander' – Round 3

**Missions:** Big Guns Never Tire (4 Objectives)  
The Scouring (Modified - 5 Objectives)  
Special Mission (Ground and Pound)

**Special Mission:** At the end of the game, calculates points based on the following equation:

$$\begin{aligned} \text{Total Points} = & \text{Total Enemy Fast Attack Killed} + \text{Total Enemy Heavy Support Killed} \\ & + \text{Players remaining Fast Attack Units} + \text{Players remaining Heavy Support Units.} \end{aligned}$$

**Determine Player 1:** Roll off against your opponent. The winner gets to determine if they are player 1 or player 2. Player one will choose table halves, deploy first and have 1<sup>st</sup> turn (unless stolen).

**Table Deployment:** Hammer and Anvil – Player 1 places both 2 objectives in his deployment Zone and the Player 2 places 2 objectives in their deployment zone. The objectives are used for the Big Guns Never tire. They are worth 3 points each for that mission.

The 5<sup>th</sup> objective is placed in the center of the board. All 5 Objectives are used for the Scouring. After the objectives are placed and before deployment, a D3 is rolled for each objective to determine the number of victory points each objective is worth.

**Warlord Traits and Psychic Powers:** Role for Warlord Traits as normal, pre-selecting one chart to roll on. Role for psychic powers as normal. Role for Night Fight as normal.

**Steal Initiative:** Player 2 can choose to steal initiative as normal.

**Length of Game:** Random turn length as normal

**At Game's End:** Invite the tournament Organizer to the table to finalize the scores before any miniatures are removed and award end of game bonuses.

## Victory Conditions

### Battle Points / Victory Points

**Big Guns Never Tire**

**The Scouring**

**Special Mission**

**Total**

_____	_____
____/____	____/____
____/____	____/____
____/____	____/____
____/____	____/____

## Appendix A - Example Build

To help explain the rules, I am going to pretend I am building an Eldar Force

### HQ

I prefer to play Eldrad plus a farseer on jetbike, but I cannot play both (Eldrad is a farseer). I decide to play a Farseer on Jetbike.

I also would like a squad of Wraithguard, and so I decide to take a SpiritSeer so they becomes troop choices.

I also like Jetbikes so I want to build a small jetseer council. Normally I could have 10 warlocks if I wanted, but for this tournament I can only have 5 (half size). I decide to take 4. One will detach at game time to add to another unit. That leaves three in the council

- Farseer with Jetbike & Singing Spear 120
- Warlocks with Jetbike & Singing Spear (x4) 220
- Spiritseer 70

### Troop Units

The Eldar have 7 Troop Unit options in the codex. I also know that if I take a Wraithguard or Wraithblade unit, they will count as troops because of the Spiritseer. I add troops as follows.

- Wraithguard (x5) 160
- Dire Avengers (x8 + Exarch with power weapon / Shield) 134
  - Wave Serpent (Scatterlaser, S-cannon, Holofield) 145
- Rangers (x5) 60
- Windrider Jetbikes (x6 + 2 Shuriken Cannon) 122

I added a Wave Serpent for the Dire Avengers, I would like to add one for the Wraithguard as well but the Dedicated Transports cannot be duplicated.

At this point, I have 4 unique entries, so I could duplicate my entries except for the wraithguard, because they were elites made troops by the Spirit Seer.

- Windrider Jetbikes (x3 + 1 Shuriken Cannon) 61

### Elites

Call me old fashioned, I want to have a small squad of Harlies and some striking Scorpions

- Harlequins (x5 + 5 Harlequins Kiss) 110
- Striking Scorpions (x5 + Exarch w/ Scorpions Claw) 142

I cannot add a wave serpent to the striking scorpions because the Dire Avengers already have one.

### Heavy Support

Let's put the Harlequins in a Falcon

- Falcon (Scatter Laser, Holofield) 150

### Fast Attack

I decide to jump over to Imperial Armor and grab a squad of Shadow Specters just to mix things up a little.

- Shadow Spectres (x4 + Exarch) 160

### Allies

I decide that my little jetseer unit just needs the Baron. But the Baron cannot join the jetseer council because he has been downgraded to an ally of convenience (This must be after he murdered the Farseer and took his bones). But still, I want to play the Baron so let's add some hellions and some Trueborn.

- Baron Sathonyx 105
- Hellions (x7) (counting as troops) 112
- Kilobyte Trueborn (x3 + 2 Splinter Cannons) 56
  - Venom (+ Splinter Cannon & Grisly Trophies) 70

Note, I cannot take Harlequins in the Elite slot because they have already been added to the list in the primary detachment.

### Conclusion

This brings the list to 1998 points. I have 17 kill points. I have 6 troop units for scoring, 3 jetbike units, one jump pack unit, one jet pack unit, and three vehicles.

The army has a jetseer council, but its only 2-4 warlocks depending on if I break of the warlocks to add to the windriders. It only has one farseer and the Baron cannot join.

## Appendix B – Special Unit Rules/ Counts as

This is a working list of special characters and units and how they are treated in the rule set.

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<b>Adepta Sororitas</b>	
<b>Priest</b>	Maximum of 3
<b>Saint Celestine</b>	Unique
<b>Uriah Jacobus</b>	Counts as Priest

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<b>Blood Angels</b>	
<b>Astorath the Grim</b>	Counts as Chaplain
<b>Chaplain (HQ)</b>	Counts as Chaplain
<b>Chaplain (Elite)</b>	Counts as Chaplain
<b>Corbulo</b>	Counts as Sanguinary Priest
<b>Dante</b>	Counts as Chapter Master
<b>Gabriel Seth</b>	Counts as Chapter Master
<b>Mephiston</b>	Counts as Librarian
<b>Sanguinor</b>	Unique
<b>Tycho</b>	Counts as Captain

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<b>Chaos Demons</b>	
<b>Be'lakor</b>	Counts as Demon Prince
<b>Blue Scribes</b>	Counts as Herald of Tzeentch
<b>Changeling</b>	Counts as Herald of Tzeentch
<b>Epidemius</b>	Counts as Herald of Nurgle
<b>Great Unclean One</b>	Counts as Greater Demon of Nurgle
<b>Lord of Change</b>	Counts as Greater Demon of Tzeentch
<b>Kairos Fateweaver</b>	Counts as Greater Demon of Tzeentch
<b>Karnak</b>	Herald of Khorne
<b>Ku'Gath</b>	Counts as Greater Demon of Nurgle
<b>Keeper of Secrets</b>	Counts as Greater Demon of Slaanesh
<b>Masque</b>	Herald of Slaanesh
<b>Skarbrand</b>	Blood Thirster
<b>Skulltaker</b>	Counts as Herald of Khorne

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<b>Chaos Space Marines</b>	
<b>Abadon</b>	Counts as Lord
<b>Ahriman</b>	Counts as Sorcerer
<b>Be'lakor</b>	Counts as Demon Prince
<b>Chaos Space Marine Daemon Prince</b>	Counts as Demon Prince
<b>Chaos Space Marines Terminator Lord</b>	Counts as Lord
<b>Fabius Bile</b>	Unique
<b>Huron Blackheart</b>	Counts as Lord
<b>Khârn the Betrayer</b>	Counts as Lord
<b>Lucius the Eternal</b>	Counts as Lord
<b>Daemon Prince</b>	Counts as Demon Prince
<b>Typhus</b>	Counts as Lord

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<b>Dark Angels</b>	
<b>Asmodai</b>	Counts as Chaplain
<b>Azrael</b>	Counts as Grand Master
<b>Belial</b>	Counts as Grand Master
<b>Deathwing Knights</b>	Unique
<b>Deathwing Terminator Squad</b>	Counts as Terminators
<b>Ezekiel</b>	Counts as Librarian
<b>Sammael</b>	Counts as Grand Master

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<b>Dark Eldar</b>	
<b>Asdrubael Vect</b>	Counts as Archon
<b>Baron Sathonyx</b>	Unique
<b>Drazhar</b>	Unique
<b>Duke Sliscus</b>	Unique
<b>Lady Malys</b>	Counts as Succubus
<b>Lelith Hesperax</b>	Counts as Succubus
<b>Kheradruakh</b>	Unique
<b>Urien Rakarth</b>	Counts as Haemonculus

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<b>Eldar</b>	
<b>Asurmen</b>	Counts as Phoenix Lord
<b>Avatar</b>	Unique
<b>Baharroth</b>	Counts as Phoenix Lord
<b>Bel-Annath</b>	Counts as Farseer
<b>Eldrad</b>	Counts as Farseer
<b>Feugan</b>	Counts as Phoenix Lord
<b>Illic Nightspear</b>	Unique
<b>Irillyth</b>	Counts as Phoenix Lord
<b>Karandras</b>	Counts as Phoenix Lord
<b>Maugan Ra</b>	Counts as Phoenix Lord
<b>Prince Yriel</b>	Counts as Autarch
<b>Spiritseer</b>	Unique in Eldar Codex. Max of 3 in Lyandin Suppliment
<b>Warlocks</b>	Maximum of 5

<b>Grey Knights</b>	
<b>Brother Captain Stern</b>	Counts as Brother Captain
<b>Castellan Crowe</b>	Counts as Brother Champion
<b>Grey Knights Paladins</b>	Unique
<b>Grey Knights Terminators</b>	Counts as Terminators
<b>Inquisitor Karamazov</b>	Counts as Inquisitor
<b>Inquisitor Coteaz</b>	Counts as Inquisitor
<b>Kaldor Draigo</b>	Unique

<b>Imperial Guard</b>	
<b>Al'rahem</b>	Unquie
<b>Commissar Yarrick</b>	Counts as Lord Commissar
<b>Jarran Kell</b>	Unique
<b>Lord Castellan Creed</b>	Unique
<b>Lukas Bastonne</b>	Unique
<b>Harker</b>	Unique
<b>Kubrik Chenkov</b>	Unique
<b>Mogul Kamir</b>	Unique
<b>Nork Deddog</b>	Unique
<b>Pask</b>	Unique
<b>Sebastian Yarrick</b>	Unique
<b>Sly Marbo</b>	Unique
<b>Straken</b>	Unique

<b>Imperial Knights</b>	
<b>Knight Errant</b>	Not Allowed
<b>Knight Paladin</b>	Not Allowed

<b>Necron</b>	
<b>Anrakyrr the Traveler</b>	Counts as Overlord
<b>Illuminor Szeras</b>	Unique
<b>Imotekh the Stormlord</b>	Counts as Overlord
<b>Nemesor Zahndrekh</b>	Counts as Overlord
<b>Royal Court</b>	Max Unit Size of 5 combined of Lords / Crypteks
<b>Trazyn the Infinite</b>	Counts as Overlord
<b>Vargard Obyron</b>	Unique

<b>Orks</b>	
<b>Boss Snikrot</b>	Unique
<b>Boss Zagstruk</b>	Unqiue
<b>Ghazghkull Thraka</b>	Counts as Warboss
<b>Kaptin Badrukk</b>	Unique
<b>Mad Dok Grotsnik</b>	Unique

<b>Space Marines</b>	
<b>Calgar</b>	Counts as Chapter Master
<b>Cassius</b>	Counts as Chaplain
<b>Cato Sicarius</b>	Counts as Captain
<b>Grimaldus</b>	Counts as Chaplain
<b>Helbrecht</b>	Counts as Chapter Master
<b>Korsarro Khan</b>	Counts as Captain
<b>Lysander</b>	Counts as Captain
<b>Pedro Kantor</b>	Counts as Chapter Master
<b>Shrike</b>	Counts as Captain
<b>Tigurius</b>	Counts' as Librarian
<b>Vulkan</b>	Counts as Captain

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<b>Space Wolves</b>	
<b>Arjac Rockfist</b>	Unique
<b>Bjorn the Fell-Handed</b>	Counts as Dreadnaught
<b>Canis Wolfborn</b>	Counts as Wolf Lord
<b>Logan Grimnar</b>	Counts as Wolf Lord
<b>Njal Stormcaller</b>	Counts as Rune Priest
<b>Ragnar Blackmane</b>	Unique
<b>Ulrik the Slayer</b>	Counts as Wolf Priest
<b>Wolf Guard</b>	Maximum of 5

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<b>Tau</b>	
<b>Aun Shi Tau Ethereal</b>	Counts as Ethereal
<b>Commander Farsight</b>	Counts as Commander
<b>Commander Shadowsun</b>	Counts as Commander
<b>Darkstrider</b>	Unqiue
<b>Farsights Command Team (The Eight)</b>	Farsight + 0-3

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<b>Tyranids</b>	
<b>Old One Eye</b>	Counts as Carnifex
<b>Swarmlord</b>	Counts as Hive Tyrant

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