

Bring the Pain

Rules Packet

Warhammer 40,000 Tournament

Hit Point Hobbies

118 W. Main St. Aberdeen, NC 28315

November 22nd, 2014

9:00 a.m.

Entry Fee: \$10.00

Point Level: 3,000

Force Org: As 7th edition with exceptions
to the right

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.

Standard Set-up

1. Players role off to place 1st objective, then alternate placing objectives in order . Refer to the details of the Primary Mission below.
2. Players role to determine Player 1 / who goes first.
3. Player 1 chooses deployment zone & deploys army first, followed by player 2.
4. Player 1 chooses to go first or second.
5. If player 1 chooses to go first, player two can steal the initiative. If only one opponent has a Lord of War on the field, the opposing player gets a +1 to this role.
6. All games are random game length.
7. Night Fighting and Game Length are determined as normal

Allowed Rules / Units

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

Escalation

- ✓ Escalation Rule Set / Lords of War
- ✓ Imperial Knights
- ✓ 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

Universal Tournament Rules

Tournament Scoring: At the end of each round, the winner will be determined by totaling the number of victory points. This will determine Win, Loss or tie. Each player will receive a number of Match Points based on this victory.

Win:	5 points
Tie:	4 points
Loss:	2 points
Withdrawal:	0 points

Match Points will be totaled at the end of the tournament to determine the winner. In case of a tie, battle points are also tallied and they will be used to break the ties by comparing the margin of battle points earned verses all of your opponents.

Total Battle Points = Sum of battle points for all three rounds – Sum of the battle points of all three opponents

Prizes will be awarded to the 3 players with the highest match points (with battle points breaking ties). An additional prize will be given to the player with the highest number of battle points.

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 1st turn (unless stolen).

Warlord Traits and Psychic Powers: Role for Warlord Traits as normal, pre-selecting one chart to roll on. If only one opponent has a Lords of War, then the other opponent may choose to role on the Escalation Warlord Traits Table (Page 34 of the Escalation Book). 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

Bring the Pain – Round 1

Crucible Extremis (p. 91 of the Escalation Book)

Primary Objectives: 3 objectives, Each Objective is worth D3 Victory Points to be determined at the end of the game.

Table Deployment: Dawn of War (12”) – One Objective is placed in the center of the board. Player 1 places his objective then player 2 places his. Objectives must be placed no less than 12” from each other and 6” from a table edge. No unit can control or contest more than one objective.

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 Points

	Player 1	Player 2
Each Objective Controlled (D3 points each)	_____	_____
Slay the Warlord (1 point)	_____	_____
First Blood (1 point)	_____	_____
Linebreaker (1 Point)	_____	_____
Through Attrition, Victory (1 Point/ 3 hull points/ wounds to super heavies)	_____	_____
Total Victory Points	_____	_____
Total Match Points	_____	_____

Battle Points

	Player 1	Player 2
Condition	_____	_____
Player controls more object end of player turn	_____	_____
Player Controls all Three Objectives @ end of player turn (1 pt per objective per round)	_____	_____
Player Controls the Center Objective @ end of game(1 pt)	_____	_____
Total	_____	_____

Bring the Pain – Round 2

Slay the Beast (p. 87 of the Escalation Book)

Primary Objectives: This is a Kill Point Mission, with extra weight applied to damage to super-heavies

Table Deployment: Hammer and Anvil (End to End) - No Objectives

Kill Points: Kill points for this round are determined as follows

1 point for every “regular” unit + 1 point per wound done to a GMC + 1 point per hull point done to a SHV

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 Points

	Player 1	Player 2
Slay the Warlord (1 point)	_____	_____
First Blood (1 point)	_____	_____
Linebreaker (1 point)	_____	_____
Most Kill Points (8 pts)	_____	_____
Hull Point/Wound remaining on a Super Heavy at End of Game (1 Pt / max 5)	_____	_____
Total	_____	_____

Battle Points

Condition	Player 1	Player 2
Slay the Warlord (1 pt)	_____	_____
First Blood (1pt)	_____	_____
Line Breaker (1 pt)	_____	_____
Player killed more units (1 pt)	_____	_____
Player Had more units remaining (1 pt)	_____	_____
Total	_____	_____

Bring the Pain – Round 3

Armory of Annihilation (p. 88 of the Escalation Book, modified)

Primary Objectives: 4 objectives, objectives is an Annihilator Objective. Each round at the beginning of the player turn, a controlling character may rule the following chart to determine the special ammunition / ability provided. Role once for each objective.

1. Armor Bane
2. Fleshbane
3. Skyfire & Interceptor
4. Monster Hunter
5. Shrouding
6. Roll twice – ignore 6s

The Annihilator objective can be destroyed with a single glancing or penetrating hit (AV = 15, WS = 0, 4+ Invuln). When it is destroyed, replace the objective with a standard, non mysterious terrain objective.

Table Deployment: – Corners, divide the table into 4 equal parts, opponents have deployment zones opposite of each other. No units can be within 12” of the center of the table or within 24” of another deployed unit. 4 objectives - Player 1 places his objective then player 2 places his. Objectives must be placed no less than 12” from each other and 6” from a table edge. No unit can control or contest more than one objective.

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 Points

Slay the Warlord (1 point)
First Blood (1 point)
Linebreaker (1 point)
Controlling Objectives (2 points each)
Through Attrition, Victory
Total

Player 1

Player 2

Battle Points

Condition
 Slay the Warlord (1 pt)
 First Blood (1pt)
 Line Breaker (1 pt)
 Player killed more units (1 pt)
 Player controls all objectives (1 pt)
Total

Player 1

Player 2

