

# Operation Fast Attack –Rules Packet

## Warhammer 40,000 Tournament

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Hit Point Hobbies

118 W. Main St. Aberdeen, NC 28315

April 25<sup>th</sup>, 2015

9:30 a.m.

Entry Fee: \$10.00

Point Level: 1,850

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 1<sup>st</sup> of 6 objectives, then alternate placing objectives in order 1-6. Refer to the details of the Primary Mission below.
2. Players role to determine Player 1. Player 1 chooses deployment zone & deploys army first, and goes first.
3. Player two can try to steal the initiative. If only one opponent has a Lord of War on the field, the opposing player gets a +1 to this role.
4. All games are random game length.

### Warlord Traits and Psychic Powers

Warlord Traits and Psychic powers are rolled as normal. If only one player has a lord of war the opposing player may choose to use the warlord trait table out of the Escalation Book. The Tactical Objective Warlord Traits from the BRB is also allowed.

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<sup>1</sup> Only one Lord of War slot is allowed

<sup>2</sup> All super heavies must use a rule set that is the most current and it must also be contained in a book that is currently available to be purchased from Games Workshop or Forge World.

<sup>3</sup> Only one Fortification Slot is allowed. If you wish to field buildings in the Stronghold Assault book that do not have models, or is you wish to use custom fortifications, these must meet approval by the TO

<sup>4</sup> Imperial Armor / Forge World units must use a rule set that is the most current and it must also be contained in a book that is currently available to be purchased Forge World.

### Allowed Rules / Units

- ✓ Codex Units
- ✓ Codex Supplements
- ✓ Allies
- ✓ Data Slates - Formations
- ✓ Data Slates – Special Characters
- ✗ Unbound List
- ✓ Escalation Rule Set / Lords of War<sup>1</sup>
- ✓ Imperial Knights
- ✓ Any Super Heavies<sup>2</sup>

### Stronghold Assault / Fortification

- ✓ Fortifications<sup>3</sup>
- ✓ Fortifications Networks
- ✓ AV 15 / D-Weapon Fortifications
- ✓ Void Shield Generators

### Death from the Skies

- ✗ Flier Upgrades

### Imperial Armor / Forge World<sup>4</sup>

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

## Primary Mission – The Scouring

As mentioned above, the players will place 6 objectives on the board. They will be placed in order from #1 to #6, starting with the winner of a role off and alternating between players. No Objectives can be placed close than 6” from a board edge of 12” from another objective.

The players will not get their score sheets until all of the objectives have been placed on the board. Their score sheets will have the number of victory points each objective is worth. The assignment of points to objective numbers will be different per table and not pre-assigned to a particular table. As per the rules for the Scouring, the points per objective will be distributed as below.

1 Objective	1 Points
2 Objectives	2 Points
2 Objectives	3 Points
1 Objective	4 Points

## Tactical Objectives

Each Player will be able to roll for two (3) Tactical Objectives at the beginning of their first round from Tactical Objective Chart #1. At the end of their player turn, any tactical objectives attained will score victory points and it is removed from play. The player may also choose to discard one tactical objective of his choice at the end of their player round. Any tactical objectives not scored or discarded will be carried through to the following rounds and are still eligible for scoring.

At the beginning of each player’s turns 2 through 5, each player can role on the corresponding Tactical Objective Chart for that turn (Tactical Objective Chart 2 for round 2, Tactical Objective Chart 3 for round 3, etc) to bring the total number of objectives up to 3. No more Tactical Objectives can be obtained in round 6 or 7, although existing ones can still be scored.

## Scoring

Victory Points will be used to determine which player is the winner of the match. Based on the victory points, the players will be declared and rewarded Match Points to be used to determine the winners of the tournament.

Winner: 5 Match Points

Tie: 4 Match Points

Loser: 2 Match Points

Concedes: 0 Match Points

Victory Points are not carried forward to determine the winner of the tournament in anyway, unless needed by a judge to break a tie in battle points.

Battle Points are separate points scored during the mission. While similar to the conditions used to determine victory points, these are kept and used to break ties in case one or more players get the same

number of Match Points. The number of battle points used to break ties equals the difference between you and your opponent's scores. (Your Battle Points – Opponents Battle Points)

## Tabled Opponents and Scoring

If one opponent is tabled (having all of his units removed as casualties) or his opponent quits get the tournament organizer immediately. The round will be scored as follows:

- The player who still has pieces on the board is the automatic winner (5 match points). The Victory Point total is irrelevant, but still need to be calculated.
- If the Winner's opponent lost all of his units in fair play, they receive 2 match points. If the forfeited the game they receive 0 points.
- The winner will be able to move as normal through his 7<sup>th</sup> round to claim any objectives for the final score of battle points.
- No additional Tactical Objectives are scored.

## FAQ & Special Considerations

The Store FAQs and General guidelines are found on the store's website off of the Warhammer 40,000 page as found under the Miniature War Games or by clicking this link (<http://hitpointhobbies.com/Games/Warhammer40k/40kFAQ.cfm>). It is a working document and it will be updated as frequently as needed.

## Painting Contest

There will be a painting contest for Fast Attack Units. One non-transferable entry is included in the tournament entry fee. Additional entries may be entered for \$3.00, which will be added to the prize for the tournament. Rules for the painting contest are found on the store's website off of the Warhammer 40,00 page as found under the Miniature War Games or by clicking this link (<http://hitpointhobbies.com/Games/Warhammer40k/PaintingContest.cfm>). It is a working document and it will be updated as frequently as needed.

## Length of Game

Random turn length as normal

## Night Fighting

Role as Normal

## Through Attrition, Victory

Players will determine 1 victory point for every three hull points or wounds they remove from a Lord of War (including characters), Super-Heavy, or Gargantuan Monstrous Creature. If the target regains wounds or hull points, those are not part of the total.

# Tactical Objective Charts

This page will be printed and supplied with all score sheets.

<b>Tactical Objective Chart 1</b>								
Roll three times on your first turn, rerolling repeat numbers. Mark them as "Rolled".								
Player 1 _____			Objectives			Player 2 _____		
Rolled	Pts	Discard	Die	Objective	Rolled	Pts	Discard	
◇	___	◇	1	Secure Objective 1 (1 pt)	◇	___	◇	
◇	___	◇	2	Secure Objective 2 (1 pt)	◇	___	◇	
◇	___	◇	3	Hold One Objective for 3 rounds (2 pts) ◇ ◇ ◇	◇	___	◇	
◇	___	◇	4	Hold one Objective (#3 - #6) with a Fast Attack Unit	◇	___	◇	
◇	___	◇	5	Kill an Independent Character / Monstrous Creature or Vehicle <sup>5</sup>	◇	___	◇	
◇	___	◇	6	Have unit in enemy deployment zone <sup>6</sup>	◇	___	◇	
At the end of you player turn, score points for each objective scored by writing the number of points in the "pts" column. You can discard one objective by marking it as "Discard"								
<b>Tactical Objective Chart 2</b>								
Roll on Round 2 to bring the total objectives up to three, rerolling repeat numbers. Mark them as "Rolled".								
Player 1 _____			Objectives			Player 2 _____		
Rolled	Pts	Discard	Die	Objective	Rolled	Pts	Discard	
◇	___	◇	1	Secure Objective 3 (1 pt)	◇	___	◇	
◇	___	◇	2	Secure Objective 4 (1 pt)	◇	___	◇	
◇	___	◇	3	Deep Strike or Outflank one Unit (1 pt)	◇	___	◇	
◇	___	◇	4	Kill a Troop Unit (1 pt <sup>7</sup> )	◇	___	◇	
◇	___	◇	5	Kill a unit in Close Combat (1 pt)	◇	___	◇	
◇	___	◇	6	Contest one Objective (1 pt <sup>8</sup> )	◇	___	◇	
At the end of you player turn, score points for each objective scored by writing the number of points in the "pts" column. You can discard one objective by marking it as "Discard"								

<sup>5</sup> The opponent's Warlord cannot qualify for this objective.

<sup>6</sup> If 3 units are in the enemy deployment zone, score D3 Points

<sup>7</sup> If 3 troop units are killed in a single turn, score D3 Points

<sup>8</sup> If 3 Objectives are contested, score D3 Points

### Tactical Objective Chart 3

Roll on Round 3 to bring the total objectives up to three, rerolling repeat numbers. Mark them as "Rolled".

Player 1 _____			Objectives			Player 2 _____		
Rolled	Pts	Discard	Die	Objective	Rolled	Pts	Discard	
◇	___	◇	1	Secure Objective 5 (1 pt)	◇	___	◇	
◇	___	◇	2	Secure Objective 6 (1 pt)	◇	___	◇	
◇	___	◇	3	Block one Psychic Power (1 pt)	◇	___	◇	
◇	___	◇	4	Kill an Independent Character / Monstrous Creature or Vehicle	◇	___	◇	
◇	___	◇	5	Kill a unit with Shooting (1 pt)	◇	___	◇	
◇	___	◇	6	Secure at least one objective outside of your deployment zone (1 pt)	◇	___	◇	

At the end of you player turn, score points for each objective scored by writing the number of points in the "pts" column. You can discard one objective by marking it as "Discard"

### Tactical Objective Chart 4

Roll on Round 4 to bring the total objectives up to three, rerolling repeat numbers. Mark them as "Rolled".

Rolled	Pts	Discard	Die	Objective	Rolled	Pts	Discard
◇	___	◇	1	Hold three objectives (2 pts)	◇	___	◇
◇	___	◇	2	Hold an Objective with a Fast Attack Unit (1 pt)	◇	___	◇
◇	___	◇	3	Fast Attack Unit in enemy deployment zone (1 pt)	◇	___	◇
◇	___	◇	4	Kill a Heavy Support or Elite Unit (1 pt) <sup>9</sup>	◇	___	◇
◇	___	◇	5	Kill a unit in Close Combat (1 pt)	◇	___	◇
◇	___	◇	6	Contest one Objective (1 pt)	◇	___	◇

At the end of you player turn, score points for each objective scored by writing the number of points in the "pts" column. You can discard one objective by marking it as "Discard"

### Tactical Objective Chart 5

Roll on Round 5 to bring the total objectives up to three, rerolling repeat numbers. Mark them as "Rolled".

Rolled	Pts		Die	Objective	Rolled	Pts	
◇	___		1	Secure an Objective secured by your opponent at the beginning of the turn. (2 pts)	◇	___	
◇	___		2	Kill an Independent Character / Monstrous Creature or Vehicle <sup>10</sup> (1 pt)	◇	___	
◇	___		3	Kill a Heavy Support or Elite Unit (1 pt)	◇	___	
◇	___		4	Kill a Troop Unit (1 pt) <sup>11</sup>	◇	___	
◇	___		5	Kill a unit in Close Combat (1 pt)	◇	___	
◇	___		6	Contest one Objective (1 pt)	◇	___	

At the end of each player turn until the end of the game, score points for each objective scored by writing the number of points in the "pts" column.

<sup>9</sup> If 3 troop units are killed in a single turn, score D3 Points

<sup>10</sup> The opponent's Warlord cannot qualify for this objective.

<sup>11</sup> If 3 troop units are killed in a single turn, score D3 Points

## Operation Fast Attack – Round 1

**Table Deployment:** Hammer and Anvil (End to End)

**Mission:** The Scouring (modified)

**Victory Points by Objective Number at End of Game**

Objective 1 = \_\_\_ pts

Objective 2 = \_\_\_ pts

Objective 3 = \_\_\_ pts

Objective 4 = \_\_\_ pts

Objective 5 = \_\_\_ pts

Objective 6 = \_\_\_ pts

## Combined Arms Detachments and Allied Detachments

Troops Units (including dedicated transports of those units) are considered “Objective Secured” as the main rule book for Combines Arms and Allied Detachments.

## Tactical Objectives

Each Player Roles for up to Three Tactical Objectives per turn. The charts are on the attached sheets.

**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.

How many Rounds did the Games Last? \_\_\_\_\_

Was one of the Player’s Tabled? \_\_\_\_\_

Who One: \_\_\_\_\_

## Victory Conditions (Victory Points)

	Player 1	Player 2
<b>Names</b>	_____	_____
Objective Controlled (1-4 points each)	_____	_____
Have the Most Tactical Objective Points (2 pts)	_____	_____
Slay the Warlord (1 point)	_____	_____
First Blood (1 point)	_____	_____
Line breaker (1 Point)	_____	_____
Through Attrition, Victory	_____	_____
<b>Total Victory Points</b>	_____	_____
<b>Match Points</b>	_____	_____

Battle Points	Player 1	Player 2
<b>Tactical Objective Points</b>	_____	_____
<b>Slay the Warlord (2 pt)</b>	_____	_____
<b>First Blood (1pt)</b>	_____	_____
<b>Line Breaker (1 pt)</b>	_____	_____
<b>Player Controls Three Objectives (1 pt/3 objectives)</b>	_____	_____
<b>Opponent has no Fast Attack Left (2 pts)</b>	_____	_____
<b>Total Battle Points</b>	_____	_____
Difference	_____	_____

## Operation Fast Attack – Round 2

**Table Deployment:** Dawn of War (12" Deployment)

**Mission:** The Scouring (modified)

**Victory Points by Objective Number at End of Game**

Objective 1 = \_\_\_ pts

Objective 2 = \_\_\_ pts

Objective 3 = \_\_\_ pts

Objective 4 = \_\_\_ pts

Objective 5 = \_\_\_ pts

Objective 6 = \_\_\_ pts

### Combined Arms Detachments and Allied Detachments

Troops and Fast Attack Units (including dedicated transports of those units) are considered "Objective Secured" as the main rule book for Combines Arms and Allied Detachments.

### Tactical Objectives

Each Player Roles for up to Three Tactical Objectives per turn. The charts are on the attached sheets.

**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.

How many Rounds did the Games Last? \_\_\_\_\_

Was one of the Player's Tabled? \_\_\_\_\_

Who One: \_\_\_\_\_

### Victory Conditions (Victory Points)

	Player 1	Player 2
<b>Names</b>	_____	_____
Objective Controlled (1-4 points each)	_____	_____
Have the Most Tactical Objective Points (2 pts)	_____	_____
Slay the Warlord (1 point)	_____	_____
First Blood (1 point)	_____	_____
Line breaker (1 Point)	_____	_____
Through Attrition, Victory	_____	_____
<b>Total Victory Points</b>	_____	_____
<b>Match Points</b>	_____	_____

Battle Points	Player 1	Player 2
<b>Tactical Objective Points</b>	_____	_____
<b>Slay the Warlord (2 pt)</b>	_____	_____
<b>First Blood (1pt)</b>	_____	_____
<b>Line Breaker (1 pt)</b>	_____	_____
<b>Player Controls Three Objectives (1 pt/3 objectives)</b>	_____	_____
<b>Opponent has no Fast Attack Left (2 pts)</b>	_____	_____
<b>Total Battle Points</b>	_____	_____
Difference	_____	_____

## Operation Fast Attack – Round 3

**Table Deployment:** Vanguard Strike (opposite Corners)

**Mission:** The Scouring (modified)

**Victory Points by Objective Number at End of Game**

Objective 1 = \_\_\_ pts

Objective 2 = \_\_\_ pts

Objective 3 = \_\_\_ pts

Objective 4 = \_\_\_ pts

Objective 5 = \_\_\_ pts

Objective 6 = \_\_\_ pts

## Combined Arms Detachments and Allied Detachments

Fast Attack (including dedicated transports of those units) are considered “Objective Secured” as the main rule book for Combines Arms and Allied Detachments.. Troop Units do not.

## Tactical Objectives

Each Player Roles for up to Three Tactical Objectives per turn. The charts are on the attached sheets. **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.

How many Rounds did the Games Last? \_\_\_\_\_

Was one of the Player’s Tabled? \_\_\_\_\_

Who One: \_\_\_\_\_

## Victory Conditions (Victory Points)

	Player 1	Player 2
<b>Names</b>	_____	_____
<b>Objective Controlled (1-4 points each)</b>	_____	_____
<b>Have the Most Tactical Objective Points (2 pts)</b>	_____	_____
<b>Slay the Warlord (1 point)</b>	_____	_____
<b>First Blood (1 point)</b>	_____	_____
<b>Line breaker (1 Point)</b>	_____	_____
<b>Through Attrition, Victory</b>	_____	_____
<b>Total Victory Points</b>	_____	_____
<b>Match Points</b>	_____	_____

<b>Battle Points</b>	Player 1	Player 2
<b>Tactical Objective Points</b>	_____	_____
<b>Slay the Warlord (2 pt)</b>	_____	_____
<b>First Blood (1pt)</b>	_____	_____
<b>Line Breaker (1 pt)</b>	_____	_____
<b>Player Controls Three Objectives (1 pt/3 objectives)</b>	_____	_____
<b>Opponent has no Fast Attack Left (2 pts)</b>	_____	_____
<b>Total Battle Points</b>	_____	_____
<b>Difference</b>	_____	_____