

Turneringsfolder

Svenska 40k-touren

Svenska 40k's årliga final.



Svenska 40k touren är till för den skara personer som lyckas kvala genom att spela top 6 på vissa speciella utvalda turneringar under 2011.

Missions är gjorda från olika turneringar och därmed ger en ganska intressant blandning.

Årets upplägg är som följer:

Minimum komp 10 enligt 6.7 RT mallen.

1475-1500p Enligt 5th ed. 40k och gällande codex med FAQ.

SweFAQ 3.3 gäller.

Armén måste vara målad, målningspoäng 0-100p tilldelas i slutet på turneringen.

50p - No unpainted / only basecoated models

25p - All bases have been painted and follow roughly the same theme

25p - All models seem to fit together (i.e. no models obviously borrowed from another army)

BRA ATT KOMMA IHÅG:

Det kommer inte vara möjligt att övernatta i turneringslokalen denna gång. Vi har dock säkrat en gruppdeal på ett närliggande (dock ej gångavstånd) hotell, där det kostar 300kr natten (frukost ingår). Kontakta Robert (snot) via PM på forumet, via mail på admin@darkage.se eller telefon 0739-692206 för ta del av denna bokning.



Saker man behöver ta med sig:

- Tärningar, Måttband, Armé, Armélista.
- Gott humör!
- 2 Objectivemarkers (25 eller 40mm, inga andra storlekar kommer fungera, kommer finnas några att låna på plats, men långt ifrån till alla)

Schema

Lördag

830-900 Registrering
900-1200 Match 1
1200-1300 Lunch
1300-2000 Match 2+3 *

Söndag

900-1200 Match 4
1200-1300 Lunch
1300-1600 Match 5
1600- Avslut, etc

*(Rasttiden på 15 minuter börjar efter sista rapporterade match, dock senast 1630, match 3 börjar 15 minuter efter rasten)



MISSION 1 : PITCHED BATTLE - SSK

Setup:

As per rulebook for Pitched Battle. Then divide the table in to four regular quarters, then also add a fifth “quarter” by placing a 12” diameter circle in the centroid of the table



Primary Objective:

5 Quarters. To control a quarter a scoring unit has to be within it, while at the same time none of the opponents units are within it. The majority of a unit has to be within a quarter to control / contest it.

Secondary Objective:

Kill Points

SCORING TABLES

Primary Objective

Secondary Objective

(Advantage in controlled quarters.)

(Difference in Kill Points scored.)

66-0	4+
58-8	3+
50-16	2+
41-25	1+
33-33	0

34-0	4+
30-4	3+
25-9	2+
21-13	1+
17-17	0

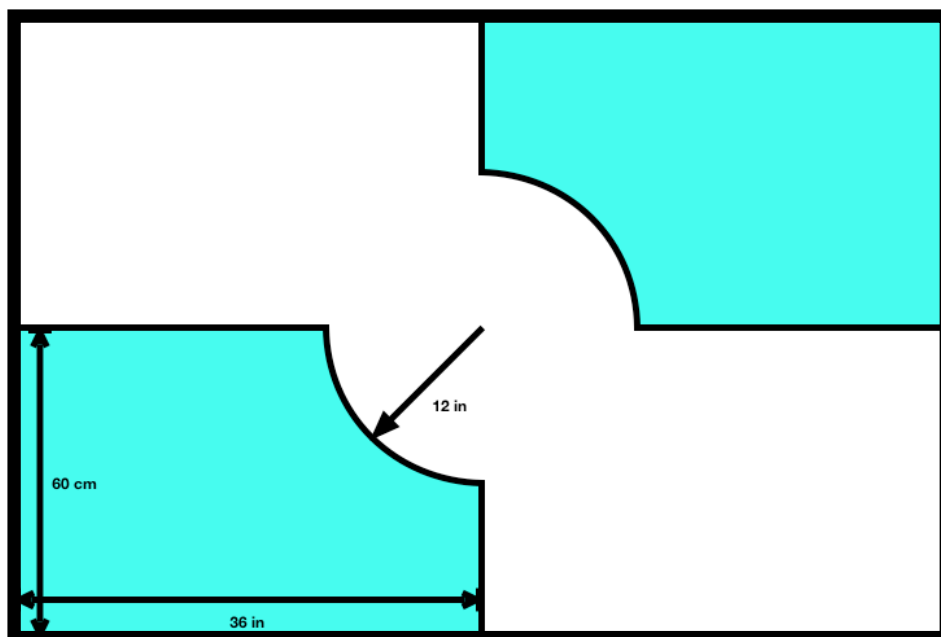


Ruins are played using 4th edition rules as stated in the SWEFAQ. 20 minutes before game end the tournament organizer will announce this. When this occurs, players may finish the current game turn so that both players have had an equal amount of turns played. Repeatedly finishing after the allotted time may result in a penalty point.

MISSION 2 : SPEARHEAD - DAWN OF WAR ALSO APPLIES - GOTHCON

Setup:

Deployment zones are like in Spearhead, but the same restrictions as in Dawn of War apply. In addition, each player may deploy up to three more units, as long as all of these additional units come from different categories (HQ, Elite, Troops etc). Units must be deployed more than 18" away from enemy models and during the first turn Night Fight is in use. All units not deployed and not declared to be in reserve arrive in turn 1 from the owning player's table edge.



Primary Objective:

Meat Grinder. At the end of the game, tournament points are awarded for have more scoring units within 12" of the centre of the board than your opponent.

Secondary Objective:

Bonus objectives. Before rolling to see who gets the first turn, eight bonus markers should be placed. The players roll-off and the winner starts placing a marker. His opponent then does the same and the players then alternate placing objectives until a total of eight markers have been placed. A marker may not be placed in impassable terrain or within 12" of a table edge. Note that a marker may be placed within any distance (or even on top of) another marker.

SCORING TABLES

Victory Points

60-0	1350+
55-5	1125-1349.75
50-10	900-1124.75
45-15	675-899.75
40-20	450-674.75
35-25	225-449.75
30-30	-224.75

Primary Objective

(Advantage in scoring units within 12" from the centroid.)	
40-0	3+
35-5	2
30-10	1
20-20	0

Secondary Objective

Each controlled objective is worth an additional 100 VP:s, add these before calculating the Victory Points table.



Tactical decision (mission 2 only): After rolling for Seize the initiative, the player that goes second may chose one of his scoring units that become non-scoring and gains one of the following Universal Special Rules: Counter-attack, Fearless, Furious charge, Relentless, Stealth or Tank hunters.

MISSION 4 : PITCHED BATTLE - FANTASIA FANATIC FALL

Setup:

As per the rulebook.

Primary Objective:

Fanatic Objectives. Capture and Control Fanatic style. After choosing sides and beginning with the starting player, both players place an objective on their side of the table. An objective cannot be placed within 10" from a board edge or 6" from the center line. Mission points are scored both at the end of turn 3 (the end of the second player's turn) and at the end of the battle.

- 1 point for holding the objective on your side of the table
- 1 point if the opponent is not holding the objective on his side of the table
- 2 points for holding the objective on your opponent's side of the table



Secondary Objective:

Kill Points. You also score Mission points for Kill Points, but each KP is recalculated according to the amount of KP in your army. (see table below) You can score a maximum of 6 Mission points this way. Note that squads using the combat squad rule to break into two separate units count as two units when calculating the Mission points.

SCORING TABLES

Primary Objective

(Advantage in mission points)

100-0	10+
95-5	9
90-10	8
85-15	7
80-20	6
75-25	5
70-30	4
65-35	3
60-40	2
55-45	1
50-50	0

Secondary Objective

0-7 KP in the army	---> 1 MP / KP
8-9 KP in the army	---> 0,8 MP / KP
10-11 KP in the army	---> 0,7 MP / KP
12-13 KP in the army	---> 0,6 MP / KP
14-16 KP in the army	---> 0,5 MP / KP
17+ KP in the army	---> 0,45 MP / KP

"At the end of the game, round the number of Mission points you received to a whole number."



Yes, all items in the kiosk are 10kr or two for 15kr. No it does not matter which ones. Yes you can mix. No you can't pay now, take one and then take one later. Yes coffee is free, but do feel free to tip us! No I do not know how to make coffee. The milk may or may not be out. Feel free not to throw cans in the regular trash and vice versa.

-Thank you, The Organizers.

MISSION 5 : DAWN OF WAR -DEFCON

Setup:

As per rulebook.

Primary Objective:

Objective Markers. Control four objectives. Each objective is placed in the center of each table quarter.

Secondary Objective:

Kill Points.



SCORING TABLES

Primary Objective

(Advantage in controlled objective markers.)

50-0 1+

25-25 0

Secondary Objective

(Advantage in Kill Points)

50-0 1+

25-25 0



Tie-breaks are calculated using a version of solkoff that won't break when using negative points. For more detailed information feel free to ask the Organizers.

If you have anything you wish to have added to the FAQ boxes, or any other feedback. Feel free to mail us at 4ok@darkage.se with the subject Feedback.

Thanks for attending, and we hope to see you next time!