



1999



TOURNAMENT RULES

# PLANETFALL '99

## Tournament Rules and General Information

### General Information

At this stage it looks as though the Tournament will be held in August 1999. The date is as yet unannounced, but more information will be coming soon.

There will be a fee to enter the tournament, which will go towards things like venue hire and prizes. At this stage it looks as though this will be about \$15-20. It shouldn't go higher than \$20. There will be more information on this, and how to pay at a later stage.

The tournament is currently very much in the planning stage, and so most of the ideas here are just that - ideas. If you've got any hints or tips, or just something that you think would make the tournament better, email me at - 'mecharius@hotmail.com'. In the meantime here is what I've come up with.

At any time up to July 24th, a 1500 point 3rd Edition army list from either the rulebook or a codex if it has been released should be mailed or emailed to me. My email address is above, and the tournament has a P.O. Box. If you click join and join the mailing list below you will receive regular (I hope) updates on the state of the tournament.

I have both PCs and Macs, so lists can be sent to me on either system. I also have Army Builder (hail the demo) and Roll Call. If you have either of these systems then you should e-mail the saved army file directly to me. If you don't have Roll Call, go to - my downloads page and click to download Roll Call. A link to the Army Builder site is on my links page.

Both Roll Call and Army Builder are really good for creating neat detailed army lists. I can also handle Word and Excel. If you don't want to e-mail it to me, then you can mail it to me:

*Planetfall '99 40k Tournament*  
P.O. Box 2126  
East Ivanhoe, 3079  
(Victoria, Australia)

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Games Workshop Melbourne has expressed an interest in the tournament and has offered to help out with some of the prizes. There will also be T-shirts for the winners of Best Painted Army, Best General and Overall Winner.

The tournament uses the basic rules as printed in White Dwarf. I have also managed to borrow the points system that is used in the Grand Tournament.

### *General Notes*

All models used must be painted Citadel Miniatures of the appropriate type for the troops they represent. Painted means that they have to have more than an undercoat.

All weapons, armor options and upgrades chosen from the army list must be shown on the models themselves. For example, if you pay the points to upgrade a model to be equipped with a power weapon, then the model must have a power weapon. By the same token, equipment shown on the model must be paid for in the models points cost. For example, if a model in a unit has a Lascannon, then you must pay the points for it. The intent of this rule is to make sure that when an opponent looks at your army, then 'what he sees is what he gets'. You may use converted Citadel miniatures or other miniatures as long as it is clear what the conversion is meant to represent.

You must bring a copy of your army roster which you should keep with you when you are playing. The roster must include all of the models in your army, their points value, the points value of any upgrades and must specify which model is carrying any special wargear that you decide to take. It is also important to remember that when you use a points limit in Warhammer 40k you can only spend up to and including the limit agreed upon. This means that in a 1500 point game you must spend 1500 points or less. Remember, if you make a mistake you will lose points, even if the mistake is an honest one.

### *Tournament Limitations*

- 1) No more than 1500 points may be spent on any one army.
  - 2) The Standard Force Organization chart will be used.
  - 3) The army lists in the Warhammer 40,000 rules (3rd Edition) and any published Codex army list may be used.
  - 4) The army may not have more than one 'detachment'. Allies are not allowed. (Detachments are described in detail on page 131 of the rulebook)
  - 5) Rules and options published in White Dwarf may be used.
  - 6) No Special Characters are allowed. Special Character models may be used to represent normal characters if desired.
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### Warhammer 40k Tournament Scenario - Dawn Assault

All tournament games will use the Dawn Assault scenario from White Dwarf 227. An abbreviated version of the scenario is included below.

Overview: Opposing forces encounter each other just before dawn, with the battlefield still shrouded in darkness.

Scenario Special Rules: Dawn Attack uses the *Deep Strike*, *Infiltrators* and *Random Game Length* scenario special rules. The *Night Fight* scenario special rule is used for the first game turn only. (i.e.. the sun comes up at the end of the first turn).

Set Up: Armies are set up in the following manner:

- ++ Divide the board into four quarters. Both players roll a dice, the player with the highest score may pick which quarter to deploy in. The other player's deployment zone is the opposite quarter.
- ++ The player that scored the lowest deploys one unit in his quarter of the board. His opponent then deploys a unit in his deployment zone. The player take it in turns deploying a unit at a time until the whole of both their forces is on the table.
- ++ No unit can be deployed within 18" of the enemy at the start of the game. The player must deploy their units in the following order - Heavy Support first, then Troops, Elites, HQ and finally Fast Attack units. Units that can infiltrate may deploy after all other units anywhere on the table at least 18" from the enemy. If both player have Infiltrators, roll a dice to see who sets up first. Roll for who gets first turn, with the player getting the highest score choosing to move first or second.

Mission Objective: Both forces are seeking to clear area off all enemy forces securing ground as they go. The player that breaks the enemy first or occupied the most quarters at the end of the game wins.

To occupy a table quarter there must be no enemy units of troops, bikers or cavalry over half strength or mobile vehicles in the area whilst you must have at least unit of troops, bikes or cavalry over half strength in the area.

Game Length: The game lasts for a random number of turns.

Line of Retreat: Troops which are forced to turn back will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.

Breaking the enemy is described below, but basically you need to reduce the to a quarter of their starting strength.

### *Army Break Point*

An army is broken when it has a quarter or less of its starting number of models left alive at the end of any player turn. For example, if your army started with 60 models it would be broken if there were fifteen or less models left in play at the end of a player turn. Round any fractions down. Models with more than one wound, vehicles and characters riding bikes or other mount all count as a single model for this purpose. Models that are falling back are counted as being 'alive' until they have left the table, as are models that are held in reserve. It is possible for two armies to break if casualties are suffered by both sides in the same player turn. In this case, both sides break and the game is a draw!

### *Tournament Points*

The following system is used to work out how many tournament points you score in your game. Further points can be added for things like how well you army is painted, etc. At the end of the tournament the player with the most points is the winner.

Win Game = 14 points  
Draw Game = 10 points  
Lose Game = 6 points

- +1 point per game you opponent has won and/or drawn more than you so far in the tournament (not including this game).
- +1 point if you won the game by breaking the opposing army, or if the opposing army was within five models of being broken, or your opponent conceded.
- +1 point for each opposing HQ character that is killed. (Characters with a command squad or other form of bodyguard are worth +1 point if slain, even if the bodyguard survives).
- +1 point if the enemy unit (not character) with the highest points value in the opposing army was dead, falling back or had left the table at the end of the game. If there are several units tie for the 'most expensive unit' then you earn +1 point if one or more of them is dead, falling back or fled.
- +1 point if you have units in the opposing players deployment zone at the end of the game, and they have none in yours. Units falling back, immobilized vehicles and characters don't count.
- 1 point if no enemy unit has been reduced to half strength or less, or is falling back or has left the table at the end of the game.
- 1 point if your army includes more Elite choice than it includes Troop choices.
- 1 point if your army includes more Fast Attack choice than it includes Troop choices.
- 1 point if your army includes more Heavy Support choice than it includes Troop choices.

-1 point if, in the opinion of an umpire, you act in a manner likely to bring the honor of the hobby or the race of your army into disrepute when playing a game on any of tables. This includes things like arguing with the umpire about the rules or being rude to an opponent. It also includes things like hiding your Khorne Berzerkers behind a wood for the entire battle so your army can't be broken. Don't worry, you'll get at least one warning about such behavior first, so you'll always have a chance to change your ways.

*For example: It's the fourth round and you win by breaking the opposing army (killing the army commander in the process), against an opponent with a better win/loss record than your own.*

*Your score = 14 (win), +1 (broke enemy army), +1 (opposing character killed), +1 (tougher opponent) = 17 points.*

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Tournament Organisers will not be held responsible for any lost or stolen miniatures. Planetfall '99 Organisers, Melbourne Games Club and Games Workshop will not be responsible or liable for any injuries sustained whilst attending the tournament. Terrain and tables are the property of the Melbourne Games Club. damages should be reported and repaired.

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