

# No Thrills – Just Kills – Rules Packet

## Warhammer 40,000 Tournament

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Hit Point Hobbies

118 W. Main St. Aberdeen, NC 28315

January 24<sup>th</sup>, 2014

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 if 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 / who goes first.
3. Player 1 chooses deployment zone & deploys army first, followed by player 2.
4. Player 2 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.
5. All games are random game length.

### Allowed Rules / Units

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

### Escalation

- ✓ Escalation Rule Set / Lords of War<sup>1</sup>
- ✓ Imperial Knights
- ✓ Any Super Heavies

### Stronghold Assault / Fortification

- ✓ Fortifications<sup>2</sup>
- ✓ 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

## 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> 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

## Primary Mission – Kicking Arse and Taking Names

This is a Kill Point focused tournament. Kill points will be scored in multiple ways to be summed and used to determine the winner of each round.

### Number of Kill Points Earned

You earn one kill point for killing an enemy unit. Units that run off of the board, are in reserves at the end of the game, or are falling back at the end of the game are considered destroyed. Independent characters that have joined a unit are not considered part of that unit for determining kill points.

Dedicated Transports are considered separate units. If a unit splits into multiple parts (i.e. combat squad, each new unit is considered a kill point. If a member of a unit permanently transfers to a new squad as a character, that character is considered part of the assigned unit.

### Number of Force Org Slots Destroyed

For each of the 7 force org slots (troops, elite, fast attack, heavy support, HQ, fortification and Lord of War) you gain one point if there are no enemy units left in that Force Org Slot at the end of the game. If the enemy started the game with no units in a slot, the point is still earned. Imperial Knights count as Lords of War for this scoring option. Summoned units are not counted in any slot. This scoring system is designed to encourage well-rounded, diverse army list. Armies that spam one FOC with units will be giving away free points.

### Most Kill Points Remaining

If your army has more kill points worth of units on the board at the end of the game, you get 2 points. This is designed to partially reduce the penalty in Kill Point missions for MSU armies.

## Tactical Objectives

Each Player will be able to roll for three (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 new 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.
- If the Winner's opponent lost all of his units in fair play, they receive 2 match points. If they 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 is no painting contest for this event.

## Length of Game

Random turn length as normal

## Night Fighting

Role as Normal

# Tactical Objective Charts

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

| <p style="text-align: center;"><b>Tactical Objective Chart 1</b></p> <p style="text-align: center;">Roll twice on your first turn, rerolling repeat numbers. Mark them as "Rolled".</p>                                |     |         |            |   |        |                |         |  |
|--|-----|---------|------------|---|--------|----------------|---------|--|
| 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 in an enemy deployment zone                                    | ◇      | ___            | ◇       |  |
| ◇  | ___ | ◇       | 5          | Kill an Independent Character / Monstrous Creature or Vehicle <sup>3</sup> (1 pt) | ◇      | ___            | ◇       |  |
| ◇  | ___ | ◇       | 6          | Have unit in enemy deployment zone <sup>4</sup>                                   | ◇      | ___            | ◇       |  |
| <p style="text-align: center;">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"</p> |     |         |            |   |        |                |         |  |
| <p style="text-align: center;"><b>Tactical Objective Chart 2</b></p> <p style="text-align: center;">Roll on Round 2 to bring the total objectives up to two, rerolling repeat numbers. Mark them as "Rolled".</p>      |     |         |            |   |        |                |         |  |
| fPlayer 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          | Have one unit come in from reserves (1 pt)  | ◇      | ___            | ◇       |  |
| ◇  | ___ | ◇       | 4          | Kill a Troop Unit (1 pt <sup>5</sup> )  | ◇      | ___            | ◇       |  |
| ◇  | ___ | ◇       | 5          | Kill a unit in Close Combat (1 pt)  | ◇      | ___            | ◇       |  |
| ◇  | ___ | ◇       | 6          | Contest one Objective (1 pt <sup>6</sup> )  | ◇      | ___            | ◇       |  |
| <p style="text-align: center;">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"</p> |     |         |            |   |        |                |         |  |

<sup>3</sup> The opponent's Warlord can not qualify for this objective.

<sup>4</sup> If 3 units are in the enemy deployment zone, score D3 Points

<sup>5</sup> If 3 troop units are killed in a single turn, score D3 Points

<sup>6</sup> If 3 Objectives are contested, score D3 Points

### Tactical Objective Chart 3

Roll on Round 3 to bring the total objectives up to two, 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 two, 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>7</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 two, rerolling repeat numbers. Mark them as "Rolled".

| Rolled | Pts | Discard | Die | Objective  | Rolled | Pts | Discard |
|--------|-----|---------|-----|--|--------|-----|---------|
| ◇      | ___ | ◇       | 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>8</sup> (1 pt)  | ◇      | ___ | ◇       |
| ◇      | ___ | ◇       | 3   | Kill a Heavy Support or Elite Unit (1 pt)  | ◇      | ___ | ◇       |
| ◇      | ___ | ◇       | 4   | Kill a Troop 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 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>7</sup> If 3 troop units are killed in a single turn, score D3 Points

<sup>8</sup> The opponent's Warlord cannot qualify for this objective.

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

# No Thrills – Just Kills – Round 1

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

## 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>                                  | _____    | _____    |
| Total Kill Points (0+ Points)                 | _____    | _____    |
| Total Force Org Slots Destroyed (0-7 Points)  | _____    | _____    |
| Most Kill Points left on the Table (2 Points) | _____    | _____    |
| First Blood (1 Point)                         | _____    | _____    |
| Line breaker (1 Point)                        | _____    | _____    |
| Slay the Warlord (1 Point)                    | _____    | _____    |
| <b>Total Victory Points</b>                   | _____    | _____    |
| Match Points                                  | _____    | _____    |

| Battle Points   | Player 1 | Player 2 |
|---|----------|----------|
| <b>Tactical Objective Points</b>                            | _____    | _____    |
| <b>Slay the Warlord (1 pt)</b>                              | _____    | _____    |
| <b>First Blood (1pt)</b>                                    | _____    | _____    |
| <b>Line Breaker (1 pt)</b>                                  | _____    | _____    |
| <b>Player Controls Three Objectives (1 pt/3 objectives)</b> | _____    | _____    |
| <b>Player Earned most Kills Points (5 Points)</b>           | _____    | _____    |
| <b>Total Battle Points</b>                                  | _____    | _____    |
| Difference  | _____    | _____    |

## No Thrills – Just Kills – Round 2

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

### 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>                                  | _____    | _____    |
| Total Kill Points (0+ Points)                 | _____    | _____    |
| Total Force Org Slots Destroyed (0-7 Points)  | _____    | _____    |
| Most Kill Points left on the Table (2 Points) | _____    | _____    |
| First Blood (1 Point)                         | _____    | _____    |
| Line breaker (1 Point)                        | _____    | _____    |
| Slay the Warlord (1 Point)                    | _____    | _____    |
| <b>Total Victory Points</b>                   | _____    | _____    |
| Match Points                                  | _____    | _____    |

| <b>Battle Points</b>  | Player 1 | Player 2 |
|---|----------|----------|
| <b>Tactical Objective Points</b>                            | _____    | _____    |
| <b>Slay the Warlord (1 pt)</b>                              | _____    | _____    |
| <b>First Blood (1pt)</b>                                    | _____    | _____    |
| <b>Line Breaker (1 pt)</b>                                  | _____    | _____    |
| <b>Player Controls Three Objectives (1 pt/3 objectives)</b> | _____    | _____    |
| <b>Player Earned most Kills Points (5 Points)</b>           | _____    | _____    |
| <b>Total Battle Points</b>                                  | _____    | _____    |
| Difference  | _____    | _____    |

## No Thrills – Just Kills – Round 3

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

### 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>                                  | _____    | _____    |
| Total Kill Points (0+ Points)                 | _____    | _____    |
| Total Force Org Slots Destroyed (0-7 Points)  | _____    | _____    |
| Most Kill Points left on the Table (2 Points) | _____    | _____    |
| First Blood (1 Point)                         | _____    | _____    |
| Line breaker (1 Point)                        | _____    | _____    |
| Slay the Warlord (1 Point)                    | _____    | _____    |
| <b>Total Victory Points</b>                   | _____    | _____    |
| Match Points                                  | _____    | _____    |

| <b>Battle Points</b>  | Player 1 | Player 2 |
|---|----------|----------|
| <b>Tactical Objective Points</b>                            | _____    | _____    |
| <b>Slay the Warlord (1 pt)</b>                              | _____    | _____    |
| <b>First Blood (1pt)</b>                                    | _____    | _____    |
| <b>Line Breaker (1 pt)</b>                                  | _____    | _____    |
| <b>Player Controls Three Objectives (1 pt/3 objectives)</b> | _____    | _____    |
| <b>Player Earned most Kills Points (5 Points)</b>           | _____    | _____    |
| <b>Total Battle Points</b>                                  | _____    | _____    |
| Difference  | _____    | _____    |