

War for Tots Charity Event

Rules Packet

Warhammer 40,000 Tournament

Hit Point Hobbies
118 W. Main St.
Aberdeen, NC 28315
December 10th, 2016
9:00 a.m. Registration

Entry Fee: \$25.00 (\$15.00 Prize Support – \$10.00 Donation to Toys for Tots).

You will also get a Player Packet:

- 3 In-Game Raffle Tickets
- War for Tots 2018 Patch
- Other Items

Point Level: 2,000 pts. (3 Detachments Max)

Max Time per Round: 2 hours, 30 minutes



This is our 9th Annual “War for Tots” Charity event to be held at Hit Point Hobbies. This is an event where we all come together and put our minis on the tables to support Toys for Tots, and organization which puts toys under the Christmas Tree of those less fortunate than us.

The Event is your opportunity to give back to the community. For almost a decade we have made sizable donations, starting from about \$300 and working up to \$2,200 as the tournament matured. It attracts our largest number of players and it has attracted many players from out of state.

Many people give toys to Toys for Tots, and while those gifts are greatly cherished, the organization also makes really good use of our cash donation. For one thing, by working with retail stores and banking on their charitable reputation, every dollar that you would spend on a toy equals about four dollars of toys that they could purchase directly. Also, the money allows Toys for Tots to purchase toys for older children who are often overlooked when people donate toy donations. It is put to very good use.

Tournament Format

The tournament consists of three rounds. We will be using the ITC format for the event and will be recording the event in Best Coast Pairing.

Entry Fees

The entry fee for the tournament will \$25.00. \$15.00 of this money gets redistributed back to the winners at the end of the tournament. \$10.00 goes directly to Toys for Tots.

More than just Objectives

At the War for Tots, we want to inspire you to give by giving to you. When you complete each round, all of the objectives you captured turn into presents. What is in the present? It could be some bonus points, or some miniature bits to spruce up your models, or maybe something for your sweet tooth.

Raffle Tickets

You will be able to buy raffle tickets for \$4 apiece, or 3 for \$10.00. These tickets will be good for the In Game Goodie Bag and the Prize Drawings. Unlike previous years, we are having you fill out the back of the tickets with your name (at least).

Game Goody Bag

Before every round, we will have several drawings from the pool of raffle tickets for in-game rewards. This may be an extra objective, a little extra buff for your commander, or maybe even the ability to choose your table. For the first round, there is a chance to choose your opponent! If you win from the Game Goody Bag, your ticket will be returned to the auction bucket for the Prize Drawings.

Miniature Auction

After lunch, before the second round, we will have a Miniature Auction where you can bid on painted miniatures that have been donated. So if you fancy yourself as a good painter, select a miniature and paint it up to add to the cause. We will also take donations of any limited edition / rare unpainted miniature, as these have been quite successful in the pass. Please

restrict the products to 40k related or items from the other game formats of Games Workshop.

Prize Drawing

After the Auction, make sure to buy up some raffle tickets! New this year, we ask that you write your name on the ticket and we will be drawing names and giving away some prizes to the players during rounds two and three. In previous years, all of these were drawn at the end of the tournament; but we are going to have some drawings during the second and third round just to cut down on the length of your day.

Top Player Awards

The top 5 players will be awarded ranking prizes that come from the Entry Fee money. The more players we have, the tougher the competition and the greater the prize. There will also be a physical award to carry home and drag about your friends about.

Primaris Award

We will be giving out a special award to the individual who contributes the highest amount of money raised for Toys for Tots. This award is not limited to players. The total donation will be calculated from the chart below

Entry Fee - \$10.00

Raffle Ticket - \$ Amount Purchased

Donation to Prize Auction – 80% Retail

Miniature Donated at Auction – Winning Bid for Miniature

Miniature Won at Auction – Winning Bid for Miniature

Cash Donation – Amount Donate

Other Awards

There may be other awards that have a trophy of some kind but do not carry any monetary awards.

Terrain Building Contest

Hit Point Hobbies is running a Terrain Building Contest where you have the option to take some of their “junk” and return it as workable terrain. See Facebook for the details and how to enter. But the players of the War for Tots will be able to “vote” for their favorite piece. This score will be mixed in to the judge’s opinion to determine the winner of that contest. View the Facebook Event for Details.

War for Tots Mission Guidelines

This section describes the format Guidelines for the 8th Edition ITC Champion Mission pack. In this section, you will find the rules for pre-game setup, including deployment and scoring for Primary and Secondary missions. Unless otherwise stated, all of the three missions listed below follow these steps.

Pre-Game, Deployment, & Setup

Pre-Game

Step 1: Before any dice are rolled, players define terrain on the board, then both players choose Warlord Traits, Psychic Powers, spend pre-deployment command points, and any additional Relics they will use. These should be written or notated clearly for reference in game. Players are not allowed to move or swap terrain without talking to a tournament organizer first.

Step 2: Players reveal the items from step 1 to each other simultaneously.

Deployment Map & Objectives

Step 1: Players roll off for deployment.

Step 2: The player who rolled higher randomly determines the deployment type from the maps on pg. 216-217 of the 40k Main Rulebook, and then chooses their deployment zone.

Step 3: Players then place objectives following scenario guidelines as listed on each mission. Instructions for placing objectives are as follows:

A: All objectives are considered to be on the ground floor and may not be placed inside of enclosed buildings. Call a tournament organizer if it is necessary to move terrain to accommodate this requirement.

B: Distances are measured to and from models to the closest point of the objective marker when determining which models are in range to control an objective.

Step 4: Each player chooses **3** of the Secondary Mission Objectives listed below. A player may only choose each mission once. They then reveal them to their opponent simultaneously.

Step 5: The player who lost the roll-off in step 1 deploys the first unit. Deployment proceeds normally thereafter.

Determining First Turn

Step 1: Players roll off for first turn.

A: The player that finished deploying first gets a +1 modifier to the roll to go first.

Step 3: The player that wins the roll-off may choose to go first or second.

Step 4: The player that is elected to go second by their opponent may choose to roll to seize the initiative.

Game Length, Tabling & Concession Scoring

Each game lasts **6 Battle Rounds**. At the game's conclusion, the player with the **higher total score** is the winner. If one player chooses to concede before the game has come to a natural conclusion, they automatically score 0 points and their opponent is marked as the victor. At the time of concession, the victor keeps their current score and earns 4 points per remaining Battle Round towards the Primary Mission, assuming their army has enough forces to accomplish mission objectives. Additionally, the victor also earns the maximum number of possible Secondary Mission points left to them, also assuming the victor's army has the capability to accomplish the mission objectives.

***Example Scenario:** If it were the end of Battle Round 3 when the losing player concedes, and the victor chose Recon for their secondary mission, but had not yet scored any points for that secondary mission. The victor would earn 3 total points for the secondary mission as they would have 3 more turns to earn those points had the game continued, assuming they have at least 4 units left on the table with which to fulfill the mission's scoring parameters. If they have 3 or less units left, they score no points for that Secondary Mission as it would not be possible for them to fulfill the scoring parameters even if the game had gone on to a natural conclusion.*

If one player is tabled (a player has no qualifying models on the table at the end of any player turn), the tabled player keeps their points earned up until that point in the game, and their opponent earns points in the same fashion as outlined above.

If a player draws a bye due to an uneven number of players, this should go to the player with the lowest total score and that player receives a win and a score of 20 points.

Players should take careful note that tabling your opponent does not automatically score maximum points for the mission. Concession also does not automatically award max points to the victor!

Primary & Secondary Mission Scoring

Primary Mission: End of Player Turn Scoring

Each player scores points at the end of their player turn.

1. Do you hold one or more objectives?
 - a. 1 point
2. Was an enemy unit destroyed during your player turn?
 - . 1 point

Primary Mission: End of Battle Round Scoring

Each Player also scores points at the end of each Battle Round.

1. Do you hold more objectives than your opponent?
 - a. 1 point
2. Were more of your opponent's units destroyed this battle round than your own?
 - . 1 point

Secondary Missions:

Each player may score up to 4pts for each of the following Secondary Missions, for a total of 12 between the three they've chosen. These points can be scored at any time unless otherwise specified in the description.

**Secondaries marked with an asterisk may not earn points from more than one secondary mission for destroying any one unit. If such a unit would award points for multiple secondaries, you must decide which it scores at the time it is destroyed. For example, if you chose Marked for Death and Big Game Hunter, and Marked an enemy Rhino, you must decide which Secondary Mission you earn a single point for when you destroy it.*

***Headhunter:** 1pt for each enemy **Character** that is destroyed.

***Kingslayer:** Choose an enemy model that is a **Character**.

- Earn 1 point for every 2 wounds of damage it loses, cumulatively.
- In the instance where a **Character** may regenerate wounds or resurrect during the course of the game, total wounds it loses over the course of the game are counted towards this mission.
- If the model selected has the **Character** and **Vehicle** or **Monster** keywords, you earn 1 point for every 4 wounds it loses instead of 1 for every 2.
- If the **Character** is also your opponent's Warlord, earn 1 additional point if it is destroyed.
- For the purposes of this mission, Celestine and her Geminae are treated as a single model. Any wounds dealt to her or her Geminae count for this mission.

***Marked for Death:** Choose 4 of your opponent's units with a Power Level of 7+. Earn 1 pt for each of these units destroyed.

- In order to score this point against a unit that splits into multiple units during the course of play, you must destroy each individual component unit. If a unit joins with another unit during the course of play, to earn this point you must destroy the entire conjoined unit.

***Big Game Hunter:** 1 point for every enemy model with the **Monster** or **Vehicle** keyword and 7+ wounds destroyed.

***Titan Slayers:** For every 8 wounds lost by enemy units with the **Titanic** keyword in total throughout the course of the game, earn 1 point. You may choose when to count wounds dealt to any one **Titanic** model but as soon as you do, that model will no longer yield points for any other non-stacking secondary mission.

Example: *One enemy **Titanic** model loses 4 wounds turn 1, and a different enemy **Titanic** unit loses 12 wounds turn 2 for a total of 16 wounds lost in total to enemy **Titanic** models. You choose to count those wounds and earn 2pts towards this objective but neither of those **Titanic** units may not give up points for other non-stacking secondary missions.*

The Reaper: For every 20 enemy models destroyed, earn 1 point.

- You count each model when they are destroyed. In the instance of models coming back into play after being destroyed during the course of a game, you may count them each time they are destroyed.

Recon: Have a unit at least partially in each table quarter at the end of your player turn. A unit may only count as being in one table quarter at a time for the purposes of this rule. 1pt per turn.

Behind Enemy Lines: If at least one of your units is wholly in the enemy Deployment Zone at the start of your turn, earn 1 Point. A unit is wholly in if every model in the unit is at least partially in the enemy Deployment Zone.

The Butcher's Bill: Destroy 2+ enemy units during a player turn to earn 1 Point.

Ground Control: Earn 1 point for each objective held at the end of the last Battle Round played.

Old School: Earn 1 point for the following:

- **First Strike:** An enemy unit is destroyed in the first Battle Round.
- **Slay the Warlord:** The enemy Warlord is destroyed at game's end.
- **Linebreaker:** Have one of your models within your opponent's deployment zone at the end of the game.
- **Last Strike:** An enemy unit is destroyed in the last Battle Round played.

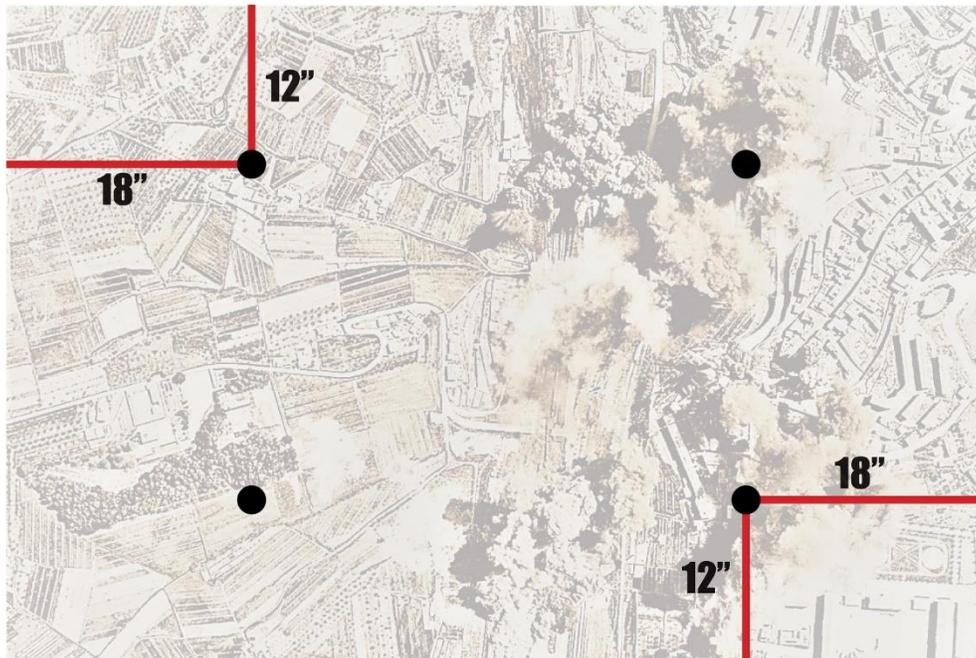


War for Tots Mission 1

ITC Scenario 5: Precious Cargo

Deployment: Random

4 objectives placed as shown:



Precious Cargo Bonus Point: Before the game begins, each player chooses a separate objective--their *Priority Objective*--to defend starting with the player that chose their deployment zone first. After deployment zones have been determined but before deployment, each player may move their *Priority Objective* in any direction up to 6" from its original position so long as it is more than 6" from a table edge and 12" from another objective.

If a player holds their opponent's *Priority Objective* at the end of their player turn, score 1 point.

War for Tots Mission 1

Scenario 5 Score Sheet

	You		Opponent										
PRIMARY													
BATTLE ROUND 1													
Player Turn	Kill 1+	Hold 1+	Bonus										
Player Turn	Kill 1+	Hold 1+	Bonus										
Battle Round End	Kill More	Hold More	Total 0-5										
Battle Round End	Kill More	Hold More	Total 0-5										
BATTLE ROUND 2													
Player Turn	Kill 1+	Hold 1+	Bonus										
Player Turn	Kill 1+	Hold 1+	Bonus										
Battle Round End	Kill More	Hold More	Total 0-5										
Battle Round End	Kill More	Hold More	Total 0-5										
BATTLE ROUND 3													
Player Turn	Kill 1+	Hold 1+	Bonus										
Player Turn	Kill 1+	Hold 1+	Bonus										
Battle Round End	Kill More	Hold More	Total 0-5										
Battle Round End	Kill More	Hold More	Total 0-5										
BATTLE ROUND 4													
Player Turn	Kill 1+	Hold 1+	Bonus										
Player Turn	Kill 1+	Hold 1+	Bonus										
Battle Round End	Kill More	Hold More	Total 0-5										
Battle Round End	Kill More	Hold More	Total 0-5										
BATTLE ROUND 5													
Player Turn	Kill 1+	Hold 1+	Bonus										
Player Turn	Kill 1+	Hold 1+	Bonus										
Battle Round End	Kill More	Hold More	Total 0-5										
Battle Round End	Kill More	Hold More	Total 0-5										
BATTLE ROUND 6													
Player Turn	Kill 1+	Hold 1+	Bonus										
Player Turn	Kill 1+	Hold 1+	Bonus										
Battle Round End	Kill More	Hold More	Total 0-5										
Battle Round End	Kill More	Hold More	Total 0-5										
SECONDARY													
Your Secondaries		Opponent Secondaries											
Name	1 2 3 4	Name	1 2 3 4										
Name	1 2 3 4	Name	1 2 3 4										
Name	1 2 3 4	Name	1 2 3 4										
POINT TALLY													
Yours		Opponents											
1	2	3	4	5	6	7	1	2	3	4	5	6	7
8	9	10	11	12	13	14	8	9	10	11	12	13	14
15	16	17	18	19	20	21	15	16	17	18	19	20	21
22	23	24	25	26	27	28	22	23	24	25	26	27	28
29	30	31	32	33	34	35	29	30	31	32	33	34	35
36	37	38	39	40	41	42	36	37	38	39	40	41	42

War for Tots Mission 2

Scenario 2: Cut to the Heart

Deployment: Random

3 objectives: Each player places 1 objective in their deployment zone more than 6" from a table edge and 12" from any other objective. 1 objective is placed in the middle of the table.



Cut to the Heart Bonus Point: If a player controls the center objective and their opponent's objective at the end of their player turn, they gain 1 point.

War for Tots Mission 2

Scenario 2 Score Sheet

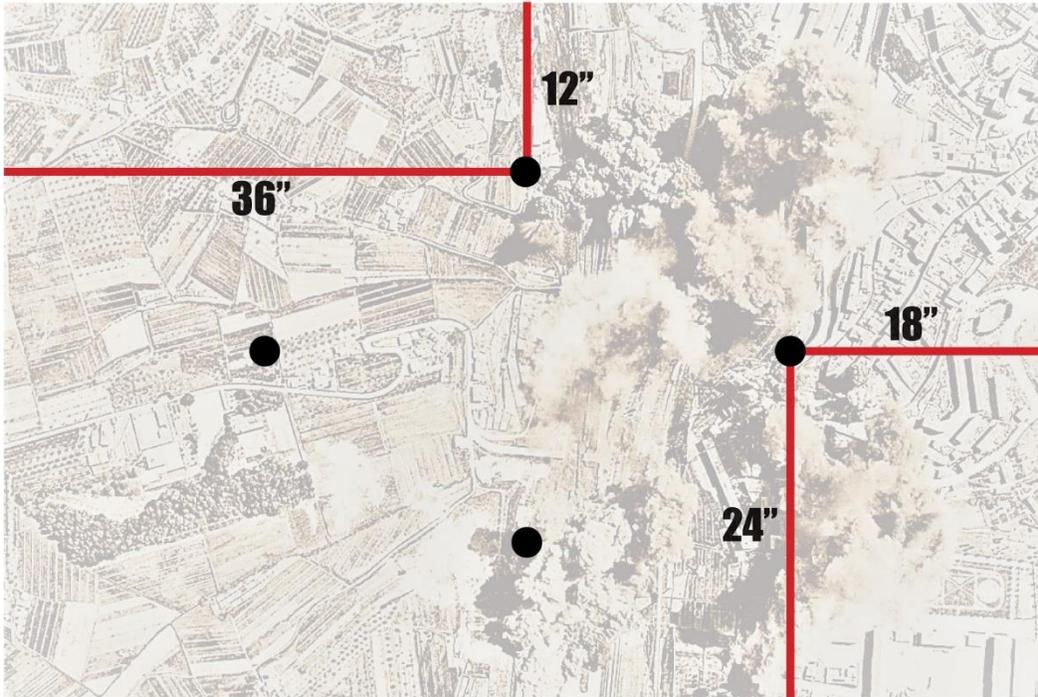
You	Opponent												
PRIMARY													
BATTLE ROUND 1													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 2													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 3													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 4													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 5													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
BATTLE ROUND 6													
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus						
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5						
SECONDARY													
Your Secondaries			Opponent Secondaries										
Name	1	2	3	4	Name	1	2	3	4				
Name	1	2	3	4	Name	1	2	3	4				
Name	1	2	3	4	Name	1	2	3	4				
POINT TALLY													
Yours				Opponents									
1	2	3	4	5	6	7	1	2	3	4	5	6	7
8	9	10	11	12	13	14	8	9	10	11	12	13	14
15	16	17	18	19	20	21	15	16	17	18	19	20	21
22	23	24	25	26	27	28	22	23	24	25	26	27	28
29	30	31	32	33	34	35	29	30	31	32	33	34	35
36	37	38	39	40	41	42	36	37	38	39	40	41	42

War for Tots Mission 3

Scenario 3: Nexus Control

Deployment: Random

4 objectives placed as shown:



Nexus Control Bonus Point: If a player holds all four objectives at the end of their player turn, they score 1 point.

War for Tots Mission 3

Scenario 3 Score Sheet

You	Opponent								
PRIMARY									
BATTLE ROUND 1									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+				
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More				
BATTLE ROUND 2									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+				
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More				
BATTLE ROUND 3									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+				
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More				
BATTLE ROUND 4									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+				
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More				
BATTLE ROUND 5									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+				
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More				
BATTLE ROUND 6									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+				
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More				
SECONDARY									
Your Secondaries			Opponent Secondaries						
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4
POINT TALLY									
Yours				Opponents					
1	2	3	4	1	2	3	4		
5	6	7	8	5	6	7	8		
9	10	11	12	9	10	11	12		
13	14	15	16	13	14	15	16		
17	18	19	20	17	18	19	20		
21	22	23	24	21	22	23	24		
25	26	27	28	25	26	27	28		
29	30	31	32	29	30	31	32		
33	34	35	36	33	34	35	36		
37	38	39	40	37	38	39	40		
41	42			41	42				