The Highlander
Warhammer 40,000 Tournament

Hit Point Hobbies
118 W. Main St. Aberdeen, NC 28315
August 20th, 2016
9:30 a.m.

Entry Fee: $10.00

Point Level: 1,850
Composition Rules: Highlander (Special)
Rounds: 3
Max Time per Round: 2 hours, 40 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.

Allowed Rules / Units	
✅	Codex Units
✅	Codex Supplements
✅	Unbound Armies[1]
Escalation	
❌	Escalation Rule Set / Lords of War[2]
❌	Any Super Heavies[3]
❌	Gargantuan Monstrous Creatures
Stronghold Assault / Fortification	
✅	Fortifications
❌	Fortifications Networks
❌	AV 15 / D-Weapon Fortifications
❌	Void Shield Generators
Death from the Skies	
✅	Flier Rules
✅	Formations
❌	Dogfight Phase
Imperial Armor / Forge World	
✅	40k Units
❌	IA Army List / Codexes
❌	IA Super Heavies
❌	Horus Heresy / Warhammer 30k

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[1] Unbound armies are allowed for players to have more freedom to build a 2,000 point army under the strong restrictions of the Highlander format. The tournament if giving this freedom in good faith that they will not abused. Most of the issues of the unbound format are resolved by not allowing multiple units of the same type and by not allowing battle brothers, but if you are trying to think of something to totally break the system, then you are not working within the spirit of the highlander format.

[2] Lords of War that are not Super-Heavies or Gargantuan Creatures are allowed.

[3] This includes Imperial Knights

Tournament Format & Special Rules

Mission Format

Each round of the tournament will run three missions simultaneously. Two missions will be book missions and the third will be a special mission that compliments the other two missions.

Please not that two of the special missions accrue points at the end of every player turn. Be prepared to record that information to prevent confusion.

When the game is complete, the victory points will be recorded for each of the mission formats by placing the number of victory points in each line after the slash as below then totaled.

Victory Conditions
Battle Points / Victory Points

	Frank	Joe
Crusade	____ / _9_	____ / _6_
Purge the Alien	____ / _4_	____ / _11_
Special Mission	____ / _5_	____ / _5_
Total	____ / _18_	____ / _21_

Then for each mission, the players get battle points as listed below.

- 5 points for a win
- 4 points for a tie
- 2 points for a loss
- 0 points if you concede the game

The Battle Points are enter before the slash for each tournament and totaled

Victory Conditions
Battle Points / Victory Points

	Frank	Joe
Crusade	_5_ / _9_	_2_ / _6_
Purge the Alien	_2_ / _4_	_5_ / _11_
Special Mission	_4_ / _5_	_4_ / _5_
Total	_14_ / _18_	_11_ / _21_

At the end of the tournament, the battle points for every game are added together to determine 1st, 2nd and 3rd place. In case of a tie, Victory Points are used to break the tie.

Highlander Composition Rules

This version of the Highlander Rules introduces a series of composition restrictions designed to create a more diversified mixture of units in the army.

When referring to unit types, a unit type is defined by a codex entry in the army list building section of the codex.

Troop Restrictions

An army list may not duplicate any unit type unless one of the conditions below are met.

1. All of the Troop Units types are exhausted in the codex.
2. Four unique Troop entries are utilized

Once these conditions are met, the player can add a second of each troop unit to the list. If an army has only one troop option, then the player may use up to four of that unit.

Elite, Fast Attack, Heavy Support, Dedicated Transports, Fortifications and HQ Restrictions

Outside of the Troop units, an army can have no more than one of any unit type. The following rules are clarifications.

- For Special Characters, they not only obtain the unique role but they may count as a generic selection as well. For example, you cannot take Eldrad and a Farseer, because Eldrad is a Farseer.
- Weapon and wargear variations alone do not constitute a separate unit. For example, you cannot take Thunderhammer / Stormshield Terminators and Lighting Claw Terminators because they are both Assault Terminators.
- You cannot add a unit to one detachment that exist in another detachment. For example, you cannot add a unit of Blood Angel Terminators and a squad of Ultramarine (codex space marine) Terminators.
- If some units can exist as upgrade characters for other units, they cannot exist in both units. For example, if you take a Warlock Council you cannot add warlocks to your guardian units.

Allies

All Battle Brothers are downgraded to Allies of Convenience. Independent characters can only join units if they are in the same detachment as the unit they are joining.

Painting Competition

There will be a competition. The subject will be "Independent Characters". These can be Independent characters, unique, or any named character. If you have any questions, inquire first.

The entry fee for each entry in the painting competition is $3.00. Anyone can enter as long as the miniature is present for judging and the painter is present at the awards ceremony.

One free entry into the competition is part of the registration fee for the tournament. It is non-transferrable and it must be a unit played in the tournament.

The prize for winning the competition is equivalent of 25% of the tournament fees collected plus any of the painting competition entry fees.

Additional rules for the painting competitions can be found on the Hit Point Hobbies Website.

'The Highlander' – Round 1

Missions: Crusade (3 objectives)
                    Purge the Alien
                    Special Mission (Controlling Objectives)

Special Mission: At the end of each player turn, the controlling player collects one point per objective they control. The points accumulate each round. At the end of the match the player with the total combined points wins that mission. Slay the Warlord, Line Breaker and First blood have no effect in this mission.

Determine Player 1: Roll off against your opponent. The winner gets to determine if they are player 1 or player 2. Player one will choose table halves, deploy first and have 1st turn (unless stolen).

Table Deployment: Vanguard Strike (End to End) – One Objective is placed in the center of the board. Player 1 places one objective then player 2 places one, and repeat. Objectives must be placed more than 12" from each other and 6" from a table edge. No unit can control or contest more than one objective.

Warlord Traits and Psychic Powers: Role for Warlord Traits as normal, pre-selecting one chart to roll on.   Role for psychic powers as normal. Role for Night Fight as normal.

Steal Initiative: Player 2 can choose to steal initiative as normal.

Length of Game: Random turn length as normal

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.

Victory Conditions
Battle Points / Victory Points   _____   _____

Crusade	___ / ___	___ / ___
Purge the Alien	___ / ___	___ / ___
Special Mission	___ / ___	___ / ___
Total	___ / ___	___ / ___

'The Highlander' – Round 2

Missions: The Emperor's Will (old capture and control)

The Relic

Special Mission (Holding the Relic)

Special Mission: At the end of each player turn, the controlling player gains one for every condition below:

- Controlling the Relic
- Forcing the opponent to drop the relic (typically by removing the unit holding the relic from play)
- Controlling the Relic in the opponents' deployment zone.

Determine Player 1: Roll off against your opponent. The winner gets to determine if they are player 1 or player 2. Player one will choose table halves, deploy first and have 1st turn (unless stolen).

Table Deployment: Dawn of War – Each Player 1 objective on his table half. Objectives must be placed more than 12" from each other and 6" from a table edge. No unit can control or contest more than one objective.

Warlord Traits and Psychic Powers: Role for Warlord Traits as normal, pre-selecting one chart to roll on.   Role for psychic powers as normal. Role for Night Fight as normal.

Steal Initiative: Player 2 can choose to steal initiative as normal.

Length of Game: Random turn length as normal

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.

Victory Conditions
Battle Points / Victory Points   _____   _____
The Emperor's Will   ____ / ____   ____ / ____
The Relic   ____ / ____   ____ / ____
Special Mission   ____ / ____   ____ / ____
Total   ____ / ____   ____ / ____

'The Highlander' – Round 3

Missions: Big Guns Never TIre (4 Objectives)

The Scouring (Modified - 5 Objectives)

Special Mission (Ground and Pound)

Special Mission: At the end of the game, calculates points based on the following equation:

Total Points = Total Enemy Fast Attack Killed + Total Enemy Heavy Support Killed

+ Players remaining Fast Attack Units + Players remaining Heavy Support Units.

Determine Player 1: Roll off against your opponent. The winner gets to determine if they are player 1 or player 2. Player one will choose table halves, deploy first and have 1st turn (unless stolen).

Table Deployment: Hammer and Anvil – Player 1 places both 2 objectives in his deployment Zone and the Player 2 places 2 objectives in their deployment zone. The objectives are used for the Big Guns Never tire. They are worth 3 points each for that mission.

The 5th objective is places in the center of the board. All 5 Objectives are used for the Scouring. After the objectives are placed and before deployment, a D3 is rolled for each objective to determine the number of victory points each objective is worth.

Warlord Traits and Psychic Powers: Role for Warlord Traits as normal, pre-selecting one chart to roll on.   Role for psychic powers as normal. Role for Night Fight as normal.

Steal Initiative: Player 2 can choose to steal initiative as normal.

Length of Game: Random turn length as normal

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.

Victory Conditions
Battle Points / Victory Points   _____   _____
Big Guns Never Tire   ____ / ____   ____ / ____
The Scouring   ____ / ____   ____ / ____
Special Mission   ____ / ____   ____ / ____
Total   ____ / ____   ____ / ____

Appendix A – Special Unit Rules/ Counts as

This is a working list of special characters and units and how they are treated in the rule set. If some of these characters have been removed, feel free to contact the TO so he can update the listin

Adepta Sororitas	
Priest	Maximum of 3
Saint Celestine	Unique
Uriah Jacobus	Counts as Priest

Blood Angels	
Astorath the Grim	Counts as Chaplain
Baal Predator	Counts as Baal Predator
Chaplain (HQ)	Counts as Chaplain
Chaplain (Elite)	Counts as Chaplain
Corbulo	Counts as Sanguinary Priest
Dante	Counts as Chapter Master
Gabriel Seth	Counts as Chapter Master
Mephiston	Counts as Librarian
Sanguinor	Unique
Tycho	Counts as Captain

Chaos Demons	
Be'lakor	Counts as Demon Prince
Blue Scribes	Counts as Herald of Tzeentch
Changeling	Counts as Herald of Tzeentch
Epidemius	Counts as Herald of Nurgle
Great Unclean One	Counts as Greater Demon of Nurgle
Lord of Change	Counts as Greater Demon of Tzeentch
Kairos Fateweaver	Counts as Greater Demon of Tzeentch
Karnak	Herald of Khorne
Ku'Gath	Counts as Greater Demon of Nurgle
Keeper of Secrets	Counts as Greater Demon of Slaanesh
Masque	Herald of Slaanesh
Skarbrand	Blood Thirster
Skulltaker	Counts as Herald of Khorne

Chaos Space Marines

Abadon	Counts as Lord
Ahriman	Counts as Sorcerer
Be'lakor	Counts as Demon Prince
Chaos Space Marine Daemon Prince	Counts as Demon Prince
Chaos Space Marines Terminator Lord	Counts as Lord
Fabius Bile	Unique
Huron Blackheart	Counts as Lord
Khârn the Betrayer	Counts as Lord
Lucius the Eternal	Counts as Lord
Daemon Prince	Counts as Demon Prince
Typhus	Counts as Lord

Dark Angels

Asmodai	Counts as Chaplain
Azrael	Counts as Grand Master
Belial	Counts as Grand Master
Deathwing Knights	Unique
Deathwing Terminator Squad	Counts as Terminators
Ezekiel	Counts as Librarian
Sammael	Counts as Grand Master

Dark Eldar

Drazhar	Unique
Lady Malys	Counts as Succubus
Lelith Hesperax	Counts as Succubus
Urien Rakarth	Counts as Haemonculus

Eldar	
Asurmen	Counts as Phoenix Lord
Avatar	Unique
Baharroth	Counts as Phoenix Lord
Bel-Annath	Counts as Farseer
Eldrad	Counts as Farseer
Feugan	Counts as Phoenix Lord
Illic Nightspear	Unique
Irillyth	Counts as Phoenix Lord
Karandras	Counts as Phoenix Lord
Maugan Ra	Counts as Phoenix Lord
Prince Yriel	Counts as Autarch
Spiritseer	Counts as Spiritseer
Warlocks	Maximum of 5
Wraith Knight	Not allowed
Wraithseer	Counts as Wraithlord

Grey Knights	
Brother Captain Stern	Counts as Brother Captain
Castellan Crowe	Counts as Brother Champion
Grey Knights Paladins	Unique
Grey Knights Terminators	Counts as Terminators
Inquisitor Karamazov	Counts as Inquisitor
Inquisitor Coteaz	Counts as Inquisitor
Kaldor Draigo	Unique

Imperial Guard	
Al'rahem	Unqiue
Commissar Yarrick	Counts as Lord Commissar
Jarran Kell	Unique
Lord Castellan Creed	Unique
Lukas Bastonne	Unique
Harker	Unique
Kubrik Chenkov	Unique
Mogul Kamir	Unique
Nork Deddog	Unique
Pask	Unique
Sebastian Yarrick	Unique
Straken	Unique

Imperial Knights

All Knights	Not Allowed

Necron

Anrakyr the Traveler	Counts as Overlord
Illuminor Szeras	Unique
Imotekh the Stormlord	Counts as Overlord
Nemesor Zahndrekh	Counts as Overlord
Royal Court	Max Unit Size of 5 combined of Lords / Crypteks
Trazyn the Infinite	Counts as Overlord
Vargard Obyron	Unique

Orks

Boss Snikrot	Unique
Boss Zagstruk	Unqiue
Ghazghkull Thraka	Counts as Warboss
Kaptin Badrukk	Unique
Mad Dok Grotsnik	Unique

Space Marines

Calgar	Counts as Chapter Master
Cassius	Counts as Chaplain
Cato Sicarius	Counts as Captain
Grimaldus	Counts as Chaplain
Helbrecht	Counts as Chapter Master
Korsarro Khan	Counts as Captain
Lysander	Counts as Captain
Pedro Kantor	Counts as Chapter Master
Shrike	Counts as Captain
Tigurius	Counts' as Librarian
Vulkan	Counts as Captain

Space Wolves	
Arjac Rockfist	Unique
Bjorn the Fell-Handed	Counts as Dreadnaught
Canis Wolfborn	Counts as Wolf Lord
Logan Grimnar	Counts as Wolf Lord
Njal Stormcaller	Counts as Rune Priest
Ragnar Blackmane	Unique
Ulrik the Slayer	Counts as Wolf Priest
Wolf Guard	Maximum of 5

Tau	
Aun Shi Tau Ethereal	Counts as Ethereal
Commander Farsight	Counts as Commander
Commander Shadowsun	Counts as Commander
Darkstrider	Unqiue
Farsights Command Team (The Eight)	Farsight + 0-3

Tyranids	
Old One Eye	Counts as Carnifex
Swarmlord	Counts as Hive Tyrant