

# War for Tots 2017

## Warhammer 40,000 Event



Version 1.3

Hit Point Hobbies  
118 W. Main St.  
Aberdeen, NC 28315

December 9th, 2017  
9:30 a.m. Registration

Max Detachments: 3  
Rounds: 3  
Max Time per Round: 2 hours, 30 minutes

This is NOT the weekend of the Reindeer Run!!!

# War for Tots Charity Event - Schedule

- 9:00 Doors Open / Registration Begins
- 10:00 Review rules, Meet players  
Round 1
- 11:00 *Aberdeen Christmas Parade*
- 12:45 End of Round 1, 1-hour lunch
- 1:45 Charity Auction  
Get table assignment for 2nd game
- 2:15 Round 2
- 5:00 End of Round 2  
Final Chance to buy Raffle Tickets  
Round 3  
*Toys for Tots Representative comes by*
- 7:45 End of Round 3  
Prize Raffle Drawing  
Award Ceremony



# Entry Package

**Entry Fee:** \$20.00

\$10.00 to be redistributed as prizes via store credit to winners

\$10.00 donation to Toys for Tots

**Point Value:** 2,000, maximum of 3 detachments

**What to Bring:**

- A Battle-Forged, 1850-point army
- gaming supplies (rulebooks, dice, etc)
- An 2,000 army list (Battle-Forged)

**Free Raffle Tickets:** 3

# Army Rosters

Each player must provide a written document of a their army list

# Chapter Approved

Because of the short timespan since the Chapter Approved Rules Supplement would have been released at the time of the tournament, these rules are not to be used. All codexes and FAQ's issued before the Chapter Approved was released are to be used

# Raffle Tickets

A set number of Raffle Tickets are given to each player with their registration fee. In addition, anyone can buy raffle tickets for \$3.00 each ticket, or 4 tickets for \$10.00. All of money (100%) collected from raffle tickets goes directly to Toys for Tots.

## In-Game Raffle (players only)

At the beginning of every round, tickets will be drawn to help the players in the following game. The winning tickets are returned to the pot for the prize raffle. The prizes for this raffle are listed below for each round.

### Round 1

- Choose Your Opponent
- Choose Your Opponent
- Pick your Table
- Free Objective (worth two Victory Points)
- Free Objective (worth two Victory Points)
- One Character receives 2 extra wounds
- +1 Command Point
- +1 Command Point



### Round 2

- Pick your Table
- Pick your Table
- Scatter Relic 1D6
- Scatter Relic 1D6
- +1 on Roll to go first
- +1 on Roll to go first
- One Character receives 2 extra wounds
- +1 Command Point
- +1 Command Point

### Round 3

- Free Objective (worth two Victory Points)
- Free Objective (worth two Victory Points)
- Pick your Table
- +1 or -1 on Roll to go first
- +1 or -1 on Roll to go first
- One Character receives 2 extra wounds
- +1 Command Point
- +1 Command Point

## Prize Raffle

Each Raffle ticket is a chance to win Items will be raffled off at the end of the tournament. Check Facebook and/or the website for a list of items up for auction. ALL the money (100%) from the raffle is donated to Toys for Tots.

This is part of the event is 100% dependent on donations, so feel free to donate to the raffle. You can donate models, paints, brushes, dice, just about anything that you think the players would like to have.

## Painted Miniature Auction

After Lunch there will be a painted miniature auction. Painted miniatures will be auctioned off to the highest bidder. In the past, there have been auctions for single miniatures, complete units or even complete armies. Terrain pieces and other pieces have also been offered for auction in the past as well.

Winning auctions must be paid for at the time of the auction. An ATM is within walking distance of the shop.

This is part of the event is 100% dependent on donations, so feel free to donate to the auction. If you are kindly painting something for the auction, be mindful of choosing a model that was wide appeal, you really want more than one person interested in making the purchase.

## Game Rules

### Pairings

In the first round of the tournament, an effort will be made to keep players who would commonly play with each other in their home environment from facing off during the tournament. This will continue to be in effect in the second and third rounds as long as it does not affect the rules of normal swiss pairing by too much, by discretion of the judge.

### Scoring

This is a Win-Loss Tournament. In order to win the tournament, you must win the most of your games (chances are, all of them). A secondary scoring of Battle Points will be used to break ties.

## Kill Points

Kill Points are earned for completely destroying one unit.

## Objectives

At the end of each game, each player will receive a cargo drop from the tournament of special prizes for every objective they control from the Santa Marine.



## 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:

- If the Winner's opponent lost all of his units in fair play, they receive victory points as normal.
- If the losing opponent forfeited the game they receive 0 points.
- The winner will get to move any remaining units through the end of round 7. This can be used to claim objectives and score points.



### Set up:

Set-up for each Game Round is based on the mission type as found on the Core Rule Book.

To determine which player starts the first round, each player rolls 1D6, the player with the highest roll goes first. The player who finished deployment first gets a +1 to this roll.

# War for Tots – Round 1 Crusade (3 objectives)

Primary Objectives: 3 objectives

## Table Deployment:

Corners, divide the table into 4 equal parts. One Objective is placed in the center of the board. Player 1 places his objective then player 2 places one Objectives must be placed no less than 12” from each other and 6” from a table edge. No more than 1 objective can be placed per corner. Opponents have deployment zones opposite of each other. No units can be within 12” of the center of the table. Reserves enter from the long table edge

No unit can control or contest more than one objective.

## 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 Points

	Player 1	Player 2
<b>Name:</b>	_____	_____
Each Objective Controlled(3 points each)	_____	_____
Slay the Warlord (2 points)	_____	_____
First Blood (1 point)	_____	_____
Linebreaker (1 Point)	_____	_____
<b>Total</b>	_____	_____
Match Points (5 win, 4 Tie, 2 Loss)	_____	_____

## Battle Points

	Player 1	Player 2
Match Points	_____	_____
Player controls object @ end of game (1 pt)	_____	_____
Player Controls all Three Objectives @ end of player turn (1 pt per objective per round)	_____	_____
Player Controls the Center Objective @ end of game (1 pt)	_____	_____
Most Kill Points (3pts)	_____	_____
<b>Total</b>	_____	_____



# War for Tots – Round 2 The Relic

Table Deployment:

Hammer & Anvil (End to End) - No Objectives

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 Points

	Player 1	Player 2
Name:	_____	_____
Control the Relic (3 points each)	_____	_____
Slay the Warlord (1 points)	_____	_____
First Blood (2 point)	_____	_____
Linebreaker (1 Point)	_____	_____
<b>Total</b>	_____	_____
Match Points (5 win, 4 Tie, 2 Loss)	_____	_____

## Battle Points

	Player 1	Player 2
Match Points	_____	_____
Player Controlled the Relic (1 pt/round)	_____	_____
Player has Relic in own Deployment Zone @ end of game (1 pt)	_____	_____
Player has Relic in opponent Deployment Zone @ end of game (3 pt)	_____	_____
Most Kill Points (3pts)	_____	_____
<b>Total</b>	_____	_____

# War for Tots – Round 3 Emperor's Will & Crusade

Primary Objectives: 4 objectives

## Table Deployment:

Dawn of War (12" Deployment)

Each player place their primary objective in their deployment zone, then a secondary in neither deployment zone. Objectives must be placed no less than 12" from each other and 6" from a table edge. No unit can control or contest more than one objectives.

## 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 Points

	Player 1	Player 2
Name:	_____	_____
Each Primary Objective Controlled (3 points each)	_____	_____
Each Secondary Objective Controlled (1 points each)	_____	_____
Slay the Warlord (1 points)	_____	_____
First Blood (1 point)	_____	_____
Linebreaker (2 Point)	_____	_____
<b>Total</b>	_____	_____
Match Points (5 win, 4 Tie, 2 Loss)	_____	_____

## Battle Points

	Player 1	Player 2
Match Points	_____	_____
Player controls object @ end of game (1 pt)	_____	_____
Player Controls all Objectives (1 pt) @ end of game	_____	_____
Player Controls Home Primary Objective @ end of game (1 pt)	_____	_____
Most Kill Points (3pts)	_____	_____
<b>Total</b>	_____	_____

# How to Help

This is a very important event for us at Hit Point Hobbies. It started in our second location and it was the brainchild of Daniel Gschwind. We put a lot of effort into this tournament and it is a lot of work.

We believe firmly in what Toys for Tots does for children, and we help to fill a very special niche' in their fundraising. Lots of kind people will leave toys they have bought in toy boxes all around town, and that is awesome. But what happens is people always think of younger children when they make these purchases and Toys for Tots ends up with lots of dolls, stuffed animals, balls, cars and similar toys meant for young children. That is great but it leaves out the younger teens in need. They get up and their baby sister gets a doll, thier baby brother gets a race car, but they are left with nothing.

Because we raise cash for Toys for Tots, the volunteers are able to have some flexibility and match the wants of these forgotten children and purchase toys for them, to help make their christmas just as special.

Our participation matters.

So what can you do to help?

1. **Come to the event.** Notice we don't call this a tournament. Even though there is a tournament element to it, we are all winners for helping the children.
2. **Buy raffle tickets** -100% of picket purchases goes to War for Tots. You also get a chance at some in-game treats and some really cool prizes at the end of the tournament.
3. **Make a donation** - We will give your cash to Toys for Tots if you just hand it to us, we promise. Ask your friends or family members before you come, maybe they will give a little as well.
4. **Donate to the Prize Auction** - Did you ever plan to build a unit or maybe even an army, but you changed your mind after you bought some models? Is that box just adding clutter to your hobby area? Bring it and donate it to the prize auction, the more prizes we have to raffle, the more raffle tickets that will be sold.
5. **Paint a miniature for the Miniature Auction** - Are you an outstanding painter? Do you own a commission service? Paint a miniature and donate it to the Miniature Auction. A well painted miniature can add big bucks to the donation we make. And it does not have to be just one miniature, we have had entire units, entire armies even, donated to the auction.

6. **Bring Cash** - The Toys for Toys representative usually arrives during the third round of the tournament. We hand him the money raised then and there. We will stop the game, he will make a speech and say thank you. While we can handle a few credit card transactions; we really need cash for registration fees, raffle ticket purchases and the miniature auction. There is an ATM close by to make a withdrawal, but avoid the service fees and come prepared.
7. **Come to have a good time** - Warhammer Tournaments have a reputation for being highly competitive, high stress and low fun. This is not that event. We have candy, we have a parade, we give away free stuff and most of all, we help children. Come with a warm heart and the Christmas Spirit. It's for the kids.

