

## **40Kthulhu – At the (Moving) Mountains of Madness**

See [www.wh40k.org](http://www.wh40k.org) for downloadable mission packets, point scoring, event FAQ and army construction restrictions.

This tournament is one intended to allow players to bring out the crazy stuff. We are hoping to stress test the new Space Marine supplement at the same time as allowing people to bring the big models that usually have to be left on the shelf. As a result this will be more about cool models and crazy combo's than strictly a test of player skill on the board – come with a sense of humor about what rules GW and FW write into the game.

*“Hope is the first step on the road to disappointment.”*

We are running two independently scored paths in the tournament:

1. Normal tournament scoring (Both battle score and overall score)
2. Total Insanity scoring

You cannot win prizes in both paths – only one or the other.

The tournament mission scoring will follow below. Here are the (In)Sanity Point scoring rules:

All armies start with 10 Sanity Points. You will accumulate and lose Sanity points throughout the games and your army's total at the end of the tournament will be compared to the scores of all the other armies. Awards will be made for the highest and lowest sanity point scores.

“Do you hear the voices too?”: +/- the difference between your opponent's maximum total Mastery Levels in the game and your maximum total Mastery Levels in the game. For example, if your opponent had a total of 18 Mastery levels and you had 7 total Mastery Levels in your armies, you would add 11 (18-7) to your Sanity Points at the end of the game. Your opponent would subtract 11 from his Sanity Point score (7-18).

“I feel the Warp overtaking me. It is a good pain!”: +2 sanity points per Perils of the Warp your opponent has, -2 sanity points per Perils of the Warp you have.

“Cleanse! Purge! Kill!”: +1 per enemy psyker/psychic brotherhood unit killed, -1 per friendly psyker/psychic brotherhood unit killed.

“It's 'THAT GUY' again!”: +/-2 (your choice) if opponent has the anniversary marine in his army

“Da Foot of Gork! (or possibly Mork)”: -1 Sanity point for each 6 rolled on the Destroyer Weapon table, the Stomp Table, the Thunderblitz table or the Catastrophic Damage table (regardless of who rolled it)

“The Emperor Protects!”: +1 Sanity for each Psychic power that you successfully Deny the Witch.

“Nothing to see here, Move Along”: +1 per player turn where no psychic power are attempted to be cast

“The Shadow in the Warp”: -1 Sanity point per turn if you have one or more psykers in your army and your opponent has one or more units with the ‘Shadow in the Warp’ special rule on the board. (Hey this rule has to do SOMETHING in the game, right?)

We may come up with a few more before the event. If so, this will be included in the event mission packet.

## **TOURNAMENT MISSION RULES**

The tournament will be scored on battlepoints for 'Best General' awards and battlepoints and point scoring for 'Best Overall' awards.

NOTE: Any reference to models or units 'killed' or 'destroyed' also includes models that are off-board or falling back at the end of the game.

Each game provides a maximum of 24 Battlepoints to be acquired. These are earned as follows:

**Alpha Missions:** 12 points maximum – see individual missions for more details

**Beta Missions:** 6 points maximum – see individual missions for more details

**Gamma Missions:** Up to 6 points scored as follows:

**Slay the Warlord:**

2 points to a player for killing the enemy warlord and his warlord remains alive

1 point to each player if both warlords are killed

0 point to each player if both warlords are alive

**First Blood:**

2 points to a player for killing the first unit if no units of his are also eliminated in the same game turn

1 point to each player if the player losing the first unit is able to kill an enemy unit in that same game turn.

0 points to each player if no units are eliminated.

**Linebreaker:**

2 points to a player if he has a scoring model within 12" of his opponent's board edge and his opponent has no scoring models within 12" of the player's board edge.

1 point to each player if both players have scoring models within 12" of their opponent's board edge

0 points to each player if neither player has scoring models within 12" of their opponent's board edge

Variable Game Length, Night Fight, Reserves and Mysterious Objectives are in use. Mysterious terrain rules are not in use.

Tactical Objectives: Where tactical objectives are in use in the round use the following rules:

1: You may choose to use either the tactical objectives as listed in the BRB or (if applicable) your faction-specific tactical objectives listed in your codex. You must use the same source throughout the tournament.

2: At the start of your turn draw Tactical objective cards until you have 3. Discard any cards that are literally impossible to complete and redraw. Note down cards drawn and cards discarded on the table provided. Inform your opponent of what your objective cards are.

3: At the end of your turn, check which objectives you have completed and score accordingly. Note the score on the table provided. You may choose to discard 1 tactical objective card you have drawn. Mark it as discarded on the table provided.

**Round 1 – Whoever fights monsters should see to it that in the process he does not become a monster. Friedrich Nietzsche**

Deployment: Hammer and Anvil

Rules in Effect: As per BRB rules: Variable Game Length, Night Fight, Reserves, Mysterious Objectives. As per Escalation rules: Impending Doom

**Alpha Mission** (12 points major win / 9 points minor win / 6 points draw / 3 points minor loss / 0 points major loss): **5 objectives**. One is placed in the center of the table (offset as necessary along the center line of the board, equidistant to the deployment areas of both players if impassable terrain is in the center of the board). Players take turns placing one objective each in their own deployment area and one objective each in their opponent's deployment area. Objectives must be at least 6" from the board edge and 12" from any other objective.

Scoring:

Score 3 points for each objective held

'Through Attrition, Victory' - Score 1 point for every 3 hull points or wounds suffered by an enemy Lord of War unit at the end of the game.

Major Win: Player scores at least 7 more points than his opponent

Minor Win: Player scores 1 – 6 more points than his opponent

Draw: Both players score the same number of points

Minor Loss: Player scores 1 – 6 fewer points than his opponent

Major Loss: Player score at least 7 fewer points than his opponent

**Beta Mission** (6 points major win / 4 points minor win / 3 points draw / 2 points minor loss / 0 points major loss): **Kill points** – score 1 KP for each unit destroyed or removed from play. Units falling back or off-board at the end of the game also count as destroyed. A Lord of War unit scores an additional 1KP if it is destroyed, removed from play, or off-board at game end.

Major Win: Player has scored 4+KP more than his opponent

Minor Win: Player has scored 1-3KP more than his opponent

Draw: Player scores the same number of KP as his opponent.

Minor Loss: Player has scored 1-3KP less than his opponent

Major Loss: Player has scored 4+KP less than his opponent.

**Gamma Missions:** Up to 6 points scored as per Tournament Mission Rules

**Round 2 – The most merciful thing in the world... is the inability of the human mind to correlate all its contents. *H.P. Lovecraft***

Deployment: Vanguard Strike

Rules in Effect: As per BRB rules: Variable Game Length, Night Fight, Reserves, Mysterious Objectives. As per Escalation rules: Impending Doom

**Alpha Mission** (12 points major win / 9 points minor win / 6 points draw / 3 points minor loss / 0 points major loss): **4 Objectives** (Labelled 1 to 4). One objective is placed in the center of each table quarter (12" in from the long table edge, 18" in from the short table edge).

Scoring:

Score 3 points for each objective held

'Through Attrition, Victory' - Score 1 point for every 3 hull points or wounds suffered by an enemy Lord of War unit at the end of the game.

Major Win: Player scores at least 7 more points than his opponent

Minor Win: Player scores 1 – 6 more points than his opponent

Draw: Both players score the same number of points

Minor Loss: Player scores 1 – 6 fewer points than his opponent

Major Loss: Player score at least 7 fewer points than his opponent

**Beta Mission** (6 points major win / 4 points minor win / 3 points draw / 2 points minor loss / 0 points major loss): **Tactical Objectives**. Objectives 1 to 4 use the objectives placed for the Alpha mission. Objective 5 is placed by player 1 in his own deployment area. Objective 6 is placed by player 2 in his own deployment area. Tactical objectives are generated as per Tournament Mission Rules.

A major win is scored if a player has at least 4VP more than his opponent

A minor win is scored if a player has 2 or 3VP more than his opponent

A draw is scored if both players are within 1VP of their opponent

A minor loss is scored if a player has 2 or 3VP less than their opponent

A major loss is scored if a player has 4VP or more less than their opponent

**Gamma Missions:** Up to 6 points scored as per Tournament Mission Rules

### **Round 3 – All hope abandon, ye who enter here! *Dante Alighieri***

Deployment: Dawn of War

Rules in Effect: As per BRB rules: Variable Game Length, Night Fight, Reserves, Mysterious Objectives. As per Escalation rules: Impending Doom

**Alpha Mission** (12 points major win / 9 points minor win / 6 points draw / 3 points minor loss / 0 points major loss): **2 objectives** – use objectives 1 and 2 placed as part of the Beta mission below.

Scoring:

Score 3 points for each objective held

'Through Attrition, Victory' - Score 1 point for every 3 hull points or wounds suffered by an enemy Lord of War unit at the end of the game.

Major Win: Player scores at least 6 more points than his opponent

Minor Win: Player scores 1 – 5 more points than his opponent

Draw: Both players score the same number of points

Minor Loss: Player scores 1 – 5 fewer points than his opponent

Major Loss: Player score at least 6 fewer points than his opponent

**Beta Mission** (6 points major win / 4 points minor win / 3 points draw / 2 points minor loss / 0 points major loss): **Tactical Objectives**. Place Objectives 5 and 6 along the center line of the table, 18" in from each board edge. Objective 1 is placed by player 1 in his own deployment area. Objective 2 is placed by player 2 in his own deployment area. Objective 3 is then placed by player 1 in the deployment area of player 2, Objective 4 is placed by player 2 in the deployment area of player 1. All objectives must be at least 6" from the board edge and 12" from any other objective. Tactical objectives are generated as per Tournament Mission Rules

A major win is scored if a player has at least 4VP more than his opponent

A minor win is scored if a player has 2 or 3VP more than his opponent

A draw is scored if both players are within 1VP of their opponent

A minor loss is scored if a player has 2 or 3VP less than their opponent

A major loss is scored if a player has 4VP or more less than their opponent

**Gamma Missions:** Up to 6 points scored as per Tournament Mission Rules