



# HUSCARL GT

2019 TOURNAMENT PACKET



# Tournament Information

## Army Construction:

Armies may consist of 2000 points or less and no more than 3 detachments.

No other restrictions.

No books or FAQ's released after 3/17/19 will be allowed in the tournament.

# General Tournament Rules

Models must adhere to the following standards:

- Models must be WYSIWYG
- Models must have a three color minimum and be based to be used in the tournament
- Models that do not meet this requirement may not be used. Further if a player is found to be using such models they may be removed from play by a judge.
- If a significant portion of a player's army is in violation of these rules, they may be asked to withdraw from the tournament

**A printed army list is required when you register the day of the event and a copy must be available for each of your opponents. Each army list must contain the following:**

- Player Name
- Army Faction
- Detachment Type
- Unit Name
- Force Org. Role
- Wargear or other upgrades
- Points Total
- Power level for each unit

**You must have all of the necessary rulebooks, codex's or accompanying literature along with dice, rules, and other needed items for the game.**

Lists must be submitted to [Dave@HuscarlHobbiesandGames.com](mailto:Dave@HuscarlHobbiesandGames.com) by 4/1/19.

## **IMPORTANT:**

Players that do not submit their army list by the required date will receive a YELLOW CARD prior to the event. Players that do not submit their list prior to 4/12/19 will **NOT** be allowed to participate in the tournament.

Chapter Approved and Beta Rules will be in effect.

## Code of Conduct

The ITC Code of Conduct will be used for this tournament in its entirety. The link to the code of conduct can be found here:

[https://docs.google.com/document/d/1RFhFICnwr15wK0pdUcUnp0uNRn\\_-jUdtZvHKPTTR4Yo/edit](https://docs.google.com/document/d/1RFhFICnwr15wK0pdUcUnp0uNRn_-jUdtZvHKPTTR4Yo/edit)

Chess clocks will be mandatory for the top 3 tables on day two. Chess clocks will be available to any player that requests one or as supply allows. Players are welcome to supply their own chess clock as well.

## Tournament Schedule

### Saturday

Registration	8:00-9:00
Round 1	9:00-12:00
Lunch/ Paint Judging	12:00-1:00
Round 2	1:00-4:00
Round 3	4:00-7:00

### Sunday

Round 4	9:00-12:00
Lunch/ Final Paint Judging	12:00-1:00
Round 5	1:00-4:00
Awards/Closing	4:00-4:45

## **Awards and prizes**

**There are several awards and prizes available to players and are as follows:**

### **Tournament Champion**

- This award is based solely off battle points. Simply, the most battle points wins!

### **Best Overall**

- This award is for the player that not only focused on playing the best game possible but brought their hobby "A" game. The player with the best score will be calculated as follows:  
20% Sportsmanship, 30% Painting, 50% Battle Points

### **The Comeback Kid**

- This award is for the individual who went 0-3 on day one, and 2-0 on day two. The highest combined scores of rounds 4 and 5 will be used to calculate the winner. Ties will be broken based on SOS.

### **The Peoples Champion**

- This award is for the player with the most votes for Best Opponent.

### **The Michelangelo Award**

- Voted Best Painted by our judges based on the painting rubric.

### **DFL**

- Player with the lowest battle point score.

**Painting scores will be calculated as follows:**

- **0 Points:** This army is not to a 3 color standard and is ineligible for prize support.
- **20 Points:** Tournament Ready: The army is painted to a 3 color standard and qualifies for prize support.
- **22 Points:** 3 Colors Plus: The Army is painted above and beyond the 3 color standard and shows a great deal of effort and care. Well done!
- **24 Points:** Exceptional: The Army represent both exceptional skill and effort, and warrants a close inspection as it is in the running for a painting prize. This army is in the top 10% of armies present based on majority vote of paint judges.

**Bonus Points:**

- **+1** For two layers of highlighting.
- **+2** For three or more layers of highlighting. This overrides the previous bonus.
- **+1** For blended highlighting.
- **+1** For Object Source Lighting.
- **+1** For Weathering.
- **+1** For freehand work.
- **+2** For exceptional freehand work. This means artistic work that is above and beyond basic freehand work such as squad markings, etc. This overrides the previous bonus.
- **+1** For a cohesive, noteworthy theme throughout the army. This is above and beyond a common theme and represents an impressive, creative work that is unique or uncommon.
- **+1** Exceptional basing with multiple elements used, or for noteworthy care taken in construction.
- **+1** For conversion work.
- **+2** For exceptional conversion work. This means sculpting parts, major kit bashes, etc. This overrides the previous bonus.
- **+1** For green-stuff work.
- **+1** For a display Board.
- **+2** For an exceptional display board that shows effort and artistic talent above and beyond the norm. This overrides the previous bonus.
- **+1** For “cool” factor. Much like pornography, it’s hard to define, but we know it when we see it. Yes, subjective, but all paint judging is.

**The players' with the highest scores will be eligible for prizes! Ties will be broken by a vote of the paint judges.**

# Start of Game Sequence

1. **Terrain:** Terrain should already be set up. If there is any confusion about terrain, please contact a judge at this point.
2. **Army Abilities:** Before any dice are rolled, 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.
3. Players will reveal their choices from Step 2 simultaneously.
4. **Roll for Deployment Type:** Players roll off for deployment. 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.
5. **Objectives:** 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. Move terrain if necessary 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.
6. **Secondary Missions:** 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.
7. **Deploy Forces:** The player who lost the roll-off in for deployment type deploys the first unit. Deployment proceeds normally thereafter.

## Determining First Turn:

1. Players roll off for first turn.
  - a. The player that finished deploying first gets a +1 modifier to the roll to go first.
2. The player that wins the roll-off may choose to go first or second.
3. The player that goes second may choose to roll to seize the initiative.

# Tournament Missions

☒ **Primary:** Players earn points at the end of their player turn (1 point for holding at least 1 objective, 1 point for destroying at least 1 enemy unit), and at the end of the battle turn (1 point for holding more objectives than your opponent, 1 point for destroying more units than your opponent)

☒ **Secondary:** At the start of the game, each player chooses 3 secondary missions to complete. Players earn up to 4 points per secondary mission. The secondary missions are listed on the next page.

## Game Length

☒ Each game lasts **6 battle rounds**.

## Concession

☒ If one player concedes before time is called or the game has come to a natural conclusion, then they automatically score 0 points and their opponent has won the game. 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.

## Tabled

☒ If a 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 under the rules for a concession.

## Secondary Missions:

When scoring a mission marked with an asterisk, a unit may only count towards one objective at any time. You must select which secondary mission the unit will count for. **The Reaper** is an exception to this rule as outline below.

**\*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.

☑ If the **Character** is also your opponent's Warlord, earn 1 additional point if it is destroyed.

☑ An enemy **Character** selected for Kingslayer may not also generate points for Titan Slayers.

**\*Marked for Death:** Choose 4 of your opponent's units with a Power Level of 7+. Earn 1 point 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.

**The Reaper:** Earn a point for every enemy unit that is destroyed that began the game with 10+ models. If a unit begins the game with 20+ models, you earn 2 points if it is 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.

**\*Big Game Hunter:** 1 point for every enemy model with 10 or more wounds that is 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.

☑ A model chosen for Kingslayer may not also generate points for Titan Slayers, even if that model has the **Titanic** keyword.

**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 earn 2pts towards this objective.*

**Behind Enemy Lines:** 1 point if at the end of your player turn you have 2 or more of your units at least partially within 12" of your opponent's rear most and longest board edge.



**Butcher's Bill:** Destroy 2+ enemy units during a player turn to earn 1 point

**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.

**Ground Control:** Earn 1 point for each objective held at the end of the game

*All missions can be found in the ITC Pack found here:*

<https://docs.google.com/document/d/1tQMdeDqYRXOhvdYT3dtUSji3AISvZRM8qDlhOXDaF8>