

Strathmore De-Escalation Tournament

1750 Point Rogue Trader Tournament
10th Edition Warhammer 40k
Leviathan Matched Play Rules

Essentials

When: April 28th, 2024
Where: HOB's Hobbies, 116 2nd Avenue, Strathmore AB
Players: Max 16
Rounds: 3
Points: 1750, then 1250, then 750
BCP Link: <https://www.bestcoastpairings.com/event/Y5RFNQTR50>
Please submit *all three* lists to BCP by Friday April 26th
Entry - \$30 per player. 16 player Cap.

Format

- Games will be played using the most recent rules from Games Workshop, 10th Edition.
- Lists should be submitted in Best Coast Pairings no later than 2359 hours on Friday, April 26th.

Schedule

Check in 0800-0845
Round 1 – 0900-1200
Lunch Break – 1200-1300
Round 2 – 1330 -1530
Round 3 – 1600-1730
Prizing and Voting – 1730 – 1800

What you need to bring

We need you to bring 1750 points of models, and a copy of your THREE army lists:

1. 1750 points for first round
2. 1250 points for second round
3. 750 points for third round

You will also need to bring dice, a measuring tape, and written or electronic access to the stratagems of your army. Chess clocks are permitted if both players agree to them, but are not mandatory.

There is no painting requirement, all players will score the 10 pts for being battle ready.

Missions and Secondaries

Missions and Deployments are detailed in this section. Each player will also choose two secondary missions for their army, chosen from Appendix 2 of this Document, Rules Supplement. Gambits will not be permitted.

Round 1:

Deployment: Hammer and Anvil Deployment

Primary Mission: Purge the Foe

Mission Rule: Delayed Reserves

Round 2:

Deployment: Crucible of Battle
Primary Mission: Vital Ground
Mission Rule: Scrambler Fields

Round 3:

Deployment: Search and Destroy
Primary Mission: Priority Targets
Mission Rule: Minefields

Terrain

- Terrain is fixed: each table will have a box for its use. All terrain in the box must be used.
- Terrain will be placed according to the rules in Appendix 1 of this document.

FAQ's and Errata

- The tournament will use all Games Workshop books, FAQ's and errata published up to April 21st, 2024 (one week in advance). Anything published after this date will be up to TO's discretion and be explained during the Players Meeting before the tournament.

Rules Queries

If you have any queries relating to the event rulings, please submit them to sales@hobshobbies.com and specify RULES QUERY in the subject line.

Model Policies

- Models *should* be WYSIWYG to a reasonable standard. To have a model count as WYSIWYG, the model's main and secondary weapons should be modeled as the appropriate weapons chosen from the dataslate. If the dataslate comes with an option that all models must use, there is no need to model it.
However, there is no painting requirement: all players will score the 10 pts for being battle ready.
- 3rd party bits are acceptable, so long as every instance of that bit is consistent across the army and counts-as the same weapon.
- If a model in a unit has an option or statline that is separate from the other models, it must be clearly identifiable to your opponent (Champion/Sergeant, special grenade options, etc).
- Models can be clearly identified through differences in modeling (heads, etc), base markings, or other means (elastics, etc).
- The core of every model must be from a GW-party model kit. As long as that requirement is met, conversions, proxies and third party bits are allowed, provided they are cleared by the organizers prior to the final list submission date.
- Allowances will be made for circumstances, such as mistakes made by players new to modeling.
- When in doubt, please explain any variances to your opponent *in advance*, so there is no doubt about the capabilities of any given model.

Code of Conduct

We will be following the [2021 ITC Code of Conduct](#) for appropriate player behaviour and procedures for handling infractions and adjudicating player disputes that occur during the course of running an ITC tournament. If you have any questions, please email sales@hobshobbies.com, with WH40k Code of Conduct in the subject line.

Scoring and Prizing

Standings will be based on BCP scoring.

- If a game should end before five battle rounds have elapsed, the score as of the *last completed battle round* shall stand as the score for the game.
- Players will vote for “best in tournament” for their favorite army based on painting, flavor, and basing.
- Players will vote for “most sportsmanlike” for the player they felt demonstrated the best values of sportsmanship and fair play.

Prizing will break down as follows –

- 1st place – 30% of prize pool
- 2nd place – 20% of prize pool
- 3rd place – 10% of prize pool
- Best in Tournament – 20% of prize pool
- Most Sportsmanlike - 20% of prize pool
- The event will be scored using strength of schedule, and in the case of a draw total battle points will be used as the tiebreaker.
- This structure and prize amounts are subject to change depending on attendance and will be reviewed during the Players Meeting.

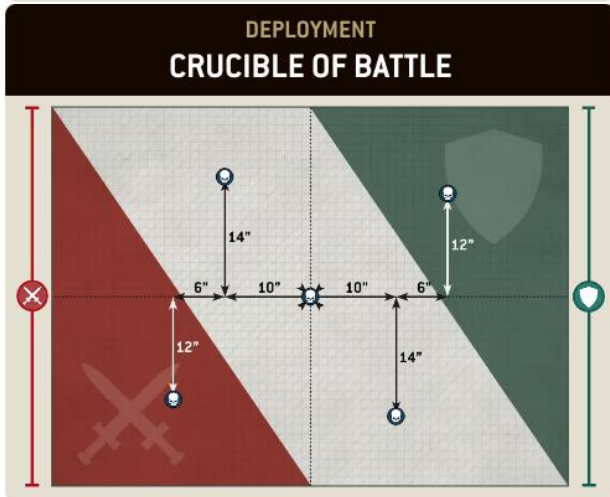
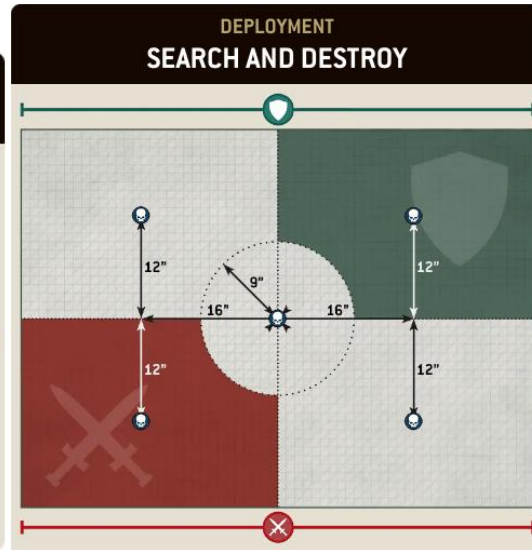
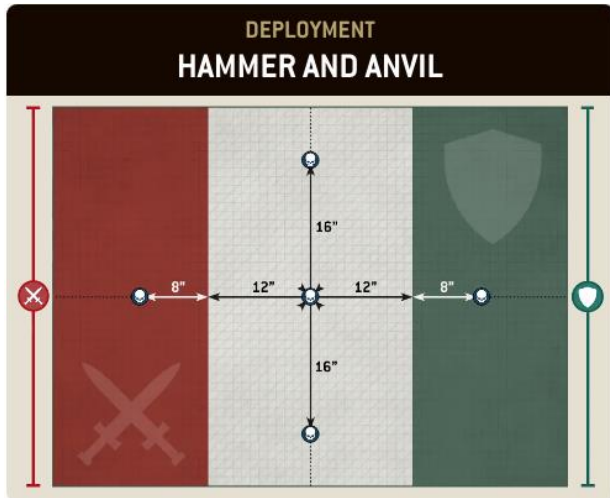
Appendix 1: Terrain Placement Procedure

The following **start of game procedure** will be followed (note this is a deviation from standard order of operations):

- Players will place objectives
- Players will roll off to decide Defender and Attacker
- Players will choose secondaries
- Players will then place terrain alternating between Defender and Attacker:
- Terrain is placed by each player in their own half of the board (territory)
- Defender places first
- Terrain must be placed according to the following:
- Any terrain that can block movement must be placed at least 4 inches away from other terrain pieces and from the edge of the board.
- If one or more players has a Fortification, place them during terrain setup treated as an additional terrain feature for the owning player (meaning they may only be set up in their half of the table) following normal rules for Fortification placement per the rule book.
- Storage containers must be placed such that all containers are touching with no gaps present between them, with the longest side of each container facing the table.
- Terrain placement comes out of the total time allowed per round
- If a player is unable to place all of their terrain pieces, or if there are concerns about the ability for a player to move a model with a base larger than 4 inches, a judge will need to be notified and a final ruling will be made.

Appendix 2: Rules Supplement

Deployment Maps



Primary Missions

PRIMARY MISSION PRIORITY TARGETS

The objectives in this area are vital to our war effort and securing them is your highest priority. Spare nothing in ensuring that they do not fall into enemy hands.

In the second, third, fourth and fifth battle rounds:

At the end of each **Command phase**, the player whose turn it is scores 5VP for each objective marker they control (up to 10VP per turn).

At the end of the battle:

Each player scores 5VP for each objective marker they control (up to 15VP per player).

PRIMARY MISSION VITAL GROUND

The most vital ground in the region is in enemy hands.

If you draw this and the Hidden Supplies Mission Rule card, discard this card and draw a new Primary Mission card.

After setting up the battlefield, remove the objective marker in No Man's Land that is closest to the centre of the battlefield.

In the second, third and fourth battle rounds:

At the end of each **Command phase**, the player whose turn it is scores VP as follows:

- If they control the objective marker in their own deployment zone, they score 2VP.
- For each objective marker in No Man's Land that they control, they score 5VP.
- If they control the objective marker in their opponent's deployment zone, they score 6VP.

In the fifth battle round:

- The player who has the first turn scores VP as described above.
- The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.

PRIMARY MISSION PURGE THE FOE

Exterminate the enemy. Show them no mercy.

In the second, third and fourth battle rounds:

At the end of each **Command phase**, the player whose turn it is scores 4VP if they control one or more objective markers, and an extra 4VP if they control more objective markers than their opponent controls.

In the fifth battle round:

- The player who has the first turn scores VP as described above.
- The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.

At the end of each battle round:

At the end of the battle round, each player scores 4VP if one or more enemy units were destroyed that battle round, and an extra 4VP if more enemy units than friendly units were destroyed that battle round.

Note that a unit can, if it is returned to the battlefield for any reason, potentially contribute to this Primary Mission several times (assuming it is returned and subsequently destroyed several times over).

Mission Rules

MISSION RULE DELAYED RESERVES

Enemy interceptors roam the skies, strafing and bombing any of our reinforcement units they discover. Our forces will inevitably be delayed as they attempt to dodge these vicious aerial patrols.

In this mission, until the start of the third battle round, each time a **Reserves** or **Strategic Reserves** unit wishes to arrive on the battlefield, the controlling player must make a Reserves roll for it. To do so, that player rolls one D6: on a 3+, that unit arrives on the battlefield; otherwise, the Reserves roll fails and that unit does not arrive this turn.

MISSION RULE SCRAMBLER FIELDS

Scrambler fields and more esoteric devices have been activated in this area, restricting the use of advanced stealth and teleportation technologies.

In this mission:

- Players' units with the **Infiltrators** ability cannot be set up within range of an objective marker that is either in No Man's Land or their opponent's deployment zone.
- Players' units with the **Scouts** ability that make a move before the first turn begins cannot end that move within range of an objective marker that is either in No Man's Land or their opponent's deployment zone.
- If any rule is used to redeploy a unit, that rule cannot be used to set up that unit within range of an objective marker in No Man's Land.
- When a player's **Reserves** and **Strategic Reserves** units are set up on the battlefield, they cannot be set up within range of an objective marker that is either in No Man's Land or their opponent's deployment zone.

MISSION RULE MINEFIELDS

Buried ordnance and hidden booby traps litter this battlefield, posing a threat to all units that advance recklessly and without due care.

In this mission, each time an **Advance** roll of 6 is made for a unit, that unit suffers 1 mortal wound.

Secondary Objectives

SECONDARY MISSION BEHIND ENEMY LINES

Break through the foe's army and cut off their lines of escape.

At the end of your turn, if two or more units from your army (excluding **AIRCRAFT**) are wholly within your opponent's deployment zone, this Secondary Mission is achieved and you score 4VP (or 5VP if you are using **Tactical Missions**).

If, at the end of your turn, only one unit from your army (excluding **AIRCRAFT**) is wholly within your opponent's deployment zone, then this Secondary Mission is still achieved, but in this instance you score 3VP instead of 4VP (or instead of 5VP).

SECONDARY MISSION ASSASSINATION

The enemy looks to their champions for courage. Identify and eliminate them with extreme prejudice.

If you are using **Fixed Missions**, then while this Secondary Mission is active, each time an enemy **CHARACTER** model is destroyed, you score 4VP.

If you are using **Tactical Missions**, then at the end of the turn, if either of the conditions below are satisfied, this Secondary Mission is achieved and you score 5VP:

- One or more enemy **CHARACTER** units were destroyed during this turn.
- All **CHARACTER** units from your opponent's **Army Roster** have been destroyed during the battle.

Note that if you are using **Tactical Missions**, this Secondary Mission is achieved even if such a unit was destroyed and then subsequently resurrected for any reason.

SECONDARY MISSION DEPLOY TELEPORT HOMER

An allied fleet approaches ready to launch a full-scale invasion of this planet. If our vanguard forces deploy a series of teleport homers and landing beacons deep within enemy territory, troops aboard our ships will be able to launch a deadly surprise assault from orbit.

In your **Shooting phase**, you can select one unit from your army that is not **Battle-shocked** and is eligible to shoot. Until the end of your turn, that unit is not eligible to shoot or **declare a charge**.

At the end of your turn, if that unit is within your opponent's deployment zone, or within 6" of the centre of the battlefield, it deploys a teleport homer at that location, this Secondary Mission is achieved and you score a number of VP depending on where the teleport homer was deployed, as follows:

- Centre of battlefield = 3VP.
- Opponent's deployment zone = 4VP if you are using **Fixed Missions**, or 5VP if you are using **Tactical Missions**.

SECONDARY MISSION BRING IT DOWN

The opposing army contains numerous heavily armoured units. Take any opportunity to bring them down.

While this Secondary Mission is active, each time an enemy **MONSTER** or **VEHICLE** model is destroyed, you score 2VP and an extra 1VP for each of the conditions below that are satisfied (all are cumulative):


- The destroyed model had a Wounds characteristic of 10+.
- The destroyed model had a Wounds characteristic of 15+.
- The destroyed model had a Wounds characteristic of 20+.

Note that VP are scored even if such a model is destroyed and then subsequently resurrected for any reason. If you score any VP from this Secondary Mission during a turn, then at the end of that turn this Secondary Mission is achieved.

If you are using **Tactical Missions**, then when this Secondary Mission is achieved you score an extra 1VP. However, if you are using **Tactical Missions**, you cannot score more than 8VP in total from this Secondary Mission.

SECONDARY MISSION
ENGAGE ON ALL FRONTS

This area is of extreme importance. You are to lead an immediate all-out assault to capture it and deny it to our enemy for good.

 At the end of your turn, if you have one or more qualifying units (see below) from your army wholly within three or more different table quarters, and those units are all more than 3" away from any other table quarter, this Secondary Mission is achieved and you score 4VP if you have qualifying units in four different table quarters, or 2VP if you have qualifying units in three different table quarters.


While a unit is Battle-shocked, it is not a qualifying unit.

If, when you draw this Secondary Mission card, you only have one or two qualifying units remaining in your army, you can discard this Secondary Mission card and draw a new Secondary Mission card.

If you are using Tactical Missions, then when this Secondary Mission is achieved you score an extra 1VP (for a maximum of 5VP).

SECONDARY MISSION
STORM HOSTILE OBJECTIVE

Dominate the field of battle. Storm every site of tactical import and leave the foe with no place to hide.


 At the end of your turn, if either of the below conditions are satisfied, this Secondary Mission is achieved and you score 4VP if you are using Fixed Missions, or 5VP if you are using Tactical Missions:

- You control one or more objective markers that were controlled by your opponent at the start of your turn.
- Your opponent did not control any objective markers at the start of your turn and you control one or more objective markers that you did not control at the start of your turn.

This Secondary Mission cannot be achieved during the first battle round; if you randomly drew this Secondary Mission card during the first battle round, draw a new Secondary Mission card and shuffle this Secondary Mission card back into your Secondary Mission deck.

SECONDARY MISSION
CLEANSE

The objectives in this area have been tainted and must be cleansed with ritual and purifying flame.

 In your Shooting phase, you can select one or more units from your army that are not Battle-shocked and are eligible to shoot. Until the end of your turn, the units you selected are not eligible to shoot or declare a charge.

At the end of your turn, each objective marker that is not within your deployment zone that you control that has one or more of these selected units within range is cleansed by your army.

If one or more objective markers are cleansed by your army this turn, this Secondary Mission is achieved and you score a number of VP depending on the number of objective markers cleansed by your army this turn, as follows:

- 1 objective marker cleansed = 2VP if you are using Fixed Missions, or 3VP if you are using Tactical Missions.
- 2 or more objective markers cleansed = 4VP if you are using Fixed Missions, or 5VP if you are using Tactical Missions.