

Protect Your Planet!

SUMMARY

The Protect Your Planet tournament will be held on Sunday 15th February with up to 30 players.

There will be 3 games played to the following:

9.00 - 9.15 Registration
9.15 - 11.30 Game 1 (Attack at Dawn)
11.30 - 12.15 Lunch
12.15 - 14.30 Game 2 (There is Movement..)
14.45 - 17.15 Game 3 (Pitched Battle)
17.30 Prize Giving

REGISTRATION

When you arrive on the Sunday morning please find a spare table and unpack your army. A Marshal will come; register your army, collect a copy of your army list, give your army a painting score and give you a player number. This table will be the one that you will play the first game of the day.

GAMES

All games last for 6 turns, until your opponents surrender or the end of game time. If your game runs out of time that is it, do not roll more dice. Work out who won and lost and hand in your score sheet.

First game will be, Attack at Dawn

After the first game please leave your army out so that the players can chose which armies are best painted. You will need to leave a copy of your army list out, showing your player number and age.

Second game will be, There is Movement..

Third game will be, Pitched Battle.

PLAYING THE GAME

Read your rulebooks, supplements and other relevant material to refresh your memory before attending the event. Remember you may play against players who do not interpret the rules the same way as you do, so be prepared to compromise and accept the fact that you (Yes You!) could be playing the rule incorrectly.

Remember, there is a sequence of play (and a chart is provided in the rulebook). Should you forget to move or shoot that special unit - tough, it is your fault. Do not use the "puppy dog eyes" tactic and try to make your opponent feel guilty, this is unfair. Accept your mistake and get on with the game.

DICE ROLLING

All "cocked" dice must be re-rolled. Any special dice rolls must be declared before they are made and witnessed by your opponent. Note all dice must be rolled, not dropped or spun.

RULES DEBATE

In the event of a rules debate, which seems unanswerable, roll a D6 each time the situation occurs and get on with the game. Please check the rulebooks; most answers are there.

If an Marshal is asked to make a ruling, that decision is binding. Remember that it is only a game.

YOUR ARMY

Pick up to 1,500 points to make up your WH40K army, 1,501 points are too many! Penalties will be applied if your army is found to be over points. Imperial Guard armies may use an Assassin from Codex Assassins, other armies cannot. You also cannot use anything that requires your opponents permission to use (like special characters), we on their behalf say, NO!

Ensure your army presents a "what you see is what you get" look. Ensure you are using the correct miniatures to represent your units. Using non-Citadel miniatures is acceptable providing they fit into the Warhammer World and you can tell what they are supposed to be. Conversions for all figures are allowed and in fact may score you more points, but they must be recognisable. If the miniature does not look appropriate, then it may not be used. Saying that a big shoota is actually a rokkit launcher is not allowed and you may be marked down. Basically if it doesn't look like what it is meant to be, then don't bring it! If you pay for a

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weapon then it must be represented on the model. Stating the plasma gun is in his backpack or down his trousers is not acceptable.

SCORING

At the end of each game work out who won and who lost, or drew! All games use the victory points system, see page 137 in the 40K rulebook for the victory point system.

A difference of 1,000 or more points is a Decisive Win;

Winner gets 20 Tournament Points (we will call them TP's), Loser gets 0.

A difference of 201-999 points is a Win;

Winner gets 15 TP's. Loser gets 5.

A difference of 0-200 points is a Draw;

both players get 10 TP's

In addition you can score bonus TP's for the following, regardless of the result of the game; +5 TP's for wiping out (see p.137 of the rules) the enemy general. The general is the most expensive Independent Character in an army. If an army contains two Independent Characters of equal points, then wiping out either of will count (but you cannot get this bonus score twice).

PAINTING AND PLAYER'S FAVOURITE

Players will receive 10 TP's if they bring a fully painted and based army.

An exceptionally well-painted army will earn you up to 5 additional TP's.

Should you bring an army which is either unpainted or in a very poor condition you will receive between 0 and 9 TP's. You may also be unable to win some of the main prizes.

After the first game please walk around and see the armies, we would like you to vote for your choice of the best painted army at the tournament. You will have 2 votes, one for the best army done by a 14 year old or under and the other for an army done by someone older. Your votes will be used to choose the Painting awards.

THE TERRAIN

The battles will be fought over a variety of worlds with different types of battlefield, each with its own unique (and in many cases dangerous) terrain.

Agri-world:

Your average, run-of-the-mill planet, lush with green fields, rolling green hills, and the occasional barn or farmhouse.

Wood: A wood functions as difficult terrain, and provides models inside with a 5+ cover save to shooting. In addition, models in a wood strike first if assaulted, unless the attacker has frag grenades. Models can see up to 6" into a wood or up to 6" out of a wood, but may not shoot a target on the other side of a wood if they require line of sight to shoot.

Hills: Hills block line of sight for shooting purposes. Models on a single-level hill can see anything at ground level which is not blocked by other terrain, such as buildings or woods. Models on a two-tier hill can see over all terrain, including woods.

Buildings: Block line of sight. Any models inside gain a 5+ cover save.

Ash Wastes:

A highly polluted toxic sump on some detested hole, caused either by industrial processing or chemical war.

Ash Dunes: These count as hills, but also count as difficult terrain.

Detritus: An area strewn with rubbish, which counts as difficult terrain for vehicles, bikes and cavalry. Detritus does not count as D.T. for infantry, and will provide infantry with a 5+ cover save.

Chem Wastes: A multicoloured toxic lake of industrial waste. If any model with a Toughness value passes through, roll a D6. On a roll of a 1, that model takes a Strength 4 hit, armour saves are allowed. Anything with an armour value (i.e. a vehicle) becomes immobilised on the D6 roll of a 1, just as if they had moved into difficult ground.

Ice World:

Bitter cold and blizzards characterise these inhospitable worlds.

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Frozen Lake: Counts as clear ground to models with a Toughness value, but is difficult ground for vehicles. If a vehicle becomes immobilised in a frozen lake, then roll a D6 at the start of each of its turns. On a 1 or a 2, the vehicle falls through and is destroyed !!!

Snowdrift: Counts as a hill, but is also difficult terrain.

Hidden Crevasse: Counts as difficult terrain, and all models with a Toughness value must roll a D6 when passing over it. On a 1, they fall into the crevasse and die horribly.

Moon World:

Barren places, untouched by life or war, but not for long...

Dust hills: Count as hills, but are also difficult terrain.

Craters: These provide a 5+ cover save to infantry, but no such benefit to vehicles, bikers, or cavalry. Count as difficult terrain for vehicles.

Death Worlds: These encompass a wide variety of planets, but the uneducated tend to believe that only jungles qualify as deathworlds. Most however, are jungles, populated by all sorts of dangerous flora and fauna, ever-ready to consume unwitting or plainly stupid warriors...

Marshes: Count as difficult terrain. Roll a D6 for any model which attempts to cross a marsh - on a 1 it sinks to its doom!

Thermotropic Vines: These fill the jungles, and are attracted to heat sources. Moving through them counts as difficult terrain. A unit which ends its move in an area of thermotropic vines will suffer a single S5 hit on a roll of 4 or more on a D6.

Against vehicles, this is resolved against the Rear armour value. Thermotropic vines provide a 5+ cover save to shooting.

Venus Mantrap: Is a catch-all name for a variety of plants which eat people. Any unit which moves within 2D6 (roll at the end of each players movement phase) of the plant will suffer D6 strength 4 hits with no AP value. Even vehicles will be attacked, resolve attacks against the armour facing the plant. Venus mantraps cannot be attacked.

Hills: See previous entry.

1. We will be using the Trial Assault rules in Chapter Approved 2003.
2. Troops mounted in vehicles are separate units from the vehicles they are riding in.
3. Individuals, independent characters, Greater Daemons and Assassins cannot hold or dispute table quarters.
4. Vehicles are only removed from the table if they are destroyed on a roll of 6 on the penetrating hit table or by ordnance weapons on a 5 or 6. When they are destroyed, as wrecks they confer a 5+ cover save to troops behind them. Wrecks do not block line of sight and count as difficult terrain.
5. 'Models' do not block Line of Sight to 'Vehicles'. Models have Toughness and Wounds stats. Vehicles have Armour Values and a Type entry (i.e. a Wraithlord or Talos is a Model, while a Dreadnought is a Vehicle). Note that this means you may shoot through a close combat provided your target is a Vehicle.
6. A vehicle using a searchlight must roll for distance to find out how far it can see, and then may illuminate one enemy unit within the rolled distance.
7. The optional 'Voluntary Fall-back' rule (WH40K p271) will not be used.
8. Cover from Ordnance and blast marker weapons is determined from the centre of the blast, not from the direction of the shot.
9. Models removed due to shooting by the Talos must be the exact models hit. The Talos Sting special rule overrides the normal rules for casualty removal.
10. Dark Eldar may not capture Necrons for victory points but can capture Daemons.
11. Gauss weapons automatically score a glancing hit on a score of 6 on the penetration roll, not the 'to hit' roll.
12. Crystal targeting matrix and star engines may not both be used by the same vehicle in the same turn.
13. Crew escape mechanisms do not work against an Ordnance 6 result.
14. Land raider Crusaders may not be used as a command squad transport from the squad options. You may obviously still use one and put the squad in it but you cannot therefore have 2 in a Non-Black Templars army.

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15. A unit that purchases a transport vehicle does not have to be inside it at the start of the game but must deploy at the same time.
16. The “crew stunned and crew shaken” results apply to embarked troops. Stunned troops will be unable to fire or disembark. Shaken troops will be unable to fire but may disembark and assault.
17. Scout Sergeants may not take sniper rifles etc. This applies to all Sergeants and squad upgrades as the marine codex page 5.
18. Splitting command squads can be done at the start of each round but must be declared to your opponent as you exchange army lists.
19. Medics split from their command squads must be equipped with a jump pack at +20 points [and paid for in your list] unless they are attached to an assault squad that does not have them. A bit of logic here rather than rules lawyering!

DIRECTIONS

The tournament will be held at the New Road Community Centre, Earby.

Earby is on the A56 between Colne and Skipton.

If you are coming from Skipton, turn left just before the post office. If you are coming from Colne, turn right just after the post office.

You will be then be in New Road and the New Road Community Centre will be on your right. There is a large car park with plenty of room.

OTHER THINGS

Earby has a supermarket where you can get food and snacks.

If people do not want to stay for the tournament, Colne has a large discount store called Boundary Mills, with an excellent range of clothes, shoes and home furnishings. Skipton is a market town with a wide range of shops, a swimming pool and a castle.

If there is anything else you need to know contact: Justin Taylor on telephone number 01282 844429.

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General Theme

The forces of the Imperium (Marines, Imperial Guard, SOB, Demonhunters) have launched a Crusade against a motley force of alien scum (the other guys).

Each table represents a different planet and initially they are all held by the aliens. If an Imperial army wins a game on a table they have 'taken' it for the Empire – it should then be marked by a blue sticker. Imperial players should aim to capture as many tables as they can. Once taken a table cannot be retaken by aliens, an Imperial taskforce is stopping any reinforcement to the planets surface and their position – in the end – is hopeless.

If a planet is controlled by the Empire (blue sticker) the Imperial Player may choose the table edge, if not the alien may choose. Note that choosing the table edge may also determine who sets up first. If both armies are on the same side, roll as usual to determine which chooses the table edge. However control of the table does not help decide who goes first, roll for that as normal.

An important rule is never to fight the same player twice in this tournament. If you are drawn to fight the same player please swap over with a player to the left or right of you. However if you are also drawn to fight another player on the same side (Empire or alien) see if there is another pair of players you can swap with – this is not important but would help with trying to secure a campaign victory.

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Attack at Dawn

In a calculated attempt to overwhelm your positions the enemy has decided to attack just before first light.

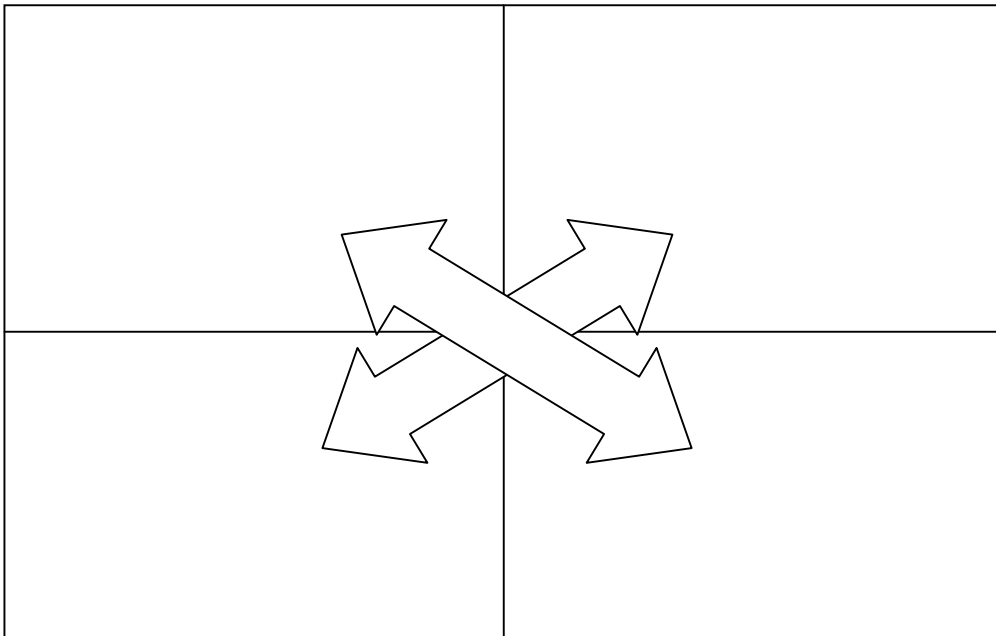
There is a bonus of 100 points for each table quarter occupied solely by your troops. To claim a table quarter you must half at least half a full strength unit within it (so 4 figures from a unit originally 10 strong will not do) or an undamaged vehicle. However any enemy at all in the quarter will prevent you from claiming it. Characters do not count either for claiming or preventing table quarters.

Deployment

The table is divided into quarters and one player chooses his deployment area. The other player will take the opposite quarter as their deployment area.

The player who did not chose his quarter places the first unit/vehicle. The other player then places one of their own units and so on, until all units which are going to be deployed are on the table.

Units are placed in the order; **Heavy, Troops, Elites, HQ and Fast**. Units can be placed in your own quarter so long as they are not within 18" of an already deployed enemy.



Players roll to see who takes first turn.

Special Rules

First turns are both Night Fighting.

Reserves, Infiltrators, Deep Strike and Victory Points.

Troops Fall Back to the nearest table edge of their deployment area.

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There is Movement..

As your troops rest after a hard fought engagement, your sentries report movement at the limit of sensor range. However your armies heavier equipment is stationed to the rear and will need to be brought up to the front line.

There is a bonus of 100 points for each table quarter occupied solely by your troops. To claim a table quarter you must half at least half a full strength unit within it (so 4 figures from a unit originally 10 strong will not do) or an undamaged vehicle. However any enemy at all in the quarter will prevent you from claiming it. Characters do not count either for claiming or preventing table quarters.

Deployment

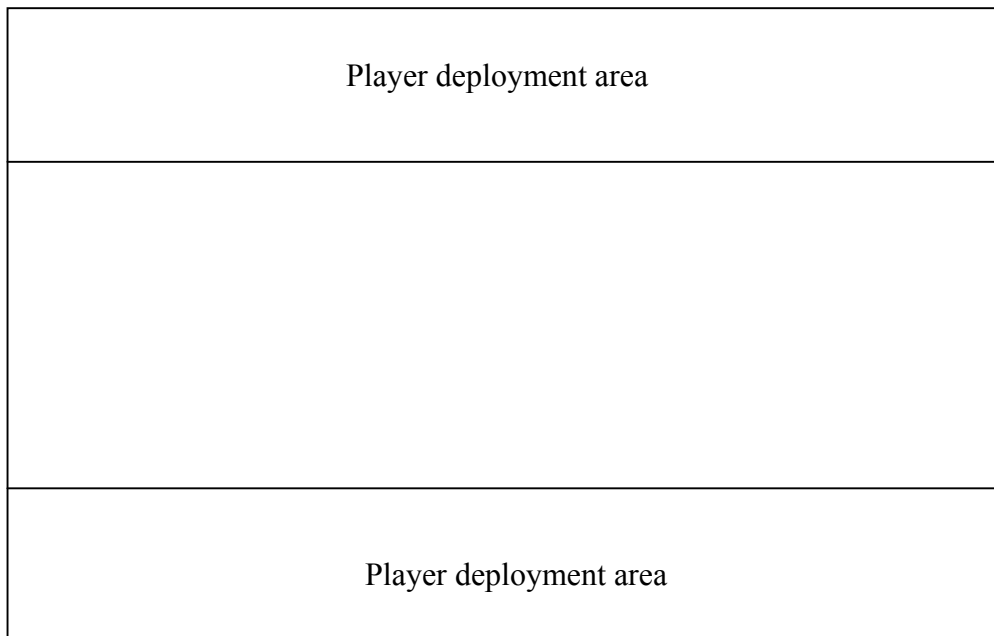
One player chooses his table edge. The other player will take the opposite table edge as their deployment area.

The player who did not chose his table edge, places the first unit/vehicle. The other player then places one of their own units and so on, until all units which are going to be deployed are on the table.

Units are placed in the order; **Troops, and HQ**. Units can be placed up to 18" from your own table edge, so long as they are not within 24" of an already deployed enemy (they must be more than 24" away from the enemy).

Heavy, Elite and Fast units must be held in **Reserve**.

Players roll to see who takes first turn.



Special Rules

Reserves, Infiltrators, Deep Strike and Victory Points.

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Pitched Battle – as in 40K annual 2004

You are operating under a general order to not only engage and destroy the enemy where you find them but to secure the ground ahead, pushing on if possible to draw in enemy reserves. This is your opportunity to show your commanders you are worthy of independent command by winning a decisive victory.

Deployment

1 One player chooses which long table edge is their base edge, other one takes the opposite long table edge. The player who chose deploys the first unit, both players then alternate placing units. Units are placed in the sequence; **Heavy, Troops, Elites, Headquarters and Fast Attack.**

2 Units may deploy up to 18" from their table edge but cannot deploy within 24" of the enemy (note this means that a 24" move will not reach the enemy and 24" range weapons will initially be out of range).

3 After all other units are set up Infiltrators are deployed. Roll dice to determine who places all their Infiltrators first. Infiltrators may deploy anywhere on the table as long as they are more than 18" from the enemy.

4 After deployment, roll a D6. On a 1 the first game turn is played with the Night Fighting rules in effect; on a 6 the last game turn is played with the Night Fighting rules in effect.

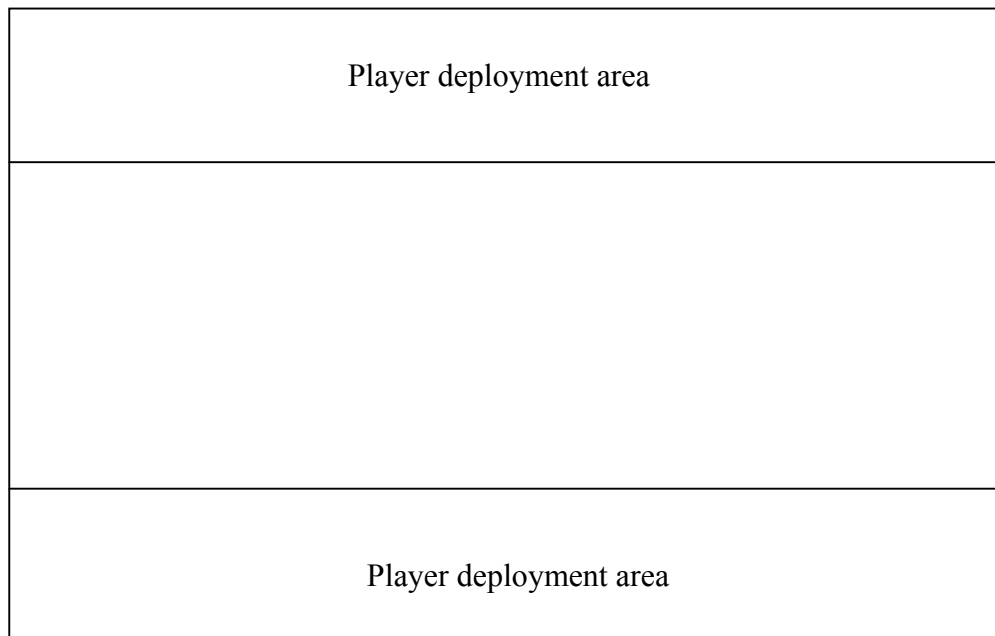
5 Players roll to who chooses first turn.

SCENARIO SPECIAL RULES

Night Fighting, Reserves and Deep Strike (see below for qualification), *Infiltrators, Victory Points.*

RESERVES

Elite and Fast Attack selections on the force organisation chart may be held in Reserve. Reserves eligible to do so may arrive using Deep Strike or by moving on conventionally, arriving anywhere on their side's base edge. The owning player should make a note before deployment specifying which units are starting in Reserve and whether they will arrive by Deep Strike or not. No other units may begin the game in Reserve. Drop Pods and Mycetic Spores may not be used.



MISSION OBJECTIVE

In addition to counting Victory points conventionally during the game, both players score points for controlling table quarters.

A player controls a table quarter if there are no enemy infantry, bikes or cavalry over half strength or mobile vehicles entirely in the quarter AND that player has a mobile vehicle, or at least one unit of infantry, bikes or cavalry with more than half their original number of models entirely in the area. Score 200 Victory points for holding a quarter.