

# Saeculum Obscurum

Turneringsinformation för Saeculum Obscurums andra warhammer40k turnering.

Vi använder SWEFAQ v3.2

Poäng: 1750p

Komp: Ja, 60komp enligt kompmall 6.1 är minimum för att kunna delta.

Målningskrav: Ja, upp till 8 Målningspoäng går att få.

Lottning: Turneringen kommer använda sig av swiss-lottning. Lottningen tar ej hänsyn till varken komp eller föreningstillhörighet.

Som spelare bör du ha med dig följande:

- Din armé
- Codex+ FAQ's
- Minst 2 kopior av din förståliga armélista.
- Tärningar och templatser
- Något att mäta med (ej röda mätstickor)
- Något att sova på om du planerar att övernatta
- 2st 40mm baser som objectives.

Förutom själva spelandet så kommer vi ha en Best-Painted tävling, samt en Quiz-tävling på söndagen.

Lokalen vi spelar i hittas på Tunnbindaregatan 48 i Norrköping, ett kvarter med ingång från norr, där lokalen skyltas som Kulturkammaren.

Vi kommer ha en kiosk med lite läsk och godis.

Spelschemat är som följer:

Lördag:

10.00-10.30 Registrering

10.30-13.30 Match 1

13.30-14.30 Lunch

14.30-17.30 Match 2

17.30-18.00 Break

18.00-21.00 Match 3

Söndag:

08.30-09.00 Frukost

09.00-12.00 Match 4

12.00-13.00 Quiz!/Lunch

13.00-16.00 Match 5

16.15 Prisutdelning, tackar och bockar!

# Mission 1



**Setup:** Players first write down one secret HQ unit from their opponents army list, this unit is revealed when the game ends. Players then roll off to decide who chooses the player to go first.

**Deployment:** 11.5" from the long table edge belonging to that player.

**Primary Objective:** Quarters. To claim a quarter a player must have a scoring unit fully within the quarter and the opposing player must not have a contesting unit. A unit with models in two (or more) quarters is not eligible to contest or claim anything.

**Secondary Objective:** Head Hunt. To achieve this goal you must completely destroy one HQ unit of your choice belonging to your opponent. (Ex. an entire Imperial Guard Company Command Squad needs to be killed, but not their dedicated Chimera)

## Battle Points Table

### Victory Points

8-0	1201+
7-1	901+
6-2	601+
5-3	301+
4-4	0-300

### Primary Objective

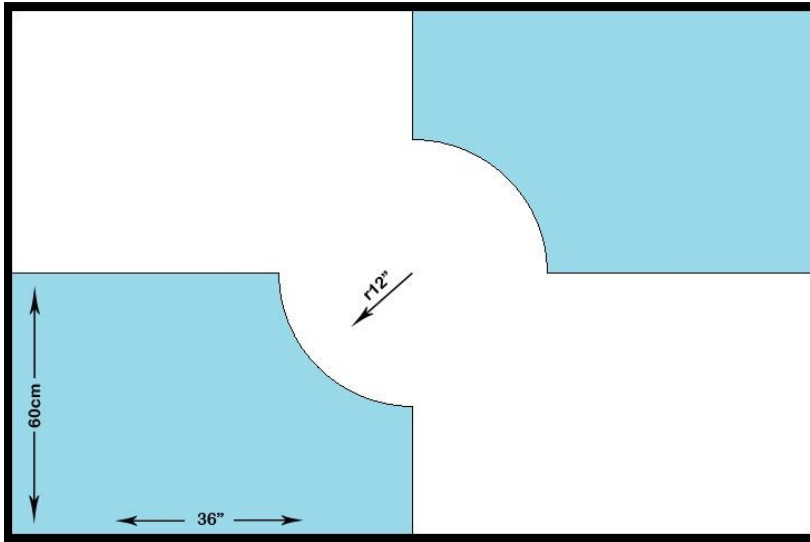
(Advantage in controlled quarters.)

12-0	3+
10-2	2+
8-4	1+
6-6	0

### Secondary Objective

4-0 is awarded to a player who achieves this goal and simultaneously keeps his opponent from doing so, any other scenario results in 2-2.

## Mission 2



**Setup:** Players roll off to decide who chooses the player to go first. Also set up one objective marker in the center of each unused quarters, then one in the exact center of the table.

**Deployment:** Quarters

**Primary Objective:** Objective markers. To claim an objective you must have a model from a scoring unit within 3" of the objectives centroid.

**Secondary Objective:** Forward Scouts. To achieve this goal you must have at least one scoring unit fully within 12" of your opponents long table edge at the end of battle. This cannot be contested by opposing units.

### Battle Points Table

#### Victory Points

8-0	1201+
7-1	901+
6-2	601+
5-3	301+
4-4	0-300

#### Primary Objective

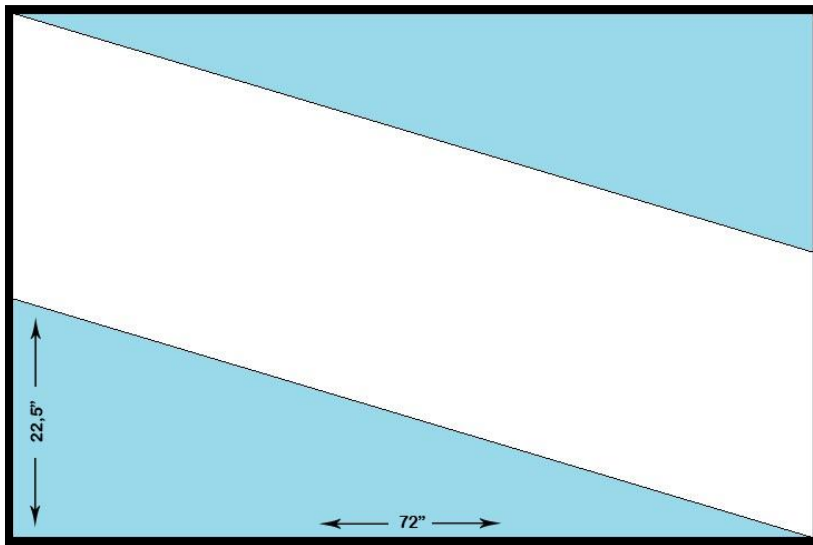
(Advantage in controlled objective markers.)

12-0	2+
9-3	1+
6-6	0

#### Secondary Objective

4-0 is awarded to a player who achieves this goal and simultaneously keeps his opponent from doing so, any other scenario results in 2-2.

## Mission 3



**Setup:** Players roll off to decide who chooses the player to go first.

**Deployment:** 22.5" along one short table edge stretching to the corner of the related catheter.

**Primary Objective:** Kill Points.

**Secondary Objective:** Quarters. To claim a quarter a player must have a scoring unit fully within the quarter and the opposing player must not have a contesting unit. A unit with models in two (or more) quarters is not eligible to contest or claim anything.

### Battle Points Table

#### Victory Points

8-0	1201+
7-1	901+
6-2	601+
5-3	301+
4-4	0-300

#### Primary Objective

(Advantage in kill points.)

12-0	3+
10-2	2+
8-4	1+
6-6	0

#### Secondary Objective

4-0 is awarded to a player who controls a superior number of quarters, any other scenario results in 2-2

## Mission 4



**Setup:** Players first write down one secret unit from their opponents army list, this unit is revealed when the game ends. Players then roll off to decide who chooses the player to go first. Players then take turn in placing objective markers in their opponents deployment zone, 6" from each table edge and from the center line, and 12" from another objective. A total of 4 objective markers are placed as such.

**Deployment:** Dawn of war.

**Primary Objective:** Objective Markers. To claim an objective you must have a model from a scoring unit within 3" of the objectives centroid.

**Secondary Objective:** Targeted Disruption. To achieve this goal you must completely destroy the secret target belonging to your opponent. (Ex. an entire Imperial Guard Company Command Squad needs to be killed, but not their dedicated Chimera)

### Battle Points Table

#### Victory Points

8-0	1201+
7-1	901+
6-2	601+
5-3	301+
4-4	0-300

#### Primary Objective

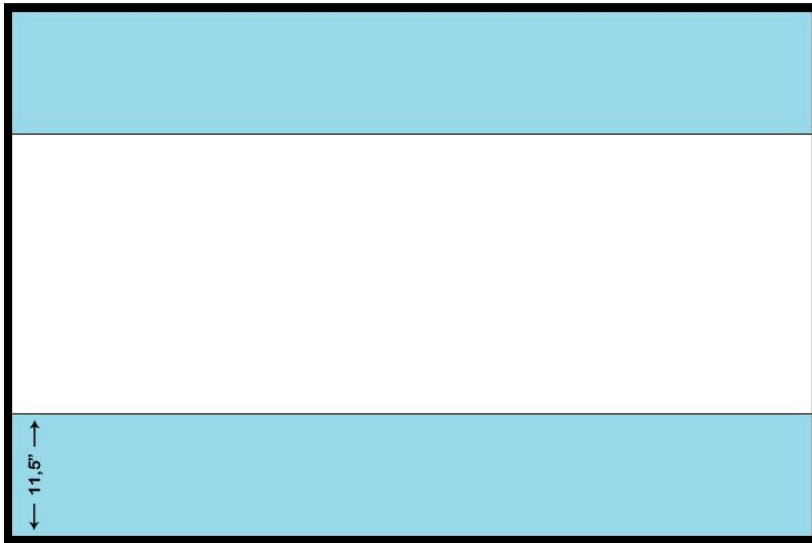
(Advantage in controlled objective markers.)

12-0	3+
10-2	2+
8-4	1+
6-6	0

#### Secondary Objective

4-0 is awarded to a player who achieves this goal and simultaneously keeps his opponent from doing so, any other scenario results in 2-2.

## Mission 5



**Setup:** Players roll off to decide who chooses the player to go first. The players also place one objective marker each along the center line 6" from the short table edges.

**Deployment:** 11.5" from the long table edge belonging to that player.

**Primary Objective:** Meat Grinder. To qualify for this objective you must have as many scorings units as you can fully within 12" from the table centroid.

**Secondary Objective:** Objective Markers. To claim an objective you must have a model from a scoring unit within 3" of the objectives centroid.

### **Battle Points Table**

#### **Victory Points**

8-0	1201+
7-1	901+
6-2	601+
5-3	301+
4-4	0-300

#### **Primary Objective**

(Advantage of scoring units fully within the objective.)

12-0	2+
9-3	1+
6-6	0

#### **Secondary Objective**

4-0 is awarded to a player who has claimed more objective markers than his opponent, any other scenario results in 2-2.

## FAQ

**Unit:** When a mission asks you to select a unit you must choose one unit that would be counted as one kill point. For example, a unit of Sentinels, or a Rhino.

**Deployment:** In mission two and three you may choose any "corner" to be your base of deployment, not just as the picture suggests. Also, the entire long edge is your "deployment zone" as far as reserves are concerned.

**Fully Within:** If a scoring unit has been joined by an independent character then that model is also counted towards the "fully within" rule.

**Terrain Movement.** All "floors" are 3" in height, ignoring actual height. There are no second floors. Also keep in mind that you do not have to "pay" 3" of your movement in order to ascend or descend a floor, you only need to roll at least that far on your difficult terrain test.

**Forests.** All Terrain pieces with movable objects (usually on 40mm bases) will be treated as follows; All non-vehicle models treat is as area terrain with a 4+ cover save. A firing unit may ignore the first 2" of cover if they are standing on the terrain piece. When firing on a monstrous creature or vehicle they will receive a 5+ cover save provided that 50% of the model is covered by the terrain piece. The actual trees or cacti are effectively ignored when playing, and may be moved around freely for any or no reason.