

# Saeculum Obscurum

Turneringsinformation för Saeculum Obscurums första warhammer40k turnering.

Spelschemat är som följer:

Poäng: 1750p

Lördag:

Komp: Ja, 35komp är minimum för att kunna delta.

10.00-10.30 Registrering

Målningskrav: Ja

10.30-14.00 Match 1

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

14.00-15.00 Lunch

15.00-18.30 Match 2

18.30-19.00 Break

Som spelare bör du ha med dig följande:

19.00-22.30 Match 3

22.30-ZZZZ Nattfotboll

- Din armé
- 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.

Söndag:

09.30-10.00 Frukost

10.00-13.30 Match 4

13.30-14.00 Quiz!

14.00-17.30 Match 5

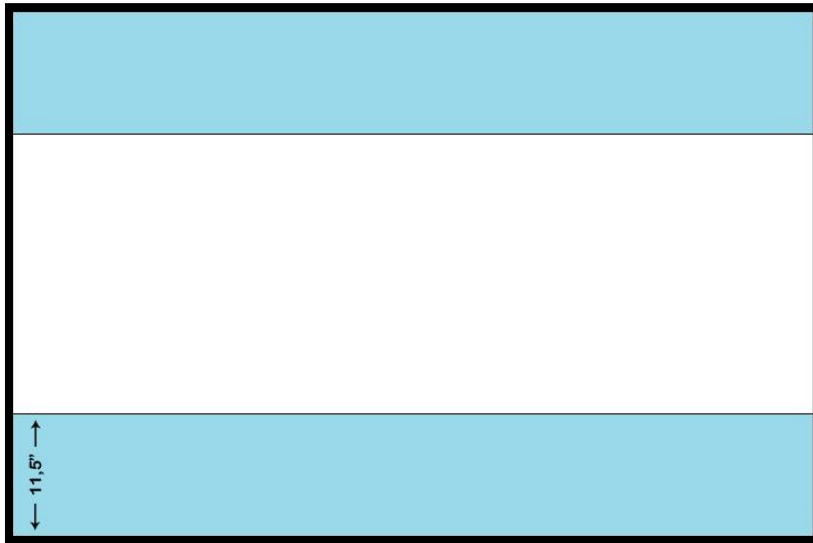
18.00 Prisutdelning, tackar och bockar!

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

Lokalen vi spelar i hittas på Fogdegatan 23 i Norrköping, en stor röd byggnad mitt i en lekpark.

Vi kommer ha en kiosk med lite läsk, godis och på söndagen även frukost.

# Mission 1



**Setup:** Players 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**

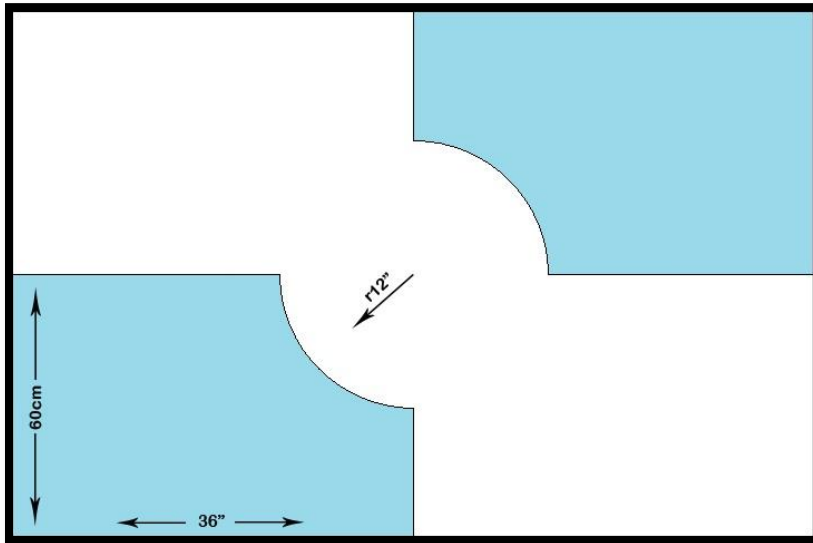
(Advantage in controlled quarters.)

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" from 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

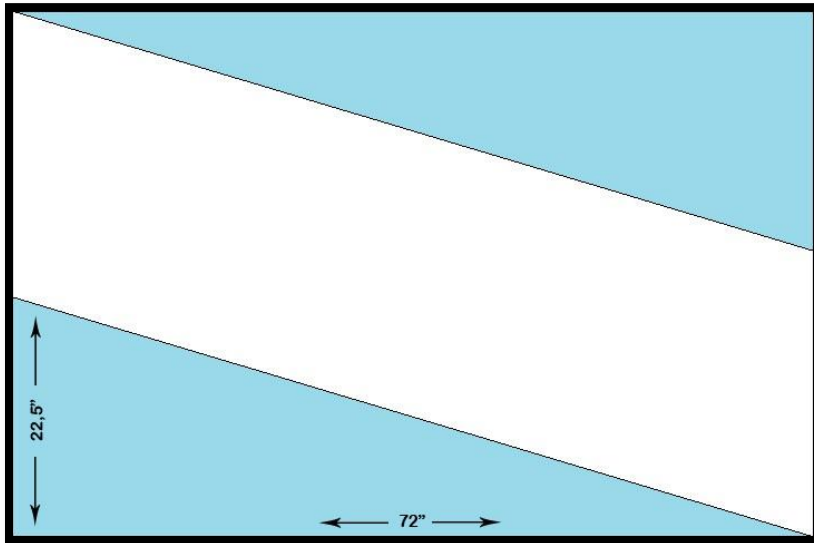
(Advantage in controlled objective markers.)

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:** Infiltration. To claim this objective you must have more scoring units in your opponents deployment zone than he has. Note that only scoring units can "contest" this.

### 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	6+
11-1	5+
10-2	4+
9-3	3+
8-4	2+
7-5	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 4



**Setup:** The players roll off to decide who starts placing objective markers. The players then place one objective marker each in a deployment zone at least 12" from all table edges or another objective marker. Players then roll off to decide who chooses the player to go first.

**Deployment:** Dawn of war.

**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:** 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**

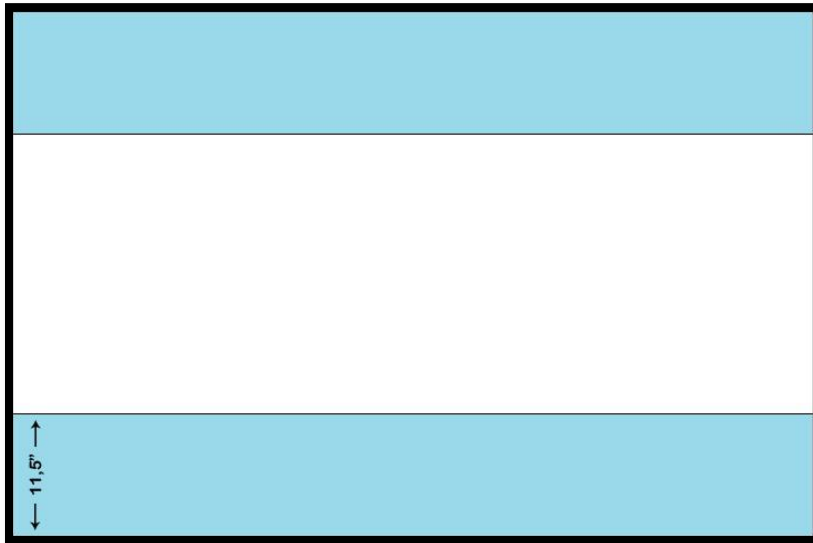
(Numbers stated in controlled quarters more than your opponent.)

12-0	3+
10-2	2+
8-4	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.

## 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

(Numbers stated in controlled quarters more than your opponent.)

12-0	3+
10-2	2+
8-4	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.