

Saeculum Obscurum

Turneringsinformation för Saeculum Obscurums påsk warhammer40k turnering.

Vi använder SWEFAQ v3.2

Poäng: 1750p

Komp: Minst 45 enligt 6.2 Kompmallen

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 objective markers.

Förutom själva spelandet så kommer vi ha en Best-Painted tävling samt pris for Best Sportsmanship.

Lokalen vi spelar i hittas på Tunnbindaregatan 37 i Norrköping, ett kvarter med ingång från norr, där lokalen skyltas som Kulturkammaren.

Vi kommer ha en kiosk med lite läsk och godis.

Om du planerar att övernatta i lokalen så behöver vi veta det senast 12april.

Spelschemat är som följer:

Fredag:

17:00-17:30 Registrering

17:30-21:30 Match 1

Lördag:

10.00-13.00 Match 2

13.00-14.00 Lunch

14.00-17.00 Match 3

17.15-17:30 Best Painted

17:30-20:30 Match 4

Söndag:

09.00-12.00 Match 5

12.00-13.00 Lunch

13.30-17.00 Match 6

17.15 Prisutdelning, tackar och bockar!

Mission 1



Battle Points Table

Victory Points

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

Setup: 4 Objectives are placed in the following manner. Two objectives are placed 36" from the short sides and 12" from the deployment zone. The remaining two are placed 12" from the short edges on the center line. Players then roll off to decide who chooses the player to go first.

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: Kill Points

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 the player who achieves at least two more Kill Points than his opponent. Any other scenario will result in 2-2

Mission 2



Battle Points Table

Victory Points

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

Setup: Players 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: 11.5" from the long table edge belonging to that player.

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: Secure Command. To be eligible for this objective your most expensive HQ unit must still be alive when the game ends.

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 3



Battle Points Table

Victory Points

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

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: Kill Points.

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

Primary Objective

(Advantage in controlled objective markers.)

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



Battle Points Table

Victory Points

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

Setup: Players roll off to decide who chooses the player to deploy one objective each first. Players then 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: Objective Markers. To claim an objective you must have a model from a scoring unit within 3" of the objectives centroid.

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 scoring unit. A unit with models in two (or more) quarters is not eligible to contest or claim anything (including objective markers).

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 controls a superior number of quarters, 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: 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 scoring unit. A unit with models in two (or more) quarters is not eligible to contest or claim anything (including objective markers).

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 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 has claimed more objective markers than his opponent, any other scenario results in 2-2.

Mission 6



Battle Points Table

Victory Points

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

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

Primary Objective: Kill Points.

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

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 controls a superior number of quarters, 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.
- 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.
- Oval Flying Bases. Hovering above any non-forest terrainpiece will only require a dangerous terraintest if the model is within 1" of the terrainpiece measured vertically. If any part of the model is above a forest/cacti terrainpiece then it will always need to check for dangerous terrain.
- Witchhunter Infernopistols have Ap1
- Difficult Terrain and reserves. If a model cannot move the distance required to enter play due to a low reserve-roll, the model must move the minimum distance to fit onto the table instead.