

OUTPOST 6030 Presents

Warhammer 40,000



Skulls XVII - A Gathering Storm

Welcome to the 'Gathering Storm' Skulls Warhammer 40,000 Tournament! For some of you this will be your first tournament, for others you will have attended many like this before. This Tournament will have a familiar layout to those more veteran players but will have themed missions!

This Tournaments missions are taken from the gathering storm books and have been tweaked to allow to be played in a tournament environment. I hope you're ready for some pretty epic missions that will be quite different to the norm in tournaments. Please find the players pack information below.

Where?

South Perth Community Centre
Corner Sandgate St and South Terrace
South Perth

This is the current venue for Outpost 6030 Tuesday meetings

All Ages Event although if your under 16 you need a guardian

When?

Saturday 29th April 2017
8:00 am to 6:00pm

Event Format

4 Games of 2 hours each plus 15 minutes preparation/setup. The rules used will be Warhammer 40,000 (7th edition) with **1850 point armies!**

Time Table

7:30am Doors Open, Registration Opens
8:00am Registration Closes
8:15am Game 1 Commences
10:30am Game 1 Finishes
10:45am Game 2 Begins
1:00pm Game 2 Finishes, Lunch Starts
1:30pm Game 3 Begins
3.45pm Game 3 Finishes
4.00pm Game 4 Begins
6.15pm Game 4 Finishes
6:30pm Honours and Awards
7.00pm Doors Officially Close

How Much?

The cost for the Warhammer 40,000 tournament is \$30 for Outpost 6030 members, \$35 for non-members. If attending either of the Sunday Skulls tournaments you receive \$5 off ticket price for both tickets.

Payment for entry can be submitted in person at Outpost 6030 or via direct deposit to the following account; Please put your name and Event you are attending in the notes.

Name: Outpost 6030 Incorporated
BSB:036 069
Acc #:603621

Army Rosters

Army rosters and (optionally) up to a page of army background can be either hand delivered to the front desk at any Outpost 6030 Club meeting, or emailed to r.moore@Veris.com.au

Army rosters **must** be received no later than **15th April 2017**, or you will be penalised. This gives me time to review your roster and make any necessary corrections. Don't forget to put your name on all copies of your roster!

Models from your Army

All models must confirm to the WYSIWYG (what you see is what you get) format. If a model is listed on the roster as having a Lascannon, then they must have a Lascannon and so on. If you need clarification, please contact the organiser via r.moore@Veris.com.au, or via PM on the Outpost 6030 Facebook Page. Models must be fully assembled, painted (to a minimum of three colours), clearly identifiable with regards to squad leaders, etc. Non-conforming models will be removed from play!

Army List Limitations

- Army lists must be no more than **1850 points, and no less than 1750 points.**
- Only rules from the 7th Edition Rulebook, and army list rules currently sold by Games Workshop (including White Dwarf codices/updates), up to and including 12th April 2017.
- The following restrictions are required to be adhered to:
 - Allies- 'Come the Apocalypse' allies will not be allowed.
 - Named Characters and Lords of War are allowed
 - **Regardless of detachments, 1 Super Heavy/Gargantuan Lord of War may be taken with the following exceptions:**
 - **One Detachment in your army may include an Imperial or Renegade knight. So long as the detachment restrictions allow for multiple Lords of War, you may exceed the 0-1 LOW restriction within this detachment so long as all other LOW are also Imperial or Renegade Knights**
 - **One detachment in your army may include a single unit of Tau Stormsurges. This unit may contain more than one model**
- Forge World units are allowed at this event but a legitimate copy of the Imperial Armour book must be shown on the day and a data slate must be attached in the army list submission as I do not have Imp Armour Books
- No Fortifications
- No Titan Class Super Heavies
- Armies must be Battle Forged
- **You may only take up to 4 Detachments/ only one of these can be an allied detachment.**
- Armies must be painted to 3 colour minimum
- All models/equipment must be of an appropriate type for the troops/wargear they represent. **Non-GW models are allowed** so long as they adequately represent the unit choice/s. PLEASE talk to me well before the tournament if you need clarification on this!
- The death from the skies rules will not be used
- **Psychic powers!!!**
The ITC Limitations will be placed on Psychic powers for this event, I have decided this due to the nature of a few of the missions.
To find the ITC Limitations please follow the link

<https://www.frontlinegaming.org/community/frontline-gamings-independent-tournament-circuit/itc-2015-season-40k-tournament-format/>

Prizes and Award Categories!

There will be five awards given out at the end of the Tournament. Details for each category are given below:

The Perfect Storm Award: *The player with the best overall score!*

The Thunder God Award: *The player with the highest Generalship Score!*

The Lightning Brush Award: *Best Painted by Judges*

The Colour of the Wind Award: *The player with the best painted army according to peers.*

Storm In a Teacup Award: *The player with the Lowest Generalship! ☹*

The Awards Breakdown!

The awards listed above will be given to players based on how well they score in each of the event's categories. The table below outlines the weighting given to each category for each of the five awards.

Awards	Best Overall	Best General	Best Army	Most Popular Army
Generalship	60%	100%		
Painting Popular Vote				100%
Painting/Aesthetics Organiser Judged	40%		100%	

Players will be eligible for one award each, with priority given Best Overall, Best General, Best Army then Most Popular.

Generalship

- Due to the nature of the Gathering Storm Missions It is not possible to score large differences in victory points and calculate battle points so a ladder system will be used to calculate the best general.
- When a player wins a scenario he will score 4 battle points, a draw will score to Battle points and a loss will score nil
- In the case of draws, countback on Victory points in scenario will be calculated.

Sportsmanship

- Sportsmanship will not be judged by players from round to round as has occurred in previous Skulls tournaments. Players are expected to conduct themselves in the best spirit of friendly competition by always being courteous, open and respectful to their opponents.

If a player is concerned that their opponent is cheating, misconstruing the rules or behaving in any unsportsmanlike manner, they should first raise it with their opponent. If their response is unsatisfactory, the TO should be called over to resolve the dispute.

If a player is found to be cheating or is consistently found to be playing in an unsportsmanlike way, this player may be asked to leave the tournament.

It is the player's responsibility to act on bad sportsmanship, and to be open about it at the time of its occurrence. The TO will be unable to act after the tournament is finished.

Army Presentation for Painting Scores

Scoring will take place during lunch break, so don't forget to set up your army with at least a name tag before heading over to the sausage sizzle. The Judges will give each army a score out of 30, using the following criteria;

Standard (12)

- Is the entire army painted to at least a 3 colours per model? **(+3)**
- Is the army "finished" (ie. all models are fully painted, irrespective of quality)? **(+4)**
- Have the bases been painted and textured? **(+2)**
- Does the army "look" like an army (consistent colour scheme and/or style)? **(+2)**
- Did the player paint the entire army themselves? **(+1)**

Advanced (12)

- Have the details been painted (eyes, equipment pouches etc)? **(0-2)**
- Shading/highlights used on the army? **(0-2)**
- Does the general and/or centrepiece model(s) stand out? **(+1)**
- Has any freehand work been applied? **(0-2)**
- Has part of the army been converted? **(0-3)**
- Extra effort put into the bases? **(0-2)**

Hobby Extras (0-6 pts for any of the following)

- Themed dice or gaming equipment
- Themed army
- Army list presentation
- Army background
- In-game markers (eg. wounds, deployment etc.)
- Display board/music/lighting
- Other (for anything we didn't think of!)

- **The Best Army Trophy will be awarded by popular vote by the players themselves. During lunch, players should set up their armies for both peer and judge review.**

If you did not paint the entire army yourself then the judges may not select your army for the Best Army Trophy (be sure to inform the judges of this!).

Pre-game and Post-game Sequence

- During the 15 minute warm-up period, discuss with your opponent about the terrain, i.e. what is impassable, what is difficult, etc.
- You are obliged to show your army list to your opponent, as well as clearly note which unit has what and clarify any rules/options queries that (s)he may have.
- If you are not present at the start time for any of the games (i.e. at the end of the pre-game setup time) then you automatically lose that battle and a ringer army will take your place.
- After each game, players must judge the game they have just played and rate it on the Post-Game Cards supplied at each table. Be sure to fill in the entire card and hand both in to the tournament organisers at the main table **as soon as possible.**

Food and Drink

All gamers need sustenance and so snacks/drinks will be available throughout the tournament weekend. We will be also be hosting a sausage sizzle during lunch.

Disagreements during a game...

Occasionally opponents will disagree over a rule and in these cases it is expected that usually the players will be able to come to an agreement. The usual method in circumstances where a rule is disagreed over is to roll a dice for it. However, if you and your opponent are still at loggerheads, then take your rules query to the tournament organisers at the main table. Their decision, even if you don't agree with it, is final. Remember that Skulls is about having fun!

How Do I Contact the Organisers?

The best way is to contact **Russell** by email via r.moore@Veris.com.au or by phone; 0499 599 944, or private message me on facebook.

MISSIONS

The Tournament missions will be based on modified Gathering Storm Missions

Game 1 The Scavenger War

The Battlefield: Dawn of War Deployment

Objective Markers: Each player deploys 3 objective markers in their deployment zone these objectives are worth three points each unless they have been looted, ref **Loot'n Time**

Deployment: Dawn of war as per the usual deployment method.

Game Length: Use the Variable Game length rules

Victory Conditions: At the end of the game the player with the most Victory points is the winner.

Primary Objective: At the end of the game each objective is worth 3 points to the player who controls it. Unless it has been looted, ref Loot'n Time.

Secondary: First Blood*, Slay the warlord

*In this mission slay the warlord is worth D3 Victory points

Mission Special Rules

Reserves,

Death by Moonlight: This battle is undertaken in the middle of the night, night fighting rules will be in place for the entire battle and so all units will have the stealth special rule. Units with night vision etc will not be affected by this rule

Loot'n Time!: At the end of any turn that you control an opposing player's objective marker you may loot its contents. If an objective marker has been looted it is only worth one point to the player that placed the objective, if the attacking player manages to hold the objective after looting it they will still receive 3 points.

Mission Scorecard

Player 1	Player 2
Primary Objective Points:	Primary Objective Points:
Slay the warlord Points: 1 2 3	Slay the warlord Points: 1 2 3
First Blood Points: 1	First Blood Points: 1
Looted Opponents Objective Markers: 1 2 3	Looted Opponents Objective Markers: 1 2 3
Total Points:	Total Points:
Battle Points Scored	
Battle Points= Win 4 Draw 2 Loss 0	Battle Points= Win 4 Draw 2 Loss 0

Game 2 Echoes of War: Fall of the Kriegan Gates

The Battlefield: Hammer and Anvil

Objective Markers: 5 objective markers, one in the centre of the table and 2 in each of the player's deployment zones placed in the centre of each 2 foot segment.

Deployment: Hammer and anvil as per the usual deployment method.

Game Length: Use the Variable Game length rules

Victory Conditions: At the end of the game the player with the most Victory points is the winner.

Primary Objective: At the end of the game each objective is worth 3 points to the player who controls it.

Secondary: First Blood*, Slay the warlord

*In this mission slay the warlord is worth D3 Victory points

Mission Special Rules

Night Fighting, Reserves

Cadia Stands!!: Whilst your warlord is alive all units in your army have the stubborn special rule and can use his leadership when they are within 12"

Empowered by Khorne! (or some other deity): Your Warlord may roll an additional warlord Trait on the Personnel Traits Table.

Full Scale Assault: Each time a unit is destroyed place the unit in ongoing reserves and it will move on from your deployment board edge. This rule excludes independent characters, super heavies and gargantuan creatures.

Designers note: Destroyed units must enter the table from the player's deployment zone. They cannot use any special deployment rules once a unit has been "respawned". Units that bought a drop pod or similar transport vehicle that cannot move after deployed cannot re-use this deployment method, the drop pod or etc is removed from play while the squad can still arrive via regular reserves from the player's table edge. Destroyed units that have infiltrate and outflank cannot use this ability to deploy to the battlefield it is assumed the battle is so epic and on such a large front that once both sides have committed there is no chance to outmanoeuvre the enemy.

*A Note on Genestealer Cults: The cult ambush rule is the only exception to these rules, cult units can still use there cult ambush rule to bounce in and out of reserve before they have been destroyed, **however** as soon as a unit is destroyed it can only return to the table via the players table edge.*

Mission Scorecard

Player 1	Player 2
Primary Objective Points:	Primary Objective Points:
Slay the warlord Points: 1 2 3	Slay the warlord Points: 1 2 3
First Blood Points: 1	First Blood Points: 1
Total Points:	Total Points:
Battle Points Scored	
Battle Points= Win 4 Draw 2 Loss 0	Battle Points= Win 4 Draw 2 Loss 0

Game 3 Echoes of War: Ancestral Foes

The Battlefield: Vanguard Strike

Potential Cronesword Locations: 4 objective markers 2 placed by each player placed in no man's land and not within 6" of a board edge and 12" of another objective and must be placed on the centreline of the table (running between the two armies/ Vanguard centreline). Of these 4 objectives 1 will be the cronesword refer to the Cronesword rules below.

Deployment: Vanguard Strike as per the usual deployment method.

Game Length: Use the Variable Game length rules

Victory Conditions: At the end of the game the player with the most Victory points is the winner.

Primary Objective: The Player who controls the cronesword at the end of the game scores 3 victory points.

Secondary: First Blood, Slay the warlord

Mission Special Rules

Night Fighting, Reserves

Bitter Enmity: While your warlord is alive your forces hate the opposing army

Lines of Retreat: Any units that fall back will do so towards your vanguard strike corner, once they reach within 6" of the corner they will automatically rally regardless of the unit's strength.

Cronesword locations: Each time a nonvehicle unit ends its movement within 6 of a potential cronesword locations roll a dice, on the roll of 1-5 nothing happens on a 6 the cronesword is discovered and the unit now carries the cronesword.

Remove all the other cronesword locations once the sword has been discovered, alternatively if three locations are searched and nothing is found the last marker will become the cronesword location.

The Cronesword: **The Cronesword acts like a Relic without the limitations of movement etc, it can never leave the battlefield into reserves.** When a unit is carrying the cronesword it will always be carried by the most senior member of the unit. Use the leadership value to decide this, the player chooses carrier in the case of a tie. The cronesword may be used by the wielder in close combat giving him/her 3 ST10 AP2 attacks. These attacks cannot be increased in anyway. The cronesword does not replace a heroes weapons he may use his initial war gear if he wishes.

Mission Scorecard

Player 1	Player 2
Primary Objective Points: 5	Primary Objective Points: 5
Slay the warlord Points: 1	Slay the warlord Points: 1
First Blood Points: 1	First Blood Points: 1
Enemy Units Destroyed:	Enemy Units Destroyed:
Total Points:	Total Points:
Battle Points Scored	
Battle Points= Win 4 Draw 2 Loss 0	Battle Points= Win 4 Draw 2 Loss 0

Game 4 Echoes of War: War in the Webway

The Battlefield: Dawn of War, Battlefield is separated into 3 ,2 foot wide portions.

Deployment: Players take it in turns to alternate the deployment of their units in each of the web way sections. Roll off to see who places a unit first. Alternate deployments until both players have completed the setup of their armies. The first turn is rolled for by the players.

A player must allocate **all** of his units to one of the three battlefields when alternating deployments. This includes units that deep strike, outflank, infiltrate etc
This is the only time units can deploy via this method. (refer to Web way capillaries below)

Game Length: Use the Variable Game length rules

Victory Conditions: At the end of the game the player with the most Victory points is the winner.

Primary Objective: At the end of the game the players score 1 victory point for each battlefield that contains only models belonging to their army. The player with the most victory points is the winner. If

No Secondary Objectives in this mission, it's all about the battlefield.

Mission Special Rules

Reserves

Into the Fray: Units that arrive by reserve can do so by moving on from the players table edge into one of the three zones.

Reinforcements: Units can leave a battlefield to reinforce another, but only if there is no enemy models in their current battlefield. Such units can enter ongoing reserve instead of making a move in there movement phase and can then enter play from the short board edge of any battlefield.

Webway Capillaries: Each of the three battlefields represents a separate tunnel within the webway because of this models cannot move from one battlefield to another unless doing so as reinforcements (see above), and cannot attack, use psychic powers on or interact in any way with models from units in other battlefields. By the same token, all models in a unit must be set up in the same battlefield- a unit cannot split its models between two different battlefields. Units cannot use rules such as deep strike, outflank or infiltrate when entering the next webway tunnel as reinforcements. They must always enter form the players side of the battlefield. Summoned units can only be summoned in the same webway capillarie as the psyker summoning the demons, but can then move into other tunnels as above.

These changes aside, turns are carried out as normal, with each player moving and fighting with their units on all three battlefields simultaneously.

Designers note: Be careful not to move all of the models out of a battlefield, as you will not score any victory points for it if there is no models within at the end of the game (see victory conditions above). You should also be careful not to leave a battlefield too lightly garrisoned in case enemy reserves deploy in the battlefield and steal it from you!

A Note on Genestealer Cults: The cult ambush rule is the only exception to these rules, cult units can still use there cult ambush rule to bounce in and out of reserve on there starting table. As soon as they move to an alternate capillaries they loose the cult ambush ability. (It is assumed it's impossible to set an ambush up traveling through the webway.)

Mission Scorecard

Player 1	Player 2
Primary Objective Points: 1 2 3	Primary Objective Points: 1 2 3
Total Points:	Total Points:
Battle Points Scored	
Battle Points= Win 4 Draw 2 Loss 0	Battle Points= Win 4 Draw 2 Loss 0

