

Tumult 09

Ki'ros 3 Sands of Fire

40K Campaign Tournament
Players Pack



Registrations Close 2nd November 2009

Your Army List needs to be submitted by 2nd November 2009

v1.1

GENERAL INFORMATION

WHEN:

Saturday and Sunday 7th and 8th November 2009. Check in is 8:45 am for 9:00 start.

WHERE:

North Sydney Anzac Memorial Club, Cnr Ernst ST & Miller St, Cammeray, NSW 2062
UBD Map Ref: Map 216, D7, Ph: (02) 9959 5828 Air Conditioned with food and drink.

WHAT ARMIES AND SIZE:

Armies must be drawn from the latest relevant Codex, Chapter Approved or White Dwarf. Armies must be 2,000 points and completely painted and What You See is What You Get.

ARMY COMPOSITION:

The tournament theme is for survival in a dangerous environment, see the lava terrain rule, so it is expected that there will be an abundance of vehicles, particularly transports. The standard Force Organisation Chart still applies, however there must be a minimum of 9 Kill points in the list. An automate composition system will be used and players must submit there lists using the spreadsheet form that can be downloaded. Details will be released in the Missions Pack

Players with non-compliant lists will not be registered

Players are also required to bring a Command Post objective which must be on 60mm diameter round base.

WHAT TEAMS:

It will be Forces of Order Team versus the Forces of Disorder Team. Order team may have armies of Space Marines, Imperial Guard, Sisters of Battle. The forces of Disorder will comprise the remainder with Eldar and Tau used to balance the teams.

TEAM SIZE:

The team sizes should be equal with a maximum of 16 per team. Hence all games will be one versus one. However if a team player retires from the competition at any point and there is no replacement then a bye may occur.

HOW DOES A TEAM WIN:

The winning team will be decided by points obtained from the strategic and standard games. Strategic game wins are each worth 1,200 campaign points and standard games worth 200 campaign points for a win, 600 for a strategic game draw and 100 points for a standard game draw and all losses obtain 50 points regardless of game type.

WHO DETERMINES THE TEAM STRATEGY:

The Campaign Master software will determine who plays who based on ranking by army points and will attempt to avoid players that have already played playing each other again. After the first round the election of the Team Commanders occurs and they decide which strategic support units are deployed to the strategic games and the team strategy. They are also permitted to coach and advise their team players.

CAMPAIGN TYPE:

The campaign will be map based with objectives which are worth points.

MISSIONS:

The missions will be standard missions with modifications for a campaign style tournament and table layout and sides will be based around the map. (Note the missions have been play tested before the campaign.)

NUMBER OF GAMES AND GAME LENGTH:

It is planned that there will be 3 games on Saturday and 2 games on Sunday. The games will be 6 turns. Every-one should play at least one Strategic game, including juniors.

CAMPAIGN CASUALTIES:

This year because of the hazards of the terrain the logistics support for both teams will be at 100% for the entire tournament.

COST:

The entry fee is \$45 inc GST. Electronic Funds Transfer (EFT) is the preferred payment method to BSB 082 309 and Account Number 53 961 9632 Account Name Strategic Simulations and Software.

CONTACT:

You can email support@40kcampaigns.com with questions, however please read the FAQ first on the same web page that you downloaded this pack from.

PRIZES

There will be a team medals for all members of the winning team. GW product prizes will also be given for best general and sportsman in each team which will be scored by the opposing team members. For situations of equal scoring the Tournament Organiser will rank the players.

REGISTRATION:

This will only be done on-line at www.40kcampaigns.com and must be done by 2nd Nov 2008. This is to allow your army list to be loaded into the software. Please register

RULES

TERRAIN: All terrain has been placed by the Tournament Organiser (TO) please do not move it.

RULE DISPUTES: The rules are 40K 5th Edition. Please attempt to resolve between yourselves and check the rule book. If you are unable to resolve between yourselves then contact the TO for the final decision.

MISSIONS: All the missions are customized so please read them carefully and the bonuses vary between missions as does the game length.

CASUALTIES: Please ensure you record your casualties at the end of each on the sheet provided.

GENERALSHIP: You are required to score your opponents generalship skills rating from 1 to 10 with 1 - for no idea what he is doing with his army to 10 – a tactical genius.

SPORTSMANSHIP: You are also required to rate your opponents sportsmanship, rating from 1 – unpleasant and uncooperative to play to 10 – absolute gentlemen and you would trust them with your firstborn. You may be asked to explain scores of 1 or 2.

TIMES:**Saturday**

0845 Check in
0900 First Game Starts
1145 Elect Team Commander
1200 Lunch
1230 Second Game Starts
1515 Third Game Starts

Sunday

0845 Fourth Game Starts
1130 Objectives Line Up (Each team judges the other)
1200 Lunch
1245 Fifth Game Starts
1600 Presentations

Campaign Background

Fi'rios 3 – The Sands of Fire

The planet Fi'rios 3 was recently colonised by the Tau empire at the end of the third expansion. The planet lies on the edge of the Tau empire and the surface is mostly volcanic areas that are both active and dormant and some desert areas. [This means that around 70% of the tables will have lava so players should familiarize themselves with the special lava terrain rule, see below.] This is not a world too many races would be interested in or fight over.

The inhabitants are an eclectic group of races that just sought out a quiet place in the universe to live. Hence the arrival of the Tau changed little other than to further the development of the heavy sand mining increasing the trade marginally and improved the water supply. This harsh but peaceful world, apart from the odd volcanic eruption, changed dramatically one dark night.

Three days before that faithful night a sand dredger uncovered an ancient tomb in the sand that pre-dated the current inhabitants. The tomb was covered with strange symbols and without thinking the mining crew opened the tomb which then sparked with energy on the breaking of the wall and revealed a piece of ancient technology. An unknown type of robotic sentinel dog emerged and killed the entire Tau mining crew. Only after a large and heavily armed force of Crisis Suits arrived was the sentinel dog destroyed. By the second day the Tau had decoded the symbols enough to realise that this was one piece of a Nexus Engine which had the power to pull objects like Space Cruisers out of the Wrap. The scripts also suggested that there were other pieces scattered around Fi'rios 3 that were needed to complete the engine.

On the third night after the discovery, Gamesh the Grief Bringer arrived and his Chaos army and quickly overwhelmed the small Tau outpost. When the Tau relief force was also destroyed the Tau high command, aware of the danger to all from the evil of the Nexus Engine did the remarkable step and ask the Imperium for assistance. The Imperium responded by sending an alliance army to deal with the Chaos forces and find the remaining pieces of the Nexus engine or destroy them rather than allowing them to fall into Gamesh's evil clutches.

Lava Terrain Rule

Any model that makes physical contact with lava, make sure you and your opponent both agree what terrain is lava, suffers an automatic hit of Str 9 AP 3 with rending. This is reflect that the temperature of lava varies between 700 and 2,500 degrees Celsius with an average temperature of 1,200 degrees Celsius.

The normal wounding roll and armour save, if applicable, is then applied. Note that there is an automatic hit moving into or out of contact with lava but only one hit per turn. Hence if your unit can move from one side to the other in the same movement turn then they only suffer one hit. For vehicles and walkers the automatic hit is Str 9 + D6 against the side armour then use the following special lava vehicle damage table.

If Skimmers are used on a table with lava terrain then for each move over 12” they must take a dangerous terrain test to reflect the possibility of being destabilized by hot gases being vented from fissures in the terrain.

Lava Vehicle Damage Table

<i>Die Result</i>	<i>Damage</i>
1	Shaken
2	Shaken
3	Burn-out
4	Burn-out
5	Immobilized
6	Destroyed

Burn-out means you must move the vehicle 6” in a straight line, with no pivoting, out of the lava terrain boundary and then the vehicle becomes immobilized. This is to represent the crew “gunning” the engine to escape the lava but the engine quickly burns out. Vehicles with dozer or siege blades have a minus 2 modifier applied plus any other result modifier, such as glancing, to the damage result.

If immobilized in the lava, then for every one of its’ subsequent movement phases the vehicle takes another Str 9 + D6 automatic hit. Skimmers and jump infantry may fly over lava terrain without risk. If a skimmer hovers over lava or finishes its move over lava then it must take a dangerous terrain test. If immobilized it crashes into the lava and suffers the lava contact as above.

Troops disembarking from an immobilized or destroyed vehicle in the lava may escape the lava if the vehicle exit point is less than 1 inch from safe ground

otherwise all troops escaping the vehicle will contact the lava and take the Str 9 AP 3 auto hit.

Troops may use immobilized or wrecked vehicles as bridges over the lava, however wrecks are still dangerous terrain.