

# TITANS OF WAR

<p><b>DATE</b> 31st March – 1<sup>st</sup> April 2012 8:30am - 6:30pm 16 team spots open</p> <p><b>VENUE</b> Greenbank Community Hall 145 Teviott Road, Greenbank</p> <p><b>ENTRY</b> \$200.00 Tickets may be purchased from the Alpha Hobbies website and are transferable but <b>not-refundable</b>.</p> <p>\$175 early bird special for entries paid before January 30 2012</p> <p><b>FORMAT</b> 15 x games (5 per team member) 1850pt armies 6' x 4' tables 2hr 30min time limit per game</p>	<p><b>SCHEDULE</b></p> <p><b>Saturday</b></p> <p>8:30am doors open for registration 9:00am introduction 9:15am game 1 12:00pm lunch 12:30pm game 2 3:15pm game 3</p> <p><b>Sunday</b></p> <p>8:30am doors open 9:15am game 4 12:00pm lunch 12:30pm game 5 3:15pm Hand in final results and pack up 4:00pm Awards Ceremony</p>
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## RULES

Warhammer 40k. 5th Edition (You needed to be told?!) Forces may be chosen from any current Warhammer 40k Codex or Imperial Armour Book (standard exclusions apply). Standard Force Org restrictions apply.

- Please bring a 1850 point army
- don't forget to bring a tape measure, dice, rulebook, codex, templates and any special rules you intend to use.
- All captains will be required to submit their teams Army Rosters by March 2nd 2012 via email to [events@alphahobbies.com.au](mailto:events@alphahobbies.com.au) These rosters must include your team name, player name, codex type and full point calculations. Incorrect or late lists will attract -2 points for their first match (these stack)
- This is a NO COMP event!
- Players will need to bring additional copies of their Army Rosters on the day to show their opponents.
- Each round will have a 15 minute selection round for captains to pair up their teams and choose tables.
- Each game will have a maximum time limit of 2hr 30 mins.
- Players are expected to have a good working knowledge of the rules and game mechanics.

- Players have a responsibility to police irregular gaming practices. If someone continually surfs or doesn't alert you to dice rolls etc during a game, talk to them about it. If the indiscretion continues alert the TO.
- Any game that does not finish within the prescribed time limits will earn both generals a time warning. Any general accruing two or more warnings will lead to their team forfeiting 20 points for that round. This may be the difference between a draw and a loss people, **play fast**.
- Players found to be cheating outright or taking advantage of less knowledgeable players will be asked to leave the event and banned from attending further Alpha Hobbies events.
- If you would like to attend this event but feel you may have an issue with a specific attendee you are invited to approach the TO well in advance of the event for an open discussion.

### Team Rules

- Each team must consist of FOUR players.
- One of these must be the teams Captain.
- Each codex may only be chosen once per team.
- All current codexes as at 28<sup>th</sup> February 2012 and the Sisters of Battle can be used.
- Special Characters can be used subject to the normal codex restrictions.
- WYSIWYG – Because time will be a premium we will require that all armies are WYSI“easily identifiable as”WYG
- Full Errata and FAQs are available on the Games Workshop website – read them.

Any questions email [adam@alphahobbies.com.au](mailto:adam@alphahobbies.com.au) or PM alphahobbies on WargamerAU

Player scores per round			Team scores per round														
<b>Max 20pts</b>			<b>Max 60pts</b>														
<b>Primary Objective</b>			<table border="1"> <thead> <tr> <th>Team Score</th> <th>Result</th> <th>Points</th> </tr> </thead> <tbody> <tr> <td><b>43-80</b></td> <td><b>Win</b></td> <td><b>2</b></td> </tr> <tr> <td><b>37-42</b></td> <td><b>Draw</b></td> <td><b>1</b></td> </tr> <tr> <td><b>0-37</b></td> <td><b>Loss</b></td> <td><b>0</b></td> </tr> </tbody> </table>			Team Score	Result	Points	<b>43-80</b>	<b>Win</b>	<b>2</b>	<b>37-42</b>	<b>Draw</b>	<b>1</b>	<b>0-37</b>	<b>Loss</b>	<b>0</b>
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8 points																	
<b>Secondary Objective</b>																	
4 points																	
<b>Victory Point differential</b>																	
VP difference	Higher VP	Lower VP	<p><b>If teams are tied at the end the team with the highest Team Score will decide the champion.</b></p>														
0-300	4	4															
301-600	5	3															
601-900	6	2															
901-1200	7	1															
1201+	8	0															

## Round Match Ups

Teams will be matched using the swiss pairing system and allocated four tables. Team Captains will then have ten minutes to decide on the individual match-ups and on what tables they will play using the following process.

Both Captains roll a dice.

The lowest rolling Captain (b) puts forward a player.

The highest rolling Captain (a) puts forward a player.

The lowest rolling Captain (b) chooses the table to be played upon.

Captain A then puts forward a player.

Captain B puts forward a player.

Captain A chooses the table to be played upon.

Captain B then puts forward a player.

Captain A puts forward a player.

Captain B chooses the table to be played upon.

The two unmatched players play their game on the unmatched table.

## Mission related rules!

All missions will use the following special rules

- **Reserves**
- **Outflank**
- **Deepstrike**

Additionally all Dawn of War missions will use **Nightfighting**.

Players who table their opponents will be rewarded with the full 20 battle points regardless of the mission.

# The Missions!

## Mission 1

Deployment: Spearhead (page 93)  
Primary Objective: Annihilation (page 91)  
Secondary Objective: Capture and Control (page 91)

## Mission 2

Deployment: Dawn of War (page 93)  
Primary Objective: Capture and Control (page 91)  
Secondary Objective: Seize Ground – 4 counters (page 91)

- Each player will place one objective for seize ground at least 12" apart and 12" from the table edge.
- Players now roll off to see who deploys first. The player who is going first now places his Capture and Control objective within 6" of their board edge and deploys his army.
- The player who is going second now places his Capture and Control objective within 6" of his board edge and deploys his army.
- Both Capture and Control objectives also count for the Seize Ground objectives.

## Mission 3

Deployment: Pitched Battle (page 92)  
Primary Objective: Seize Ground – 5 counters (page 91)  
Secondary Objective: Annihilation (page 91)

## Mission 4

Deployment: Dawn of War (page 93)  
Primary Objective: Annihilation (page 91)  
Secondary Objective: Seize Ground – 3 fixed counters (page 91)

- All objectives are to be placed along the centre line between the players deployment zones.
- One will be in the centre of the table, while the others will be 6" from each short table edge.

## Mission 5

Deployment: Pitched Battle (page 92)  
Primary Objective: Capture and Control (page 91)  
Secondary Objective: Annihilation (page 91)