



2012 BATTLE FOR SALVATION

GRAND TOURNAMENT PACKET



SECTION ONE: GENERAL TOURNAMENT RULES

TOURNAMENT FORMAT & PRIZES

Welcome to THE 2012 BATTLE FOR SALVATION GRAND TOURNAMENT! We have done our best to provide you, the player, with as many opportunities as possible to excel and win prizes. The prize category breakdown is as follows:

- **DAY 1-Tournament Aces:** The 8 players to finish with a 3-0 win/loss record.
- **DAY 2-Best Army Appearance:** Selected by our Head Paint Judge.
- **DAY 2-Best Painted Model:** Scored by our painting judges.
- **DAY 2-Best Sportsman:** Highest sportsmanship scores by round + Favorite Opponent votes.
- **DAY 2-Best Converted Model:** Scored by our painting judges.
- **DAY 2-Orlando Bloom Award:** The player with the lowest competitive ranking.
- **DAY 2-Renaissance Man:** The player with the highest competitive and appearance scores (equally weighted).
- **DAY 2-Tournament Champion:** Winner of Gold bracket and winner of the Battle for Salvation GT.
- **DAY 2-Bracket Generals:** The 7 players to go undefeated in their respective brackets.

There will be **THREE** games on Saturday and **THREE** games on Sunday. All players will compete on both days. According to their performance on Day 1, we will divide players into 8-man brackets. The Gold bracket contains the 8 players with the highest competitive scores from Saturday who will be contending for the Tournament Champion title. Players in the other brackets will be competing for the Bracket General honors. All players will continue to play even if they lose on Sunday. Therefore, all players are guaranteed to play 6 games.

Raffles

All throughout Saturday we will raffle out prizes. All players receive one raffle ticket for competing in the GT. Additionally, for every loss on Day 1 players will have their name entered into our random drawings. There will be three drawings throughout the day.

SPORTSMANSHIP

Sportsmanlike conduct needs no explanation. You should treat all of your peers with respect, especially in an environment where tensions can run high. We all need to remember that this game is intended to be fun. Unsportsmanlike conduct will be severely penalized, and can include disqualification from the event.

QUITTING

Quitting is a difficult issue to deal with from an organizer's standpoint. If you quit the tournament you may not be invited back to further *Battle for Salvation* events. In the case of an emergency that requires you to leave the tournament early, please notify the Tournament Organizers as soon as possible.

JUDGES, FAQs, & RULES DISPUTES

- Judges will be walking around the games wearing RED staff shirts.
- General Staff will be wearing BLACK staff shirts.

JUDGES, FAQs, & RULES DISPUTES (continued)

- All decisions by rules judges are *final*. You must respect the decisions given by officials.
- Battle for Salvation will be using **Games Workshop FAQs** as well as **The NOVA Open FAQ**. Every rules judge will also carry a copy of this FAQ should there be any rules disputes.
- Any rules clarifications you may foresee as an issue should be brought up before your game for you and your opponent to decide on a ruling. Do not wait until the game is on the line to bring it up.

- If there is a dispute not covered by the FAQs, and neither can agree on a ruling, you may bring over a rules judge to decide on the issue. The rules judges will do their best to interpret the **rules as written**. When calling a judge over you should be able to refer to all relevant passages in the rules to assist in the judge's decision.
- All similar concerns will be ruled the same way throughout the day unless someone can present new evidence as to why the ruling should be overturned. We don't mind being wrong if we can find the correct answer.

Dice Policy

The Battle for Salvation GT will be supplying all players with a new set of Games Workshop dice. All game rolls must be made with Games Workshop manufactured dice. If players wish, they may use other dice for wound markers, battle damage, etc.

Having a dice standard eliminates negative perceptions some players have with custom or varied dice sets.

SECTION TWO: ARMY SPECIFIC RULES

Army List and Modeling Specifics

- All army lists are limited to 1999 points. Players may exceed this limit by 1 point. However, you must only use **1 Force Organization Chart**.
- You must bring **7 typed/printed copies** of your army list. It must be detailed with all options and points. One copy will be taken at entry to the tournament, and the rest will be for each of your opponents.
- **Models must be modeled appropriately** according to what they have on your army list. If you are not sure about a specific example, contact the tournament organizers before the tournament begins.
- **Power weapons** must be modeled according to the Warhammer 40,000 Rulebook. In any case where a model is equipped with one or more Power Weapons, you must model each weapon appropriately (sword, axe, maul, or lance). The type of power weapon must be explicitly stated in your army list, and must match what is modeled.
- Any model that does not meet modeling expectations could (at a judge's discretion) be removed from play without replacement. If the model is modeled for advantage, you may be asked to use an appropriate model in its place.

Allies and Fortification Rules

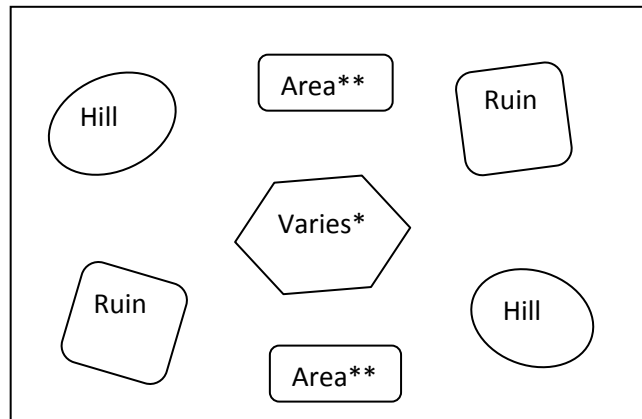
- Allies are **allowed**, as per the 6th edition Warhammer 40,000 Rulebook.
- You **may** select a Bastion or Aegis Defense Line.
- You **may not** select a Fortress of Redemption or Skyshield Landing Pad.
- You **may not** place fortifications on pre-placed terrain.

SECTION THREE: ROUND RULES

TERRAIN

All terrain has been preset for fairness on each table. Please do not alter the terrain for your games. No terrain piece is classified "impassable" unless explicitly noted on the terrain piece. In between each round judges will review the terrain to ensure that terrain is appropriately labeled and positioned.

While the appearance and size of terrain may vary, each table will have similar terrain types. Each table will be laid out in accordance with the following template:



* The centerpiece will vary from board to board. It will consist of either a Ruin, Forest, Hill or other line of sight-blocking piece of Area Terrain.

** The terrain pieces marked "Area" on the diagram above **will only constitute a 5+ cover save** regardless of what elements are on it.

Other terrain notes:

- **All terrain pieces are counted as Area Terrain**, even if they are not mounted on a base.
- Area terrain is not limited to only a 5+ cover save if the terrain piece has other elements on it as per the Warhammer 40,000 Rulebook. **The only exceptions are the pieces labeled "Area" in the diagram above.**
- Some terrain pieces will be marked as **Impassable**. They will be **clearly marked with a sticker** on each table. In between rounds, judges will make sure terrain is set and labeled correctly.

OBJECTIVES

- Before your game you should place 5 objectives on the board. One in the center of the table, and one in the center of each table quarter (12" from the long table edge, 18" from the short edge).
- All objectives must be on ground level.

WARLORD TRAITS

- **Warlord Traits** are slightly different for the Battle for Salvation GT. When selecting Warlord Traits you do not need to choose a chart before you roll. **After rolling** you will select which chart your roll will apply to.

HOW TO WIN (Primary, Secondary, & Tertiary Goals)

- During the entire tournament, each round has **three** Goals. For each round, one Goal will be designated Primary, one Secondary, and one Tertiary in terms of priority.
- The **Primary Goal** for a round is the **Win Condition**. If you secure this Goal, you win the round.
- The **Secondary Goal** for a mission is the 1st Tiebreaker.
- The **Tertiary Goal** for a mission is the 2nd Tiebreaker.

- If another Tiebreaker is required, **Tiebreaker Points (see section four) represent the fourth and final Tiebreaker in each round.** This means that if all 3 Goals are tied you can win by having just 0.5 more Tiebreaker Points than your opponent.

SCORING AND ROUND SEEDING

After each round we will update players' competitive ranking. Players will be ranked by the following formula:
(Win Rate) + (% of Goal 1 Achieved) + (% of Goal 2 Achieved) + (% of Goal 3 Achieved)

Players will be seeded randomly in round 1. Games are scored in a win/loss format (there are no ties). In rounds 2 and 3 players will be only be paired with opponents with the same (or similar) win/loss record. The top seed will play the lowest seed in their respective win/loss category. This increases the likelihood that the top seeds will face each other in the finals rather than knocking out one another earlier in the tournament.

GAME LENGTH

- All games will last at least **5 turns** (time allowing) and follow the random game length rules as per the Warhammer 40,000 Rulebook.
- At the **2 hours and 30 minute** mark the last turn will be called. You may begin a new round any time **before** (and only before) this mark is called. Once the last turn is called, players will finish the current game turn (meaning the top **and** bottom of the turn). If you begin a new game turn after time is called, keep in mind that both participants may not get the chance to complete their player turn.
- We will announce time periodically. All players should keep track of time to avoid any problems.

SCORE SHEETS

- At the end of the game, record your score for **EACH** Goal on the score sheet for the appropriate round. Additionally, please fill out the sportsmanship section. Note that **Rounds 3 and 6** includes a favorite opponent of the day vote. These votes contribute to a player's sportsmanship score.
- If you do not record your score for any of the goals you will be credited as scoring a "0" and this will negatively influence your competitive ranking. Even if you won, you must score how you did in every Goal, as it will affect your seeding in later rounds.

SECTION FOUR: GOAL DESCRIPTIONS

GOAL #1: KILL POINTS

- Kill Points (KP) are awarded to a player when he **completely destroys an entire enemy unit**, or if the unit is falling back at the end of the game.
- The player that has earned **3 or more** KPs than their opponent wins this Goal. If **fewer** than 3 KPs (0-2) have been earned, this goal is tied.

GOAL #2: TABLE QUARTERS

- Each of four Table Quarters can be captured. Whichever player has more points alive in a given Table Quarter can lay claim to it. **Only Scoring and Denial units count for this points total.** If a unit straddles multiple quarters, consider it in the Quarter containing the majority of the models in the unit. If this unit is only a single model or if the unit has an equal number of models in different quarters then randomize between the Quarters it straddles at the end of the game.
- The opponent controlling the **largest number** of table quarters at the end of the game wins this goal. If each opponent controls the **same number** of table quarters, this goal is tied.

GOAL #3: OBJECTIVES

- In the Objectives Goal, players will try to control more objectives than their opponent. 5 objectives will be placed on the board, one in the center of each table quarter and one in the center of the table.
- **Mysterious Objectives** will only be in play when *listed in the mission rules or notes*.
- The opponent holding the **most objectives** at the end of the game wins this goal. If an **equal number of objectives** are held, this goal is tied.

TIEBREAKER POINTS

- For the purposes of the Battle for Salvation GT, disregard the word "Victory Points" as per the 6th Edition Rulebook. For the Tiebreaker Score use the method described below.
- The number of points of your opponent's army that you destroy determines the Tiebreaker Score and also contributes to your competitive rating. Calculate the number of Tiebreaker Points scored at the end of each round and record this number on your score sheet.
 - Vehicles reduced to half or below their starting number of hull points are worth half of their points.
 - Units reduced to half or below their starting number of models are worth half points.
 - Single model units (Monstrous Creatures, Independent Characters, etc.) reduced to half or below their starting number of wounds are worth half points.
- You may score more than 2,000 Points for purposes of determining a winner on Tiebreaker points. In the event that more than 2,000 points are scored, record a maximum of 2,000 points on your score sheet.
- **Secondary Objectives** as per the 40,000 Rulebook work differently in the Battle for Salvation GT. For each (*First Blood*, *Line Breaker*, and *Slay the Warlord*), add 50 points to your Tiebreaker score.
- If you select the **Legendary Fighter** Warlord trait, add **50 Points** toward your Tiebreaker Points for every enemy character slain by your Warlord in a challenge.

SECTION FIVE: MISSIONS (Day 1)

ROUND 1

Goal Priority

The **Primary** Goal and Win Condition is Kill Points (#1). *See page 4.*

The **Secondary** Goal and first tiebreaker is Table Quarters (# 2). *See page 4.*

The **Tertiary** Goal and second tiebreaker is Objectives (#3). *See page 4.*

Your Tiebreaker Score is the FINAL tiebreaker

Generic Special Rules

Infiltrate, Reserves, Deep Strike, Scouts/Outflank as per the Warhammer 40,000 Rulebook.

You may Seize the Initiative, as per the Warhammer 40,000 Rulebook.

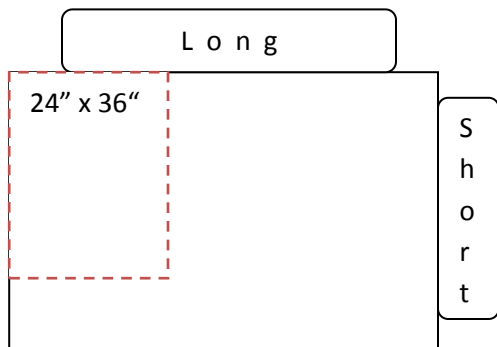
Night Fighting, as per the Warhammer 40,000 Rulebook.

Random Game Length, as per the Warhammer 40,000 Rulebook.

Deployment

Hammer and Anvil (MODIFIED).

Follow all rules as per the Warhammer 40,000 Rulebook with the following exception: ***only extend the length of deployment to 36 inches on the short table edge.***



Mission Special Rules

None

SECTION FIVE: MISSIONS Day 1

ROUND 2

Goal Priority

The **Primary** Goal and Win Condition is Objectives (#3). *See page 4.*

The **Secondary** Goal and second tiebreaker is Table Quarters (#2). *See page 4.*

The **Tertiary** Goal and first tiebreaker is Kill Points (# 1). *See page 4.*

Your Tiebreaker Score is the FINAL tiebreaker

Generic Special Rules

Infiltrate, Reserves, Deep Strike, Scouts/Outflank as per the Warhammer 40,000 Rulebook.

You may Seize the Initiative, as per the Warhammer 40,000 Rulebook.

Night Fighting, as per the Warhammer 40,000 Rulebook.

Random Game Length, as per the Warhammer 40,000 Rulebook.

Deployment

Vanguard, as per the Warhammer 40,000 Rulebook.

Mission Special Rules

Mysterious Objectives (MODIFIED) are in play this round. Follow all rules for Mysterious Objectives as per the Warhammer 40,000 Rulebook except: ***The controlling player may choose to reroll the result of the objective that is in their deployment zone.***

SECTION FIVE: MISSIONS Day 1

ROUND 3

Goal Priority

The **Primary** Goal and Win Condition is Table Quarters (#2). *See page 4.*

The **Secondary** Goal and first tiebreaker is Objectives (#3). *See page 4.*

The **Tertiary** Goal and second tiebreaker is Kill Points (#1). *See page 4.*

Your Tiebreaker Score is the FINAL tiebreaker

Generic Special Rules

Infiltrate, Reserves, Deep Strike, Scouts/Outflank as per the Warhammer 40,000 Rulebook.

You may Seize the Initiative, as per the Warhammer 40,000 Rulebook.

Night Fighting, as per the Warhammer 40,000 Rulebook.

Random Game Length, as per the Warhammer 40,000 Rulebook.

Deployment

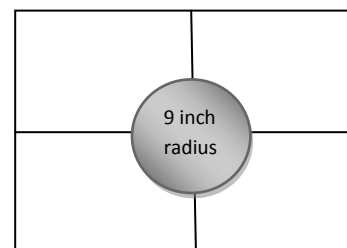
Dawn of War, as per the Warhammer 40,000 Rulebook.

Mission Special Rules

The Scouring: FAST ATTACK units count as scoring units for purposes of all goals this round.

Dead Zone: Any unit whose majority is within 9 inches of the center of the table does not count their points towards claiming Table Quarters. If there is no majority or the unit is a single model, roll off to determine if it is in the Dead Zone or in a Quarter.

This creates a circle where those units cannot contribute to the Table Quarters goal. See below for a diagram of the Dead Zone:



SECTION FIVE: MISSIONS Day 2

ROUND 4

Goal Priority

The **Primary** Goal and second tiebreaker is Objectives (#3). *See page 4.*

The **Secondary** Goal and first tiebreaker is Table Quarters (# 2). *See page 4.*

The **Tertiary** Goal and Win Condition is Kill Points (#1). *See page 4.*

Your Tiebreaker Score is the FINAL tiebreaker

Generic Special Rules

Infiltrate, Reserves, Deep Strike, Scouts/Outflank as per the Warhammer 40,000 Rulebook.

You may Seize the Initiative, as per the Warhammer 40,000 Rulebook.

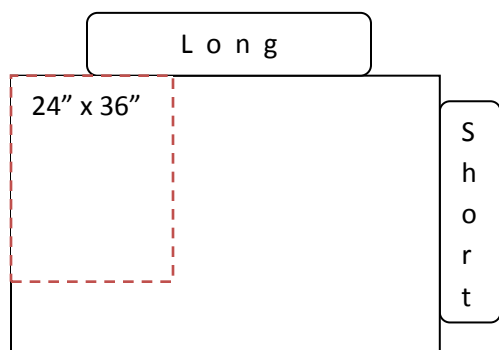
Night Fighting, as per the Warhammer 40,000 Rulebook.

Random Game Length, as per the Warhammer 40,000 Rulebook.

Deployment

Hammer and Anvil (MODIFIED), follow all rules as per the Warhammer 40,000 Rulebook except: ***Only extend the length of deployment to 36 inches on the short table edge.***

Use the diagram below to help understand this deployment:



Mission Special Rules

Emperors Will: The objective that is in your deployment zone is worth 2 ***TWO objectives****.

Mysterious Objectives (MODIFIED) are in play this round. Follow all rules for Mysterious Objectives as per the Warhammer 40,000 Rulebook except: ***The controlling player may choose to reroll the result of the objective that is in their deployment zone****.

***Only the objective that will be completely in your deployment zone can be rerolled and will count for Emperors Will.**

SECTION FIVE: MISSIONS Day 2

ROUND 5

Goal Priority

The **Primary** Goal and Win Condition is Table Quarters (#2). *See page 4.*

The **Secondary** Goal and first tiebreaker is Objectives (#3). *See page 4.*

The **Tertiary** Goal and second tiebreaker is Kill Points (#1). *See page 4.*

Your Tiebreaker Score is the FINAL tiebreaker

Generic Special Rules

Infiltrate, Reserves, Deep Strike, Scouts/Outflank as per the Warhammer 40,000 Rulebook.

You may Seize the Initiative, as per the Warhammer 40,000 Rulebook.

Night Fighting, as per the Warhammer 40,000 Rulebook.

Random Game Length, as per the Warhammer 40,000 Rulebook.

Deployment

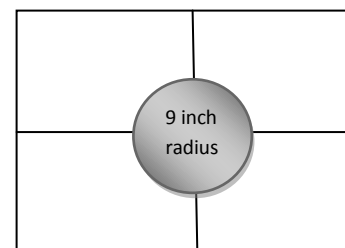
Vanguard, as per the Warhammer 40,000 Rulebook.

Mission Special Rules

Big Guns Never Tire: HEAVY SUPPORT units count as scoring units for the purposes of all goals this round.

Dead Zone: Any unit whose majority is within 9 inches of the center of the table does not count their points towards claiming Table Quarters. If there is no majority or the unit is a single model, roll off to determine if it is in the Dead Zone or in a Quarter.

This creates a circle where those units cannot contribute to the table quarter goal. See below for a diagram of the Dead Zone:



SECTION FIVE: MISSIONS Day 2

ROUND 6

Goal Priority

The **Primary** Goal and Win Condition is Objectives (#3). *See page 4.*

The **Secondary** Goal and first tiebreaker is Kill Points (# 1). *See page 4.*

The **Tertiary** Goal and second tiebreaker is Table Quarters (#2). *See page 4.*

Your Tiebreaker Score is the FINAL tiebreaker

Generic Special Rules

Infiltrate, Reserves, Deep Strike, Scouts/Outflank as per the Warhammer 40,000 Rulebook.

You may Seize the Initiative, as per the Warhammer 40,000 Rulebook.

Night Fighting, as per the Warhammer 40,000 Rulebook.

Random Game Length, as per the Warhammer 40,000 Rulebook.

Deployment

Dawn of War, as per the Warhammer 40,000 Rulebook.

Mission Special Rules

None