

# 2015 BATTLE FOR SALVATION

WARHAMMER 40K

GRAND TOURNAMENT PACKET

COLUMBUS DAY WEEKEND

OCTOBER 9-11

## 2015 BATTLE FOR SALVATION GRAND TOURNAMENT PACK-DRAFT

Welcome to THE 2015 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 after a final cut
- **DAY 2-Best Painted Model:** Scored by our painting judges
- **DAY 2-Best Converted Model:** Scored by our painting judges
- **DAY 2-Best Sportsman:** Highest sportsmanship scores by round + Favorite Opponent votes
- **DAY 2-Orlando Bloom Award:** The player with the lowest competitive ranking
- **DAY 2-Battle Master:** The player with the most Battle Points throughout the tournament
- **DAY 2-Bracket Generals:** The 7 players to go undefeated in their respective brackets.
- **DAY 2-Renaissance Man:** The player with the highest competitive, sport and appearance scores (all equally weighted)
- **DAY 2-Tournament Champion:** Winner of Championship bracket and winner of the Battle for Salvation GT

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, players will be divide into 8-man brackets. The Championship 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.

### Schedule

#### Saturday

**Doors Open: 8:00AM**

**Game 1.....9:00AM-12:00 Noon**

**Game 2.....12:45PM-3:45PM**

**Game 3.....4:00PM-7:00PM**

#### Sunday

**Doors Open: 8:00AM**

**Game 1.....9:00AM-12:00 Noon**

**Game 2.....12:45PM-3:45PM**

**Game 3.....4:00PM-7:00PM**

**Award Ceremony: 7:15PM-7:30PM**

Each round has an allotted time of **3 hours**. With **15 minutes** remaining in the round, an announcement for last turn will be made. **After this announcement, no new game turns may be started.**

### Legal Army Lists

The Battle for Salvation GT will use an **1850** Point cap on army lists. Please bring at least 7 printed copies of your list: 1 for the organizers and 6 for your opponents. **You must also bring published or copied printouts of any and all relevant rules for your army, including the core rules.**

### Legal Army Construction

#### **Battle-Forged Army Construction**

The Battle for Salvation GT uses the Battle Forged method of army selection with the limitation that no more than 3 detachments can be chosen. Those 3 detachments are chosen in the following way:

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-2 of these Detachments, called "Open Detachments" for ease of reference, may be selected from any Battle-Forged Legal Detachment in the game. This can be selected from the "CAD Like Detachment" chart **and** the "Non-CAD Like Detachment" chart.

-The third Detachment, called an "Auxiliary Detachment" for ease of reference, may **NOT** be a CAD-like detachment. This detachment can be chosen **only** from the "Non-CAD Like Detachment" chart.

-Any detachment which is itself comprised of numerous detachments (e.g., the Necron Decurion Detachment or Eldar Guardian Warhost Detachment) takes up **BOTH** Open Detachment choices and may **NOT** be selected as an Auxiliary Detachment. These detachments are listed in the "Combi-Detachments" chart.

-If a player chooses an Allied Detachment, it cannot be the same faction as their Primary Detachment.

Please see the below charts for the different detachments and their classification:

### CAD Like

Detachment Name	Source
Combined Arms Detachment	Base Rule Book
Baal Strike Force	Codex: Blood Angels
Cult Mechanicus Battle Congregation	Codex: Cult Mechanicus
Realspace Raiders Detachment	Codex: Dark Eldar
Nemesis Strike Force	Codex: Grey Knights
Ork Horde Detachment	Codex: Orks
The Wolves Unleashed Detachment	Codex: Space Wolves
Archangels Strike Force	Shield of Baal - Exterminatus
Flesh Tearers Strike Force	Shield of Baal - Exterminatus
Mephrith Dynasty Cohort	Shield of Baal - Exterminatus
Forces of the Leviathan (Hive Fleet Detachment)	Shield of Baal - Leviathan
Company of the Great Wolf Detachment	Supplement: Champions of Fenris
Great WAAAGH! Detachment	Supplement: WAAAGH! Ghazghkull

### Non-CAD Like

Detachment Name	Source
Any Formation	
Allied Detachment	Base Rule Book
Masque Detachment	Codex: Harlequins
Inquisitorial Detachment	Codex: Inquisition
Legion of the Damned Detachment	Codex: Legion of the Damned
Skitarii Maniple	Codex: Skitarii
Officio Assassinorum Detachment	Dataslate: Officio Assassinorum
Covenite Coterie Detachment	Supplement: Haemonculus Covens
Cult Mechanicus Battle Congregation	Codex: Cult Mechanicus
Deathwing Strike Force	Codex Adeptus Astartes: Dark Angels
Ravenwing Strike Force	Codex Adeptus Astartes: Dark Angels

### Combi-Detachment

#### Detachment Name

Craftworld Warhost

Blood Host Detachment

Necron Decurion Detachment

Gladius Strike Force

Lion's Blade Strike Force

#### Source

Codex: Eldar Craftworlds

Codex: Khorne Daemonkin

Codex: Necrons

Codex Adeptus Astartes: Space Marines

Codex Adeptus Astartes: Dark Angels

### Lords of War, Super Heavy Vehicles, Gargantuan Creatures, Forge World

You may select a Lord of War where allowed within Detachment construction rules. You may **NOT** select a unit with the "Super Heavy" or "Gargantuan" unit types with the **EXCEPTION** of the Wraithknight and Imperial Knight. No more than ONE of these models may be taken in the entire army. A **Wraithknight** may be taken as part of a Eldar CAD as a Lord of War per the normal rules, or entirely as a Non-Cad like detachment itself. An **Imperial Knight** may only be taken as an **allied detachment**.

**ALL** non-experimental Forge World rules are legal in the Grand Tournament.

- **ALL** Forge World units gain a restriction of "0-1." This is applied on a Unit basis, and is not the same as the "Unique" rule. For example, units which are purchased with 1 model, but include the option to add 1+ models to the unit, may do so. You may not purchase more than 1 of any single unit entry, however.
- In some cases, selection of certain Forge World "Armies" or units may allow you to apply Forge World special rules to certain codices (e.g., selecting a Forge World Codex Marines chapter and building most of the subsequent army using the Space Marines Codex). A non-Forge World Rules unit that gains Forge World rules in this capacity **also** carries the 0-1 status. For example, a Tactical Marine Squad selected from Codex: Space Marines and benefitting from Red Scorpions Chapter Tactics would be a 0-1 unit. You could, however, select a single other Tactical Marine Squad within a 2<sup>nd</sup> Detachment leveraging a different Forge World Chapter Tactics (e.g., Astral Claws). You could also use a Codex/non-Forge World set of Chapter Tactics in your 2<sup>nd</sup> Detachment and subsequently take as many Tactical Marine Squads as allowed by the Detachment's rules.

**\*FORGE WORLD SUPER HEAVIES AND GARGANTUAN CREATURES ARE NOT ALLOWED BY ANY MEANS.**

### Conjured Unit Status

Conjured units are not considered part of an explicit Detachment. As a result, benefits from your Warlord such as Conqueror of Cities and benefits granted by being a part of a given detachment do not apply to Conjured Units. Furthermore, as a RAW clarification, Conjured Models interact with other models as per the Allies Matrix, regardless of the Faction that summoned them.

### Rules Changes

#### Destroyer Weapons

The Battle for Salvation GT follows this rule for **all** Destroyer Weapons:

-Any Destroyer result of a "6" to wound originating from **greater than 12"** away (at the time of wound allocation) is treated as a "5" instead. Note, Destroyer attacks originating from 12" or less from the target treat "6" results as 6.

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-Any Destroyer result of a "6" to wound inflicts D3 wounds instead of D6+6.

-These attacks still perform their penetrating roll on the vehicle damage table as per the BRB.

### Stomp Attacks

During a Stomp, a result of a "6" is treated as a "5" when affecting units **NOT** locked in combat with the unit making the Stomp Attack. **Results of a "6" are treated normally with regard to units that are locked with the unit making the Stomp Attack.**

### Warp Spiders

A unit of Warp Spiders may only benefit from the Flickerjump special rule **once per turn** regardless of how many times they are targeted for a shooting attack.

### FAQ

The Battle for Salvation will also be using the NOVA Open FAQ, which can be found here, to clarify all other rules questions.

## General Mission Rules and Terminology

### Asymmetrical Missions

#### How to Play – Mission Selection and Pre-Game Process

1. Once at your table, swap lists with your opponent and study what you're up against.
2. Before any dice are rolled, each player secretly selects a **Primary Mission Goal** from those available in the mission. Mark it on your Round Scoresheet without letting your opponent see.
3. Immediately after choosing Primary Mission Goal, select 3 **Secondary Mission Goals** from the pool of available goals. Mark them on your Round Scoresheet without letting your opponent see.
4. Reveal your chosen goals to your opponent before rolling any dice for any reason.
5. Continue to the normal pre-game process:
6. Roll for Table Sides
7. Roll for Warlord Traits
8. Roll for Psychic Powers
9. Roll for anything else needed by an army (e.g., Daemonic Rewards)
10. Determine Night Fight
11. Roll for Deployment; winner elects to deploy first or second
12. Unlike the standard rulebook, **the player who deploys first will go first.**
13. Deploy Armies
14. Deploy Infiltrators
15. Scout Moves
16. Seize the Initiative

#### Scoring Points / Winning the Game / Tiebreaker

To determine a winner, each player will calculate his/her Round Score, which is the sum of Primary Mission Score, Secondary Mission Score and Tertiary Mission Score. The player with the highest Round Score wins the game. You cannot score less than 0 for Primary or Secondary Mission Scores

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Keep in mind, you may not score more than 19 total points (9 for Primary, 6 for Secondary and 4 for Tertiary). It is entirely possible for the points earned from Secondary Mission to overcome a small deficit between players on Primary Mission Score, and thus yield a victory.

Ties are broken through Points Destroyed (the points value destroyed of an opponent's army; units brought to or below their original starting # of models, wounds or hull points – depending on unit type - are worth half their point cost; units completely destroyed are worth all their point cost). **Example:** You score 6 Primary points and 2 Secondary points, your Round Score is an 8.

The maximum score for Primary Mission is always a **NINE (9)**. The maximum score for all Secondary Missions is always a **SIX (6)**. The maximum score for all Tertiary is always a **FOUR (4)**. Thus, the max Round Score is a **NINETEEN (19)**.

### Random Game Length

All games are played using random game length as per the Warhammer 40K rulebook.

### Secondary Mission Pool

The following Secondary Missions are available in every round. Secondaries are always worth 2 points if completed, 0 if not completed. Keep in mind – any units which by rule **never** count for purposes of awarding mission points may not contribute to awarding mission points for Secondaries (i.e. you may not count a Tyranid Spore Mine Cluster for Marked for Death).

The current pool of Secondaries are:

1. **First Blood** – If you are the first player to destroy an opposing unit, you achieve this Secondary.
2. **The Last Laugh** – If you are the last player to destroy an opposing unit, you achieve this Secondary.
3. **Moment of Bloodshed** – If during a single player turn you destroy three or more opposing units, you achieve this Secondary.
4. **Linebreaker** – If, at the end of the game, you have at least one model from one or more scoring units completely within 12" of the enemy's table edge, you achieve this Secondary.
5. **Heart of the Matter** – If your Warlord ends the game within 6" of the center point of the table, you achieve this Secondary.
6. **Kill Points** – If more of your opponent's units are destroyed during the game than your own, you achieve this Secondary.
7. **Slay the Warlord** – If you destroy the enemy Warlord, you achieve this Secondary. If this Secondary Mission is picked you cannot also choose the enemy Warlord for the Marked for Death Secondary Mission.
8. **Strike the Rank and File** – If you destroy every enemy Troop unit (not counting Dedicated Transports), you achieve this Secondary. *Note: if your opponent has no Troop units, it is impossible to destroy them all, rendering this Secondary impossible to complete.*
9. **Marked for Death** - Immediately following revelation of Primary and Secondary Goal selections, clearly mark one Scoring or Denial unit on your opponent's Army List for death. If you destroy this unit during the course of the game, you achieve this Secondary.
10. **Slay Them All and Let the Emperor Sort Them Out** – You achieve this Secondary Mission if you destroy an opponent's entire Detachment or Formation. If your opponent has a Detachment or Formation with only one model or unit in it and you choose this Secondary you cannot also choose to Marked for Death that model or unit.

### Tertiary Mission Pool

In every Round, a Tertiary Condition is in play for both players. If, during Game Turns 2-5, one or more enemy units are completely destroyed, you earn 1 point (per turn). Note – if the game ends on Turn 5 with an enemy unit Falling Back, this does count as an enemy unit completely destroyed.

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- Example: You destroy 1 unit of 3 Eldar Jet Bikes on Turn 2; you earn 1 point
- Example: You destroy 1 unit of 3 Eldar Jet Bikes on Turn 2 and 1 unit of 10 Eldar Jet Bikes on Turn 3; you earn 2 points across those 2 turns  
Example: You destroy 3 units of Space Marine Centurions on Turn 2; you earn 1 point
- Example: You destroy 2 units of 3 Eldar Jet Bikes on Turn 2, and 0 enemy units on Turn 3; you earn 1 point across those 2 turns

### **Warlord Traits and “Bonus Point” Situations**

Determine Warlord Traits exactly as described in the Warhammer 40,000 7<sup>th</sup> Edition Rulebook.

Certain warlord traits, formations (e.g., Corpsethief), and units (e.g., Ethereals) award additional points for accomplishing certain criteria (e.g., Legendary Fighter from the Personal Trait table of the Rulebook). Any points earned in this fashion contribute to your Secondary total. **Keep in mind you may still never exceed 6 points for Secondary Objectives.** This may result in such bonus points removing the need to accomplish all of your Secondaries in order to maximize this component of your total score.

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## Primer Round 1 - Crusade Deployment

### Objective Placement

### Goal Identification

#### Primary Goal 1

You accumulate 2 points for each Objective you control at the end of the game. If you control more objectives than your opponent at the end of the game, you also earn one additional point. **Max 9 pts**

#### Examples

- You control 3 Objectives at the end of the Game, and your Opponent controls 3. You earn 6 points.
- You control 3 Objectives at the end of the Game, and your Opponent controls 2. You earn 7 points.
- You control 4 Objectives at the end of the Game, and your Opponent controls 2. You earn 9 points.
- You control 5 Objectives at the end of the Game, and your Opponent controls 1. You earn 9 points.

#### Primary Goal 2

At the beginning of your Player Turns 2-6, examine the board and Score this Goal in the following fashion:

- You control at least 2 objectives: +1 point
- You control 1 more objective than your opponent: +1 point
- You control 2 or more objectives than your opponent: +1 point

#### Examples

- You control 2 Objectives at the Start of Turn 2, and your Opponent controls 2. You earn 1 point.
- You control 3 Objectives at the Start of Turn 2, and your Opponent controls 1. You earn 2 points.
- You control 1 Objective at the Start of Turn 2, and your Opponent controls 0. You earn 1 point.
- You control 4 Objectives at the Start of Turn 2, and your Opponent controls 2. You earn 3 points.
- You may NEVER score more than 3 points in a single Turn.

**Max 9 points**

## Dawn of War

Place 6 Objectives on the table using the following guidelines. Place 4 objectives such that each objective is 24 inches from a short table edge and 12 inches from a long table edge. Finally, place 2 more objectives such that they are 12 inches from each short table edge and 24 inches from each long table edge.

Please select one of the following Primary Goals and three of the following Secondary Goals and mark accordingly on your score/selection sheet.

#### Blitzkrieg (End-Game Objectives)

#### Maginot Line (Turn-by-Turn Objectives)



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### Primer Round 2 – The Scouring Deployment

#### Objective Placement

#### Goal Identification

#### Primary Goal 1

Your score is equal to the value of the objectives you control at the end of the game. **Max 9 points.**

#### Primary Goal 2

At the start of your turns 2, 3, 4, 5, and 6, you accumulate points as follows:

- +1 point if you control 3 total points of objectives
- +1 point if you control 5 total points of objectives
- +1 point if you control 7 total points of objectives

**Max 9 points**

### Hammer and Anvil

Each player will place 3 objectives. 2 Objectives must go within their deployment zone following normal objective placement rules. The 3rd objective must go at least 30” from their table side but within their table half. Just before deciding to roll to seize the initiative, each player will randomly determine the value of the 3 objectives in his/her table half. One objective must be worth 3 points, one worth 2 points, and one worth 1 point.

Please select one of the following Primary Goals and three of the following Secondary Goals and mark accordingly on your score/selection sheet.

#### The Gambler

#### The Investor

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### Round 3-The Relic

#### Deployment

#### Vanguard

#### Objective Placement

Place 5 Objectives on the table. One Objective will go in the center of the table, and one objective will go in the center of each table quarter. The Objective in the center of the table is the Relic. The two objectives closest to YOUR OWN long table edge are your Home Objectives. The two objectives closest to YOUR OPPONENT's long table edge are his Home Objectives.

**Goal Identification:** Please select one (1) of the following Primary Goals and three (3) of the following Secondary Goals and mark accordingly on your Round 2 score/selection sheet.

**NOTE:** The rules for the Relic changed from 6th - 7th edition, and it is now controlled/contested as an Objective Marker. In 6th edition, you controlled it by being the player who currently "seized" it by having it in the possession of a scoring model. In 7th edition, you move it in the same fashion, but score it (and deny it) by proximity in the same fashion as other Objective Markers. Don't be caught off guard!

#### Goal Identification

Please select one of the following Primary Goals and three of the following Secondary Goals and mark accordingly on your score/selection sheet.

#### Primary Goal 1

If you control the Relic at the end of the game, it is worth 5 points. Each of your Home Objectives is worth 1 point if you control it at the end of the game. Each of your opponent's Home Objectives is worth 2 points if you control it at the end of the game. **Max 9 points.**

#### The Heart (Relic)

#### Primary Goal 2

At the beginning of your Player Turns 2-6, examine the board and Score this Goal in the following fashion:

- You control both of your Home Objectives: +1 point
- You control more of your Home Objectives than your opponent controls of his own: +1 point
- You control the Relic: +1 point
- Thus you can earn up to 3 points per turn

#### The Home (Turn-by-Turn Objectives)

NOTE: If you select Goal 2, you may not seize and move the Relic; for your purposes, it is treated solely as an Objective. **Max 9 points**