THE TOURNAMENT OF BLOOD

ARMY CONSTRUCTION

Armies must be selected to at most 1850 points.

No model with more than 9 hull points or wounds is permitted. Superheavy vehicles and gargantuan creatures are otherwise allowed.

No other requirements or constraints are placed on detachments, formations, or force organization. An optional Quick Reaction Force detachment is made available for this event, described below.

SOURCES

Forge World units and armies eligible for standard *Warhammer 40,000*, i.e., not *Apocalypse*, are permitted. Units and armies from Forge World's Horus Heresy *Age of Darkness* books are also permitted.

All up-to-date, official *Warhammer 40,000* and *Age of Darkness* army sources are permitted that are available in current publication. This does include White Dwarf entries, which are available via back issues, and current campaign books. It does not include limited edition dataslates and formations, e.g., those included in mega-bundles. Contact the event organizer(s) beforehand about any questions. Remember that you must have all sources on hand.

For any codex or supplement (re-)released within two weeks preceding the event, players may choose whether to use the old or new edition. They may not use both editions of a single source within the event, e.g., allying old with new.

MODELS

Models need not be painted, but painting scores will be applied to overall standings to reward finished armies, in addition to a seperate painting and hobby competition. Models must be WYSIWYG, but identifiable and thoughtful conversions and proxies are welcome. Indistinguishable or confusing proxies are not permitted. Contact the organizer(s) with questions.

MATERIALS

Each player must bring typed, printed copies of your army lists for event staff and their opponents.

You must have an official, legal, complete physical or digital copy on hand for all army, unit, and other sources you are using. You should bring printed copies of relevant pages of any electronic sources.

Don't forget errata and FAQs for your sources, available from Games Workshop's Rules Errata webpage.

You must bring any dice, templates, and markers needed to facilitate playing your army.

QUICK REACTION FORCE

Players may optionally employ a Quick Reaction Force detachment in their lists, defined as follows.

Force Organization. An army may only contain a single Quick Reaction Force detachment. All units in the detachment must have the same faction, or have no faction. The detachment is comprised of units from the following battlefield roles.

HQ	Troop	Elite
1–2	2–6	1–4

Fast Attack	Heavy Support	Lord of War
⋆	⋆	0–1

A Quick Reaction Force detachment must include one Fast Attack and one Heavy Support choice. It may include up to three selections in one of those roles, but must contain one and only one selection in the other role. I.e., the detachment must adhere to one of the following options, excluding dedicated transports as usual:

- 1–3 Fast Attack and 1 Heavy Support
- 1 Fast Attack and 1–3 Heavy Support

Command Benefits The following advantages are granted for utilizing this detachment:

- **Objective Secured.** All scoring units in this detachment except superheavy vehicles, gargantuan creatures, and fortifications gain Objective Secured. A unit with this special rule controls objectives even if an enemy scoring unit is within range of the objective marker, unless the enemy unit also has this rule.

- **QRF Commander.** f this detachment is your primary detachment, instead of rolling a random warlord trait you may choose a warlord trait from the tables in the main *Warhammer 40,000* rulebook. If you wish to use a different table of warlord traits, i.e., from a codex, then you must roll a random trait, but may reroll the result.

SCHEDULE

The tournament has 3 rounds, each game 2.5 hours long. There will be a break for dinner on your own.

SCORING

Overall tournament rankings and the winner of The Tournament of Blood are based on points earned toward a maximum of 100 available for the day:

- 60 points for match results
- 25 points for painting and craftsmanship
- 15 points for sportsmanship

Prizes will also be awarded for painting and craftsmanship based on player voting, separate from the painting and craftsmanship scoring. The latter reflects a minimum standard of preparedness while the voting and prizes award masterful work.

Pure competition standings, i.e., the Best General prize(s) if awarded, are determined first by win/draw/loss records and then the sum total victory points earned across all three missions.

Match Results Match results are determined by scoring primary, secondary, and tertiary objectives as given for each mission. The winner is the player with more victory points at game end. Players draw if they have earned equal victory points. No more than 20 victory points may be earned per mission. Primary objectives award at most 9, secondaries at most 6, and tertiaries at most 5 victory points.

Match results are a simple sum of the victory points earned in each mission, up to 20 points each.

Painting and Craftsmanship Painting and craftsmanship is scored objectively by the organizer(s) applying the following rubric to the armies.

Appearance Standard

All models assembled and primed	+5 pts
All models three-color minimum	+5 pts
All models based (paint/flock)	+5 pts
Advanced painting techniques present (washes, drybrushing, etc)	+5 pts
Advanced basing techniques present (grass, sculpting, etc.)	+5 pts

Sportsmanship Each round players submit a sportsmanship score for their opponent. By default players receive 5 sportsmanship points each round, from which points are docked by the following rubric.

Negative Behavior

Openly hostile or rude	-3 pts
Unnecessarily competitive in army list or attitude	-2 pts
Sloppy with measuring, moving, line of sight, or dice	-2 pts
Unreasonably late, overly slow play, or too inattentive	-1 pts
Significantly unfamiliar with rules or made too many mistakes	-1 pts
Not prepared with clear, readable, typed army lists	-1 pts

WARMASTER

Independent of overall standings, each player will also be scored on Warlord Achievements accomplished in each game. The player who secures the greatest number of warlord achievements across all games will be declared Warmaster and earn a prize.

Warlord Achievements

Your warlord survived the game.
All enemy warlords were removed as casualties, by any means.
Your warlord challenged an enemy warlord at least once.
Your warlord or an attached unit eliminated an enemy warlord.
Your warlord eliminated an opponent in at least one challenge.
Your warlord or an attached unit won at least one close combat.
Your warlord or an attached unit eliminated at least one enemy unit through shooting.
Your warlord or an attached unit scored an objective marker at least once this game.
Your warlord is wholly within the enemy deployment zone.
Your warlord is at least partially within 6" of the table center point.

PAIRINGS

First round match pairs are randomized. Second and third rounds follow Dutch Swiss pairing: Players are grouped by win/draw/loss and ranked within each group by total victory points. In groups with an odd number, the lowest ranked player shifts into the next best group. Within each group, the highest ranked player is paired to the lowest ranked player, the 2nd highest player to the 2nd lowest player, and so on.

COMMON RULES

STARTUP SEQUENCE

The start of each game proceeds as follows unless the mission or event rules note otherwise:

1. Clarify terrain and mission rules

2. Both players share their army lists

3. Determine warlord traits, then psychic powers, and then other pre-game effects and choices

4. D6 roll off to select deployment zones

5. Place primary objective markers

6. D6 roll off to choose first or second deployment

7. Deploy main armies in that order

8. Deploy any Infiltrators (pg. 167)

9. Secretly choose and record secondary objectives from the options available for the mission

10. Make any Scout redeployments (pg. 171)

11. Reveal secondary objectives and any related selections or marker placements as directed

12. First to deploy chooses to play first or second

13. Seize the Initiative roll, if desired and permitted

14. *Battle!*

Standard objective placement constraints apply unless noted otherwise by a specific mission.

GAME RULES

The Invisibility psychic power is amended to be:

- Invisibility is a blessing that targets a single friendly unit within 24". While the power is in effect, enemy units shooting at the target unit do so at BS 1, and in close combat will only hit models of the target unit on To Hit rolls of 5+.

For any failed 2+ save that may be rerolled, the reroll only succeeds on a 4+.

Objective markers may be controlled or contested by models/units up to 3" horizontally from the side edge of the marker and 6" vertically from its bottom face. Markers should all be the same size (typically equivalent to a 40mm base).

MISSION RULES

The following apply in each mission by default.

Night Fighting. If either player opts for Night Fighting before any deployment begins, on a single D6 of 4+ all units have Stealth throughout Turn 1.

Easy Recon. Players add +1 to their roll to choose first or second deployment for each superheavy vehicle or gargantuan creature in the opposing army.

Reserves. As defined on page 135 of the main *Warhammer 40,000* rulebook.

Seize the Initiative. As defined on page 132 of the main *Warhammer 40,000* rulebook.

Variable Game Length. As defined on page 133 of the main *Warhammer 40,000* rulebook.

All In. Units/models in reserve at game end count as completely destroyed/removed as a casualty.

TERTIARY OBJECTIVES

The following tertiary objectives apply in each mission. At most 5 total victory points may be earned by a player across all of the tertiary objectives.

- *Victory Through Attrition.* Score 1 victory point for every 2 unsaved hull points or wounds suffered by an opposing superheavy vehicle or gargantuan creature through any means, including explosions and other indirect effects. These points are earned at the end of any phase in which such damage occurs, and thus include any repaired or regenerated later.

- *Slay the Warlord.* If your opponent's Warlord or a Lord of War character of theirs has been removed as a casualty or is falling back at the end of the game, score 2 victory points.

- *Linebreaker.* Score 2 victory points if a model from any friendly scoring unit is completely within 12" of your opponent's table edge.

- *First Blood.* As defined on page 133 of the main *Warhammer 40,000* rulebook.

- *Special Conditions.* Any unit, faction, formation, or other special rules granting victory points to either player are considered tertiary objectives and are included within the 5 point cap.

MISSION 1: OPEN GROUND

TABLE SETUP

Deployment zones are **Hammer and Anvil**, as on page 131 of the main rulebook (24" short edges).

Place a primary objective marker in each table quadrant, 12" from both table edges. Place two more primary objective markers 36" from the short table edges and each 6" from a long table edge.

MISSION SPECIFIC RULES

There are no rules specific to this mission, just those applied to all in this packet.

SCORING

Primary Objectives Before any Scout redeployments, both players secretly choose one of the following primary scoring mechanisms for themselves:

- *Continuous.* Beginning with Turn 2, score 1 victory point at the end of each of your player turns for each primary objective marker you control.

- *End Game.* At game end, score 3 victory points for each primary objective marker you control.

This selection is declared along with the choice of secondary objective, below, after Scout redeployments. Remember that no more than 9 victory points may be earned toward primary objectives.

Secondary Objectives. Both players simultaneously choose and then reveal a single secondary objective for themselves from the list below. Any necessary selections are chosen and then revealed with the objective unless noted otherwise. No more than 6 victory points may be earned via any secondary.

- *Hull Breaker.* Score 1 victory point for each opposing vehicle completely destroyed, including super-heavy vehicles, and for each monstrous or gargantuan creature removed as a casualty.

- *Witch Hunter.* Score 1 victory point for each opposing psyker removed as a casualty. Units with Brotherhood of Psykers/Sorcerers must be removed in their entirety to count toward this objective.

- *Break Their Back.* At game end, each enemy unit that has been eliminated, is falling back, or has at most 25% of its starting models remaining is broken. Earn 2 victory points per quartile if at least 25%, 50%, and 75% of your opponent's army by units is broken.

- *Overrun.* At game end, count how many scoring units you have at least partially within your opponent's half of the table, and how many scoring units your opponent has at least partially within your half of the table. If your number is higher, score 2 victory points for each point of difference.

- *Seize Ground.* Choose two terrain pieces not in your deployment zone. Do not declare these now, but do secretly record your selection unambiguously! Reveal these at game end and score 3 victory points for each piece that you control, treating them as objective markers. Note that this means a single unit cannot claim both a primary objective marker and a terrain piece simultaneously.

Tertiary Objectives. As given in the common tertiary objectives list of this packet.

MISSION 2: SLAUGHTER ZONE

TABLE SETUP

Deployment zones are **Vanguard Strike**, as on page 131 of the main *Warhammer 40,000* rulebook. Vanguard Strike may be approximated by deploying within a 33.5" x 50" table corner triangle. The player choosing zones may pick any of the four corners; their opponent takes the diagonally opposite corner.

MISSION SPECIFIC RULES

There are no rules specific to this mission, just those applied to all in this packet.

SCORING

Primary Objectives At game end, each unit that has been eliminated, is falling back, is in reserve, or has at most 25% of its starting models remaining is broken. Earn 2 victory points per quartile if at least 25%, 50%, and 75% of the opposing army by units is broken. Earn 1 victory point per quartile if at least 25%, 50%, and 75% of your army is not broken. An additional victory point is earned by the player who has had a smaller percentage of the units in their army broken. If one player has been completely eliminated, the opposing player gains an additional victory point. No more than 9 victory points may be earned via this primary objective.

Secondary Objectives. Both players simultaneously choose and then reveal a single secondary objective for themselves from the list below. Any necessary selections are chosen and then revealed with the objective unless noted otherwise. No more than 6 victory points may be earned via any secondary.

- *Interrogation.* Score 1 victory point for each opposing character model removed as a casualty in close combat. In addition, whenever an opposing character model is removed as a casualty by any means, put a casualty objective marker in its place. You score 1 victory point for each such marker controlled at game end. Note that neither of these criteria are limited to just independent characters.

- *Seek and Destroy.* Choose and declare a Battlefield Role other than Troop. Score 2 victory points for each enemy unit of this role completely destroyed or falling back at the end of the game.

- *Chosen Ground.* Place a secondary objective marker in each of your and your opponent's deployment zones, plus one outside both zones, all at least 6" from all table edges and 12" from all objective markers or as far apart as possible. Score 3 victory points at game end for each of these you control.

- *Majority Control.* At the end of each game turn, score 1 victory point if you control more objective markers than your opponent. Score an additional point if you control more than half of the markers.

Tertiary Objectives. As given in the common tertiary objectives list of this packet.

Mission 3: Battlefield

Table Setup

Deployment zones are **Dawn of War**, as on pg. 131 of the *Warhammer 40,000* rulebook (12" long edges).

Place a primary objective marker 16" x 16" from each table corner, and a fifth at table center.

Mission Specific Rules

There are no rules specific to this mission, just those applied to all in this packet.

Scoring

Primary Objectives Simultaneously with declaring secondary objectives, both players choose and declare three of the following primary scoring mechanisms for themselves, earning at most 9 victory points:

A. Control the primary objective marker at table center at game end for 3 victory points.

B. Choose and declare one of the primary objective markers in your opponent's table corners and earn 3 victory points if you control it at game end.

C. Earn 1 victory point at game end for each primary objective marker controlled, up to a total of 3 victory points; a marker cannot be scored for both this objective and objectives A or B.

D. Earn 3 victory points if at least 25% of the opposing army by units is broken.

E. Earn 3 victory points if at least 50% of the opposing army by units is broken.

F. Earn 1 victory point per quartile if at least 25%, 50%, and 75% of your army is *not* broken.

Units are considered broken if at game end they have been eliminated, are falling back, are in reserve, or have at most 25% of their starting models remaining.

Secondary Objectives. Both players simultaneously choose and then reveal a single secondary objective for themselves from the list below. Any necessary selections are chosen and then revealed with the objective unless noted otherwise. No more than 6 victory points may be earned via any secondary.

- *Assassination.* Score 1 victory point for each opposing character model removed as a casualty or falling back at the end of the game. Note that this is not limited to just independent characters.

- *Meat Grinder.* Score 1 victory point for each opposing Troop unit completely destroyed or falling back at the end of the game.

- *Reconnaissance.* At game end, score 2 victory points for each friendly scoring unit with the Scout or Infiltrate USR completely within 12" of your opponent's table edge.

- *Breach Points.* Choose two terrain pieces at least partially in the opposing deployment zone. Do not declare these now, but do secretly record your selection unambiguously! Reveal these at game end and score 3 victory points for each piece that you control, treating them as objective markers. Note that this means a single unit cannot claim both a primary objective marker and a terrain piece simultaneously.

Tertiary Objectives. As given in the common tertiary objectives list of this packet.