



TSHFT OPEN 2015

TOURNAMENT PACKAGE



TSHFT Player's Packet

Welcome to the Seattle Heart of Fire Tournament (TSHFT). Included within this packet are your missions as well as guidelines for you and your opponent. Please refer to your packet before asking staff any questions. Rounds will be 2.5 hours long and will run on a strict dice down rules set. Players that do not reach at least 4 turns of game play may receive a warning at the judges and staff digression.

If there are only 20 minutes left at the end of the round, both players will immediately divide the remaining time into 10 minute halves. Players will then complete the round within these time constraints or until the game comes to a natural conclusion. If one player uses up their allotted 10 minutes before their opponent does, then their opponent may offer them as much of their remaining time as they wish in order to finish the game. If the opponent does not wish to give them any of their own time then the game ends at the beginning of their next turn or any other natural conclusion to the game, whichever comes first. When a player runs out of their time they may complete any actions they were in the middle of, such as a unit's shooting or close combat, and then immediately end their turn.

Event Schedule:

Saturday:

9:30-10:00 – Prep for Game 1
10:00-12:30 – Game 1 (2.5 hrs)
12:30- 1:30 – Lunch Break (1hr)
1:30- 4:00 – Game 2 (2.5 hrs)
4:00- 4:30 – Coffee/Snack break (1/2hr)
4:30- 7:00 – Game 3 (2.5 hrs)
7:00-12:00 – Open Gaming

Sunday:

10:00-12:30 – Game 4 (2.5 hrs)
12:30- 1:30 – Lunch Break (1 hr)
1:30- 4:00 – Game 5 (2.5 hrs)
4:00- 5:00 – Clean Up/Tallying Results
5:00- – Results

Rules Questions: Rules questions and concerns should be addressed in the following order.

1. Warhammer 40,000 Rules
2. Codex
3. Games Workshop FAQ and Errata
4. ITC FAQ and Errata
5. Tournament Organizer Rulings

Note that ALL rulings made by TSHFT staff and judges are final. Even if they make a mistake, if you ask a TO for a rulings before checking the rules, FAQs, or other sources that may answer your question, you're stuck with the answer they give you.

Terrain and Victory Points

Terrain: Terrain should be defined between players and adjusted before the game begins. There should be a roughly symmetrical distribution of terrain on the table, with 2 line of sight blocking terrain pieces outside of either deployment zone, offset from the center of the table.

- Fortifications: are all placed using the same guidelines. Fortifications may not be placed within 3" of a board edge or another piece of terrain. If a Fortification cannot be placed under those guidelines, move a piece of terrain. If it is still not possible to place a Fortification, remove a piece of terrain to make room for it.
 - Exception: Aegis Lines may be placed anywhere on the table disregarding the 3" rule.
 - Exception: The Skyshield landing pad can be placed closer than 3" to a table edge, but not another piece of terrain.
- Bonus Points: Each is worth 1 mission point.

- First Blood: Per the book.
- Linebreaker: Per the book.
- Slay the Warlord: Per the book.
- Big Game Hunter: At the end of the game, of all destroyed units, the player that destroyed the unit worth the most points wins this point.
 - Note: Independent Characters counts as their own unit, regardless of whether they are in another unit or not.
 - Note: Combat Squads of Marines count as a two units, each worth half the total cost of the unit.
- First Strike: A player earns this point if they destroy an enemy unit in the first game turn.
 - Note: Both players can earn this point.
- Table Quarters: The player with the most scoring or denial units that are more than 50% in a table quarter controls that quarter. The player that controls the most table quarters wins this point.
 - Note: Independent Characters only count as a point for this objective if they are not in a unit.
 - Note: Units in a transport do not count towards this objective unless they are disembarked from their transport.
- King of the Hill: The player with the most scoring or denial units at least partially within 6" of the center point of the table wins this point.
 - Note: Independent Characters only count as a point for this objective if they are not in a unit.
 - Note: Units in a transport do not count towards this objective unless they are disembarked from their transport.
- Ground Control: Control or contest two or more objectives at the end of the game to achieve this point.

Modeling and Painting

- In order to be eligible for any prize support, all models in your army must be painted to a 3 color minimum. Primer counts as a color. There is no requirement for basing.
- All models are expected to be WYSIWYG to a reasonable standard. Exceptions will be made for themed units or armies.
- Using a proxy for a model violates our policy.
- Using a reasonable substitute to "Counts As" another model, does not violate our policy.
- TO's will have the final say.
- Paint judging is done by TO's and staff, a 0 for an army that is not painted to a 3 color minimum. The player with the highest score is the winner. In the case of a tied score, judges present will cast votes to break the tie.

Sportsmanship

Sportsmanship is handled with a Thumb's Up, Thumbs Down format. We default games to a Thumbs Up from both players.

- If your opponent was acting in an unsportsmanlike manner, which we define as being verbally abusive, physically aggressive, was more than 15 minutes late for a round, or knowingly cheated on a rule, you are free to give him or her a Thumbs Down on sports. ***This rule does not exist to express displeasure in a game because you didn't like your opponent, your opponent's army, or you had rules debates, etc.***
- A player that receives two or more Thumbs Down on Sportsmanship will be met with administrative action up to and including ejection from the event with no refund of the ticket cost.

Best Appearance and Favorite Opponents

Please take the time to list your favorite opponents from this weekend. Please turn these lists in as soon as possible to the TO following the end of round 5.

1. **Favorite Opponent:** _____
2. **Favorite Opponent:** _____
3. **Favorite Opponent:** _____
4. **Favorite Opponent:** _____
5. **Favorite Opponent:** _____

BAO Scenario 5

1. **Step 1.** Adjust and define terrain with your opponent.
2. **Step 2.** Roll for Psychic Powers/Gifts/etc.
3. **Step 3.** Roll for deployment zones. VANGAURD STRIKE DEPLOYMENT
4. **Step 4.** Place Fortifications per tournament guidelines.
5. **Step 5.** Place Objectives using normal objective placement rules as modified below.
 - a. Each player places Maelstrom Objective number 1 in their own deployment zone, and their Maelstrom Objective number 2 in their opponent's deployment zone.
 - b. These objectives are also the Big Guns Never Tire Objectives.
6. **Step 6.** Roll for Warlord trait per usual in the BRB Pg. 124. Do not use the Tactical Traits table. If your opponent has a LoW and you do not, you can roll on the Escalation Warlord table (pg.34 of the Escalation Supplement).
7. **Step 7.** Roll for Night Fighting.
8. **Step 8.** Roll for first turn. The player that wins the roll can choose to go first or second. The player going first then deploys first and goes first unless the other player seizes the initiative.

Primary Mission: Big Guns Never Tire: 4 Mission Points if achieved, 0 pts if lost or tied.

Secondary Mission: Modified Maelstrom: 4 Mission Points if achieved, 0 pts if lost or tied. At the beginning of each GAME TURN, both players roll twice on this table. Reroll the second roll if it is the same number as the first. Note the result below. At the end of each GAME TURN, each player earns 1 pt per Maelstrom Mission achieved (Note, if you roll both Destroy an Enemy Unit objectives, destroying 1 unit earns you 1pt, destroying 2 units earns you 2pts). The player with the most points at the end of the game wins this mission.

1. Hold Objective 1 in the enemy deployment zone.
2. Hold Objective 2 in the enemy deployment zone.
3. Hold Objective 1 in your deployment zone.
4. Hold Objective 2 in your deployment zone.
5. Destroy an enemy unit.
6. Destroy an enemy unit.

Turn 1 Maelstrom Objectives: ____/____

Turn 5 Maelstrom Objectives: ____/____

Turn 2 Maelstrom Objectives: ____/____

Turn 6 Maelstrom Objectives: ____/____

Turn 3 Maelstrom Objectives: ____/____

Turn 7 Maelstrom Objectives: ____/____

Turn 4 Maelstrom Objectives: ____/____

Primary Mission: 4pt 0pt Secondary Mission: 4pt 0pt Bonus Points (0-3pt): ____

Bonus Points: 1 Mission Point each: King of the Hill, Linebreaker, Slay the Warlord.

My Name _____ **My Points Out of 11 Total Points:** _____

Opponent's Name _____ **Opp Points Out of 11 Total Points:** _____

ITC Scenario 4

1. **Step 1.** Adjust and define terrain with your opponent.
2. **Step 2.** Roll for Psychic Powers/Gifts/etc.
3. **Step 3.** Roll for deployment zones. HAMMER AND ANVIL DEPLOYMENT
4. **Step 4.** Place Fortifications per tournament guidelines.
5. **Step 5.** Place Objectives using normal objective placement rules as modified below.
 - a. Each player places Maelstrom Objective number 1 in their own deployment zone, number 2 more than 30" from their own deployment table edge and number 3 in their opponent's deployment zone.
 - b. These objectives are also the Scouring Objectives, which are worth 1, 2 and 3 points respectively.
6. **Step 6.** Roll for Warlord trait per usual in the BRB Pg. 124. Do not use the Tactical Traits table. If your opponent has a LoW and you do not, you can roll on the Escalation Warlord table (pg.34 of the Escalation Supplement).
7. **Step 7.** Roll for Night Fighting.
8. **Step 8.** Roll for first turn. The player that wins the roll can choose to go first or second. The player going first then deploys first and goes first unless the other player seizes the initiative.

Primary Mission: The Scouring: 4 Mission Points if achieved, 0 pts if lost or tied.

Secondary Mission: Modified Maelstrom: 4 Mission Points if achieved, 0 pts if lost or tied. At the beginning of each GAME TURN, both players roll twice on this table. Reroll the second roll if it is the same number as the first. Note the result below. At the end of each GAME TURN, each player earns 1 pt per Maelstrom Mission achieved (Note, if you roll both Destroy an Enemy Unit objectives, destroying 1 unit earns you 1pt, destroying 2 units earns you 2pts). The player with the most points at the end of the game wins this mission.

1. Hold Either Objective 1
2. Hold Either Objective 2
3. Hold Either Objective 3
4. Destroy an enemy unit.
5. Destroy an enemy unit.
6. Destroy an enemy unit.

Turn 1 Maelstrom Objectives: ____/____

Turn 5 Maelstrom Objectives: ____/____

Turn 2 Maelstrom Objectives: ____/____

Turn 6 Maelstrom Objectives: ____/____

Turn 3 Maelstrom Objectives: ____/____

Turn 7 Maelstrom Objectives: ____/____

Turn 4 Maelstrom Objectives: ____/____

Primary Mission: 4pt 0pt Secondary Mission: 4pt 0pt Bonus Points (0-3pt): ____

Bonus Points: 1 Mission Point each: King of the Hill, Linebreaker, Slay the Warlord.

My Name _____ **My Points Out of 11 Total Points:** _____

Opponent's Name _____ **Opp Points Out of 11 Total Points:** _____

ITC Scenario 3

1. **Step 1.** Adjust and define terrain with your opponent.
2. **Step 2.** Roll for Psychic Powers/Gifts/etc.
3. **Step 3.** Roll for deployment zones. HAMMER AND ANVIL DEPLOYMENT
4. **Step 4.** Place Fortifications per tournament guidelines.
5. **Step 5.** Place Objectives using normal objective placement rules as modified below.
 - a. The Relic is placed as normal.
 - b. Each player places 1 Maelstrom Objective in their own deployment zone, these are numbered 1 and 2.
6. **Step 6.** Roll for Warlord trait per usual in the BRB Pg. 124. Do not use the Tactical Traits table. If your opponent has a LoW and you do not, you can roll on the Escalation Warlord table (pg.34 of the Escalation Supplement).
7. **Step 7.** Roll for Night Fighting.
8. **Step 8.** Roll for first turn. The player that wins the roll can choose to go first or second. The player going first then deploys first and goes first unless the other player seizes the initiative.

Primary Mission: The Relic: 4 Mission Points if achieved, 0 pts if lost or tied.

Secondary Mission: Modified Maelstrom: 4 Mission Points if achieved, 0 pts if lost or tied. At the beginning of each GAME TURN, both players roll twice on this table. Reroll the second roll if it is the same number as the first. Note the result below. At the end of each GAME TURN, each player earns 1 pt per Maelstrom Mission achieved (Note, if you roll both Destroy an Enemy Unit objectives, destroying 1 unit earns you 1pt, destroying 2 units earns you 2pts). The player with the most points at the end of the game wins this mission.

1. Hold Maelstrom Objective 1
2. Hold Maelstrom Objective 2
3. Destroy an enemy unit.
4. Destroy an enemy unit.
5. Have a scoring unit at least partially within the enemy deployment zone.
6. Have at least 3 of your scoring units and no enemy scoring units at least partially within your deployment zone.

Turn 1 Maelstrom Objectives: _____/_____ Turn 5 Maelstrom Objectives: _____/_____

Turn 2 Maelstrom Objectives: _____/_____ Turn 6 Maelstrom Objectives: _____/_____

Turn 3 Maelstrom Objectives: _____/_____ Turn 7 Maelstrom Objectives: _____/_____

Turn 4 Maelstrom Objectives: _____/_____

Primary Mission: 4pt 0pt Secondary Mission: 4pt 0pt Bonus Points (0-3pt): _____

Bonus Points: 1 Mission Point each: King of the Hill, Linebreaker, Slay the Warlord.

My Name _____ **My Points Out of 11 Total Points:** _____

Opponent's Name _____ **Opp Points Out of 11 Total Points:** _____

ITC Scenario 2

1. **Step 1.** Adjust and define terrain with your opponent.
2. **Step 2.** Roll for Psychic Powers/Gifts/etc.
3. **Step 3.** Roll for deployment zones. VANGUARD STRIKE DEPLOYMENT
4. **Step 4.** Place Fortifications per tournament guidelines.
5. **Step 5.** Place Objectives using normal objective placement rules as modified below.
 - a. A Maelstrom Objective is placed in the center of the table, numbered 1.
 - b. Each player places 1 Maelstrom Objective in their opponent's deployment zone, these should be numbered 2 and 3.
6. **Step 6.** Roll for Warlord trait per usual in the BRB Pg. 124. Do not use the Tactical Traits table. If your opponent has a LoW and you do not, you can roll on the Escalation Warlord table (pg.34 of the Escalation Supplement).
7. **Step 7.** Roll for Night Fighting.
8. **Step 8.** Roll for first turn. The player that wins the roll can choose to go first or second. The player going first then deploys first and goes first unless the other player seizes the initiative.

Primary Mission: Purge the Alien: 4 Mission Points if achieved, 0 pts if lost or tied.

Secondary Mission: Modified Maelstrom: 4 Mission Points if achieved, 0 pts if lost or tied. At the beginning of each GAME TURN, both players roll twice on this table. Reroll the second roll if it is the same number as the first. Note the result below. At the end of each GAME TURN, each player earns 1 pt per Maelstrom Mission achieved. The player with the most points at the end of the game wins this mission.

1. Hold Objective 1
2. Hold Objective 2
3. Hold Objective 3
4. Have more scoring units at least partially further than 12" from your deployment table edge than your opponent.
5. Have a scoring unit at least partially within 12" of opponent's deployment edge.
6. Have 3 of your own and no enemy scoring units at least partially within 12" of your deployment edge.

Turn 1 Maelstrom Objectives: _____/_____

Turn 5 Maelstrom Objectives: _____/_____

Turn 2 Maelstrom Objectives: _____/_____

Turn 6 Maelstrom Objectives: _____/_____

Turn 3 Maelstrom Objectives: _____/_____

Turn 7 Maelstrom Objectives: _____/_____

Turn 4 Maelstrom Objectives: _____/_____

Primary Mission: 4pt 0pt Secondary Mission: 4pt 0pt Bonus Points (0-3pt): _____

Bonus Points: 1 Mission Point each: King of the Hill, Linebreaker, Slay the Warlord.

My Name _____ **My Points Out of 11 Total Points:** _____

Opponent's Name _____ **Opp Points Out of 11 Total Points:** _____

ITC Scenario 1

1. **Step 1.** Adjust and define terrain with your opponent.
2. **Step 2.** Roll for Psychic Powers/Gifts/etc.
3. **Step 3.** Roll for deployment zones. DAWN OF WAR DEPLOYMENT
4. **Step 4.** Place Fortifications per tournament guidelines.
5. **Step 5.** Place Objectives using normal objective placement rules as modified below.
 - a. Each player places 1 Emperor's Will objective in their own deployment zone.
 - b. Each player places 1 Maelstrom objective more than 18" away from their own deployment edge, these should be numbered 1 and 2.
6. **Step 6.** Roll for Warlord trait per usual in the BRB Pg. 124. Do not use the Tactical Traits table. If your opponent has a LoW and you do not, you can roll on the Escalation Warlord table (pg.34 of the Escalation Supplement).
7. **Step 7.** Roll for Night Fighting.
8. **Step 8.** Roll for first turn. The player that wins the roll can choose to go first or second. The player going first then deploys first and goes first unless the other player seizes the initiative.

Dawn of War Mission: Modified Emperor's Will: 4 Mission Points if achieved, 0 pts if lost or tied.

Maelstrom Mission: Modified Maelstrom: 4 Mission Points if achieved, 0 pts if lost or tied. At the beginning of each GAME TURN, both players roll twice on this table. Reroll the second roll if it is the same number as the first. Note the result below. At the end of each GAME TURN, each player earns 1 pt per Maelstrom Mission achieved (Note, if you roll both Destroy an Enemy Unit objectives, destroying 1 unit earns you 1pt, destroying 2 units earns you 2pts). The player with the most points at the end of the game wins this mission.

1. Hold Maelstrom Objective 1
2. Hold Maelstrom Objective 2
3. Have a scoring unit at least partially within the enemy deployment zone.
4. Destroy an Enemy Unit
5. Destroy an Enemy Unit
6. Have at least 3 of your and none of your opponent's scoring units in your deployment zone.

Turn 1 Maelstrom Objectives: ____/____ Turn 5 Maelstrom Objectives: ____/____

Turn 2 Maelstrom Objectives: ____/____ Turn 6 Maelstrom Objectives: ____/____

Turn 3 Maelstrom Objectives: ____/____ Turn 7 Maelstrom Objectives: ____/____

Turn 4 Maelstrom Objectives: ____/____

Primary Mission: 4pt Opt Secondary Mission: 4pt Opt Bonus Points (0-3pt):_____

Bonus Points: 1 Mission Point each: King of the Hill, Linebreaker, Slay the Warlord.

My Name_____ **My Points Out of 11 Total Points:**_____

Opponent's Name_____ **Opp Points Out of 11 Total Points:**_____

Best Appearance

Please take the time to list your favorite armies for the weekend.
Ideally we'd like to have all of these in by the end of lunch on day 1.

1. **Favorite Army:** _____

2. **Favorite Army:** _____

3. **Favorite Army:** _____

4. **Favorite Army:** _____

5. **Favorite Army:** _____

Painting Scores

Please place these two pages next to your army during Saturday lunch so your army can be paint judged. It is very important that you have this with your army with your name on in so you can earn your points. Display your army with all its bells and whistles to maximize your points.

In addition, make sure you take the time to go around and evaluate all of the armies at the event. Please take your time and list your three favorite armies. These can be chosen for any simple reason, appearance, players, display, or whatever. Just please have these three armies in ASAP.

PLAYER NAME: _____

<u>Appearance Rubric</u>	
DQ. – The army does not meet the minimum requirements and cannot be scored for appearance.	
10 points – Entire army is fully painted and based to the absolute minimum standard. (Base color + 1-2 additional colors)	
20 points – Army is fully painted and based beyond the minimum standard with attention given to details, etc. Favor this choice if in doubt as long as there are no unfinished models.	
No points – Limited. Single layer of painting. No shade/highlighting.	
1 point – Basic. Basecoat and wash. No other layers.	
2 points – Standard. Tabletop quality – one layer shading and 1 layer highlight, plus possible washes.	
5 points – Advanced. Arm length quality – layered painting shades and highlights but not possible seamless.	
6 points – Expert. Eye level quality – Near seamless blending.	
DQ. – The army contains blatant disregard for modeling requirements and cannot be scored for appearance.	
No points – Army meets modeling requirements but the army as a whole lacks polish (lots of mold lines, globs of glues, etc.)	
5 points – Army meets all requirements and shows obvious effort to properly prepare and build the models. Favor this choice if in doubt as long as there are no unfinished models.	
0 points – None.	
1 points – Minimal. A few bits swaps or modifications.	
2 points – Minor. As above but more extensive and/or creative use of bits and/or a	

few examples of basic sculpting.	
5 points – Major. Majority of models in the army are multi-kit conversions and/or sculpting on multiple models and units and/or a notable scratch built present.	
6 points – Extreme. Most models in the army are extensive and difficult conversions or scratch-builds.	
0 points – Paint and/or flock.	
1 points – Shade and highlighting and/or multiple basing materials.	
2 points – As above but some models special work done (extra bits, cork, resin).	
3 points – As above but all the models have special work done.	
0 points – No display board.	
1 points – Painted and/or flocked.	
2 points – As above but with frame and/or multiple materials (sand, foam, plastic, bits, kits, etc).	
3 points – As above but additional extensive work that enhances the overall appearance (dioramas etc.).	
1 points – Effort made to designate units (via transfers, free hand markings, numbered bases, etc).	
1 points – Effort made to paint every bit of detail on all models appropriately (eyes, teeth, buckles, etc.) and/or paint ‘spawned/created’ models to the same level as the army.	
1 points – Free hand and/or weathering and/or glow effects or similar found on majority of the army.	
1 points – 3+ objective markers: based, painted and army appropriate	
+ 0 – 3 points – (eye pleasing/artistic qualities, neat theme, special models, overall exceptional appearance, obvious extra effort not captured in the rubric above, etc).	
-0 – 3 points – (pieced together army, distracting mistakes in an otherwise quality army, etc.)	
0 – 50 points - TOTAL	