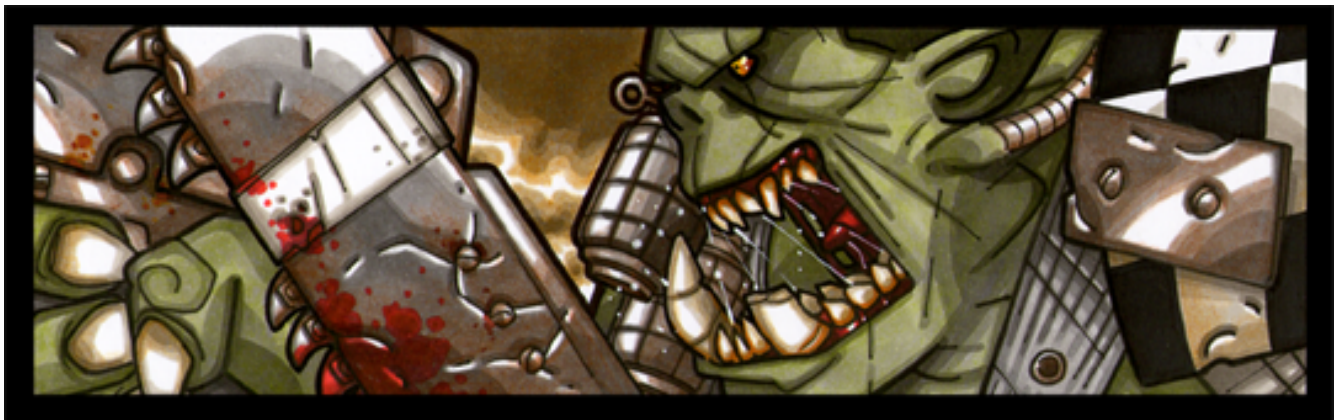# Battle of Octavus Two-Five
Tournament Packet

Battle of Octavus Two-Five

Tournament Packet

The Rules:

1. The tournament's point limit will be 1500 points. Any player with an army over 1500 points will be disqualified.

2. Each round will be 1 hour, 45 minutes, with 15 minutes between rounds (with a lunch break between rounds 1 and 2). When there is 15 minutes left the judge will announce it. Once that announcement has been made no new game turns may begin. When time is called, put down your dice and take no further actions.

3. Models will be treated as WYSIWYG. Small pieces of wargear, like grenades, do not need to be represented, but weapons need to be represented consistently, especially in regards to special weapons (meltagun, plasmagun, etc.) and melee weapons (power sword, power axe, etc.).

4. No hand written lists. There are no exceptions to this rule. List must at a minimum be typed and have the point cost break down.

5. Rankings will be determined in order of Win/loss record followed by most victory points, with kill points used to determine rankings in the case of ties. Note that this is for rankings, not determining win-loss; kill points are not considered tie-breakers (unless the mission's objective is based on units destroyed). Please report kill points when you turn in results.

6. If you table your opponent, you will earn all points available for the scenario, minus any bonus objectives (for example, if your opponent got First Blood, you do not get that point).

7. Painted armies are not required, and there is no painting score. However, a completely painted army (three color minimum plus basing) will be treated as having an extra 1/2 point for the purposes of determining rankings, i.e. in the case of two armies with identical win/loss records and victory points, the completely painted army will be placed higher.

8. Please bring 5 copies of your army list. One to turn in to the tournament organizer, one for yourself, and one for each of your opponents.

9. We will be using 6th Edition rules and the most recent GW 40K FAQs, with the following notices:
    a. Allies are allowed, as per the 6th Edition rulebook.
    b. Fortifications are allowed, as per the 6th Edition rulebook, with the following changes: terrain will already be placed on the table before your deployment, and you may not move the terrain to deploy a fortification. Any fortification that can't be deployed will be considered destroyed.
    c. Mysterious Terrain will not be used. Forest/jungles will be considered the standard 5+ cover save.
    d. Mysterious Objectives will be used where noted.

10. For the purposes of keeping things simple, Forge World rules are not allowed at this time. Forge World miniatures can be used as counts-as models for standard codex units, but not as their Forge World versions.

Round 1: Crusade

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*In the opening days of the Octavus campaign, commanders from both sides quickly identified
points across the battlezone that, if taken early, could quickly turn the tide of the war
in their favor. As the armies maneuvered to claim those points, the first clashes began...*

Deployment: Dawn of War (WH40K p.119)

Place Primary Objectives: 5 primary objectives will be placed; one at the center of the table, and one at the center of each table quarter.

Warlord Traits: Roll for Warlord Traits before deploying.

Game Length: The mission uses Variable Game Length (WH40K p.122)

Victory Conditions: At the end of the game, the player with the most Victory Points is the winner. If both players have the same number, the game is a draw.

    Primary Objectives: At the end of the game, each Primary Objective is worth 3 Victory Points to the player controlling it.

    Secondary Objectives: Slay the Warlord, First Blood, Linebreaker

Mission Special Rules: Night Fighting, Mysterious Objectives, Reserves

Round 2: Big Guns Never Tire...

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*The two forces, their opening gambits played, swiftly moved to consolidate
their recent gains. Heavier firepower was brought to the field, both to hold the line
and to shatter the opposition. Soon, the enemy's heavy guns became targets themselves...*

Deployment: Hammer and Anvil (WH40K p.119)

Place Primary Objectives: 5 primary objectives will be placed; one at the center of the table, and one at the center of each table quarter.

Warlord Traits: Roll for Warlord Traits before deploying.

Game Length: The mission uses Variable Game Length (WH40K p.122)
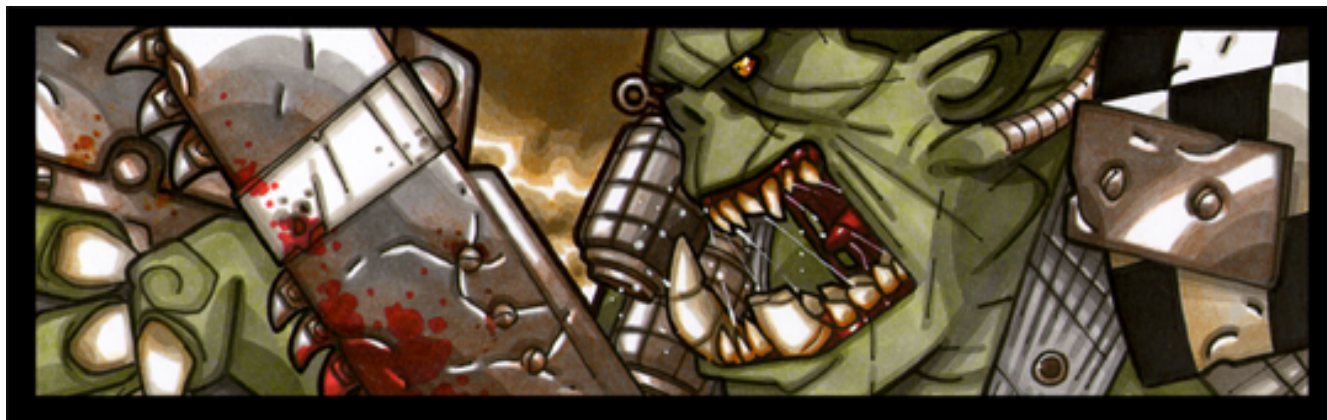
Victory Conditions: At the end of the game, the player with the most Victory Points is the winner. If both players have the same number, the game is a draw.

> **Primary Objectives:** At the end of the game, each Primary Objective is worth 3 Victory Points to the player controlling it. In addition, a player receives 1 Victory Point for each enemy Heavy Support unit that has been completely destroyed. Units that are falling back at the end of the game and units not on the board at the end of the game are considered destroyed.

> **Secondary Objectives:** Slay the Warlord, First Blood, Linebreaker

Mission Special Rules: Night Fighting, Mysterious Objectives, Reserves

Heavy Metal: Unline other missions, in Big Guns Never Tire, your heavy support units are considered scoring units in addition to your troops. This includes vehicles, so long as they are not immobilized.

Round 3: The Relic

As the war on Octavus raged, the ancient object that had drawn both forces to the planet was located, and both commanders swore to make it theirs. No quarter would be given, nor would any be expected. To claim the relic was worth any price...

Deployment: Vanguard Strike (WH40K p.119)

Place Primary Objectives: 1 objective, representing the Relic, is placed at the center of the table.

Warlord Traits: Roll for Warlord Traits before deploying.

Game Length: The mission uses Variable Game Length (WH40K p.122)

Victory Conditions: At the end of the game, the player with the most Victory Points is the winner. If both players have the same number, the game is a draw.

> **Primary Objectives:** At the end of the game, the Relic is worth 3 Victory Points to the player who has seized it.

> **Secondary Objectives:** Slay the Warlord, First Blood, Linebreaker

Mission Special Rules: Night Fighting, Reserves

The Relic: Summary:

Seizing the Relic: Any model in a scoring unit can seize the Relic by moving into base-to-base contact with it, and can then move the Relic as it moves.

Moving with the Relic: A model carrying the Relic cannot Run and cannot move more than 6" in any phase, including while embarked in a vehicle. The Relic can be transferred between two scoring unit models if the models end the Movement phase in base-to-base contact.

Dropping the Relic: A player may choose to have the model carrying the Relic drop it by moving 1" away from it. If the model falls back or is removed as a casualty, the Relic is dropped automatically.

For more details, see "The Relic" rules on page 131 of the 6th Edition Warhammer 40,000 Rulebook.