

MICHIGAN GT ALL ASPECT DOUBLES EVENT

CORE PHILOSOPHY

Over the last several years, the Warhammer 40K tournament scene has swung heavily towards the Win/Loss format and a winner-takes-all approach. In these formats, the only score that matters, is who won or lost the game. While these events have proven to be very successful and are lots of fun, they cater to a small but dedicated subset of 40K players. But the Win/Loss format, by its very nature of not including so-called “soft scores”, neglects other types of hobbyists.

Here at The Michigan GT, we believe how one achieves victory is at least as important as the victory itself, that our opponent’s experience is every bit as important as our own, and that as many aspects of the hobby should be rewarded as possible. Many players spend just as much of their hobby time immersed in the background; building, converting, and painting their models, as they do actually playing the game.

We believe the Win/Loss format neglects major aspects of the hobby and thus isolates many active members of Warhammer 40K. We strive to address these omissions with including all aspects of the hobby in our scoring rubric.

BUILDING YOUR TEAMS ARMY:

Each team will consist of detachments that can total up to 2000 points (1000 points max per person). All Forgeworld models are allowed. There are no restrictions on which detachments or how many each player can take. Each player’s detachment must share at least one faction keyword. However, your teammate can use a different army as long as all units in the detachments they use share at least one faction keyword. Keep in mind though the theme of the tournament.

TEAM RULES:

- Each team has only one warlord.
- Each team shares command points.
- Teams add their units together when determining how many units can use rules such as reserves.
- Psychic powers can only be cast once per turn per team.
- Understrength units are not allowed because of the format of the tournament.
- Teams score objective together.
- Please bring at least 4 copies of your army list.

POINTS BREAKDOWN

BATTLEPOINTS – 50%

Battle points break down to the actual points players score during the missions. you keep the points you earn. The format does not make use of points differentials or points padding to create separation.

Battle points are used exclusively for matching players in subsequent rounds of the tournament. Other scores are only taken into account after the final round to determine overall standings. Players with similar battle points play one another.

COMPOSITION – 18%

Perhaps the most controversial scoring rubric of Warhammer 40k format is the Composition score. This score is awarded to each player by their opponent after each match. This is not meant to be a closet Sportsmanship score and mature hobbyists should be able to objectively judge an opponent’s force regardless of victory or defeat. It is completely possible and acceptable to have a great game against a

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fantastic opponent and yet award them a low composition score or vice versa. The composition score is meant to judge how closely an opponent's army adheres to the background or is simply meant to take advantage of only the most powerful units and exploit possible loopholes in the rules.

THEME – 6 %

This is an army composition score awarded by the tournament judge. It utilizes similar criteria as the player awarded composition score, but with a stronger emphasis on how a particular force adheres to the 40K universe and army background. This effectively acts as a fourth comp score and can help mitigate abnormally high or low player-scored composition results.

PAINTING – 14%

This score considers painting and other aspects of the hobby such as army displays, basing, creative modeling, and conversions. The Painting score is awarded by a tournament judge.

PREFERRED OPPONENT – 12%

This aspect has traditionally been referred to as Sportsmanship. The ideal is that the hobby will be pursued and enjoyed for its own sake. The goal can be conceptualized as an enduring and relatively stable characteristic or genial disposition in behavior. Sportsmanship refers to virtues such as fairness, self-control, courage, persistence, and respect for one's opponents. We all know what a "sore loser" or a "bad winner" looks like and no one wants to be "that guy". This is a game of gentlemen and gentlewomen. We expect all participants to be paragons of sportsmanship. But during a tournament, some games and some opponents will outshine others. Hence why our system refers to a Preferred Opponent. After the final round, players will be asked to rank teams they played throughout the day. This can, and should, be a difficult choice. Players must award Gold, Silver, or Bronze scores and can only give out one of each.

QUESTIONS

Please direct any questions or points requiring clarification to the Michigan GT Page on Facebook OR the Michigan GT Discussion Group on Facebook. Good Luck and Have Fun!

Mission 1: Fire and Fury

Deployment Map: Front Line Assault

Game Length: Game Lasts 6 turns or till time is called

Objective layout: Place 2 objectives (numbers 1 and 6) on the centerline 24" for each board edge. The other 4 objectives are placed in the center of each table quarter.

Mission Special Rules:

Burning Skies: Units with the fly keyword must roll a dice each time they move in the movement phase (roll after they have completed their move). On a roll of a 1, they suffer D3 mortal wounds.

The Earth Cracks: All movement characteristics are halved for units that begin their turn with any model entirely within a terrain feature. Any unit that charges through terrain must roll a dice (roll after they complete their charge). On a roll of a 1, they suffer d3 mortal wounds. Units with the fly keyword are not affected by these rules.

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Meteoric debris: At the end of each teams shooting phase the team whose turn it is rolls a die. Match the result of the die to the corresponding objective marker, all units within 6" of the objective take D3 mortal wounds. **You cannot use the command re-roll stratagem to re-roll the result.**

Mission Stratagem: Deflection shields (2CP): you can re-roll the meteor strike if it is your turn.

Turn Objectives:

Each turn has a different objective depending on the game turn. Objectives are scored at the end of the teams turn.

Turn 1: Control any objective and destroy an enemy unit in the Shooting phase. Worth 2 Points.

Turn 2: Control one of the center objectives. Worth 2 Points.

Turn 3: Control one of the objectives on your opponent's side of the table (center objectives do not count) and kill an enemy unit. Worth 2 points.

Turn 4: Control an objective on both sides of the table (Center objective do not count). Worth 3 points.

Turn 5: Control any 1 objectives and kill an enemy unit in the assault phase. Worth 3 points.

Turn 6: control any 3 objectives. Worth 3 points.

Bonus Objectives:

First Blood

Slay the Warlord

Line Breaker

Mission 2: Psychic Maelstrom

Deployment Map: Spearhead Assault

Game Length: Random game length or till time is called.

Objective Layout: Place 1 objective place in the center of the table. Place 4 more objectives in the center of each table quarter.

Mission Special Rules:

The Warp Overflows: 1 psyker per team turn can add 2 to their psychic and deny the with tests. Teams choose which psyker will gain this rule at the beginning of each psychic phase not just their own,

Psychic Amplification: 1 psyker per team turn can attempt to cast one extra psychic power in their psychic phase and the range of all the powers known to the psyker are doubled. This can be the same psyker who gains **The Warp Overflows** mission special rule.

Mortal Peril: if you roll any doubles for a psychic test, the psyker suffers Terrors of The Warp (only if the power successfully goes off and after it is resolved). If the power is successfully denied do not roll on the Terrors of The Warp chart.

D6	Result
1	Psyker suffer 6 mortal wounds. If slain units within 6" suffer D3 mortal wounds
2	Psyker suffers D3 mortal wounds. If slain units within 6" suffer D3 mortal wounds
3	Psyker randomly loses 1 psychic power and cannot attempt to cast it for the rest of the battle
4	Psyker can immediately attempt to cast another psychic power even one they have already manifested

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5	Roll 2D6 if the total is greater than the psyker's leadership characteristic, your opponent gains control of the psyker for the rest of the battle.
6	Until the start you next psychic phase the psyker has a strength characteristic of 10 and an invulnerable save of 2+

Primary Objective:

Control the Way Points: Starting at the beginning of turn 2 teams gain 1 point per objective they control. Points are scored at the beginning of each teams turn. Objectives are controlled by the team with the most models within 3" of the objective when the points are tallied. The team has the most points at the end of the game wins this objective. Worth 8/4/0

Secondary Objective:

Marked for Death: During the pre-game phase, each team must choose 1 of the opposing players armies to be marked for death. Only the selected army is awards kill points. The other army is worth nothing. The team with the most kill points at the end of the game wins this objective. If a psyker is part of the army that is marked for death and changes sides during the battle do to **Terrors of The Warp**, it will count as a kill point even if it is still alive at the end of the game. Worth 4/2/0

Bonus Objectives:

First Blood
Slay the Warlord
Line Breaker

Mission 3: Night Fight

Deployment Map: Vanguard Strike

Game Length: Random game length or till time is called.

Mission Special Rules:

Low Visibility: when rolling to hit in the shooting phase apply the following penalties to your models depending on the distance from their target. If the target is exactly 12", 24" or 36" away use the lesser penalty.

Distance	Penalty
0"-12"	No penalty
12"-24"	Hit rolls have a -1 penalty
24"-36"	Hit rolls have a -2 penalty
36"+	Hit rolls have a -3 penalty

Mission Stratagem: Light Em up (1CP): select an enemy unit. For the duration of your turn, your units can shoot at that unit without penalties of **low visibility**.

Primary Objective:

Table Quarters: To claim a table quarter both members of a team must have a unit fully inside one of the table quarters. If both enemy team members have a unit fully inside the same table quarter the quarter is contested. At the end of the game the team that controls the most table quarters wins this objective. Worth 8/4/0

Secondary Objective:

Decimation: This is a modified kill point objective. Each unit that is completely destroyed is worth 1 kill point. If an entire detachment is destroyed all kill points earned for that detachment are doubled. Worth 4/2/0

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Bonus Objectives:

First Blood

Slay the Warlord

Line Breaker