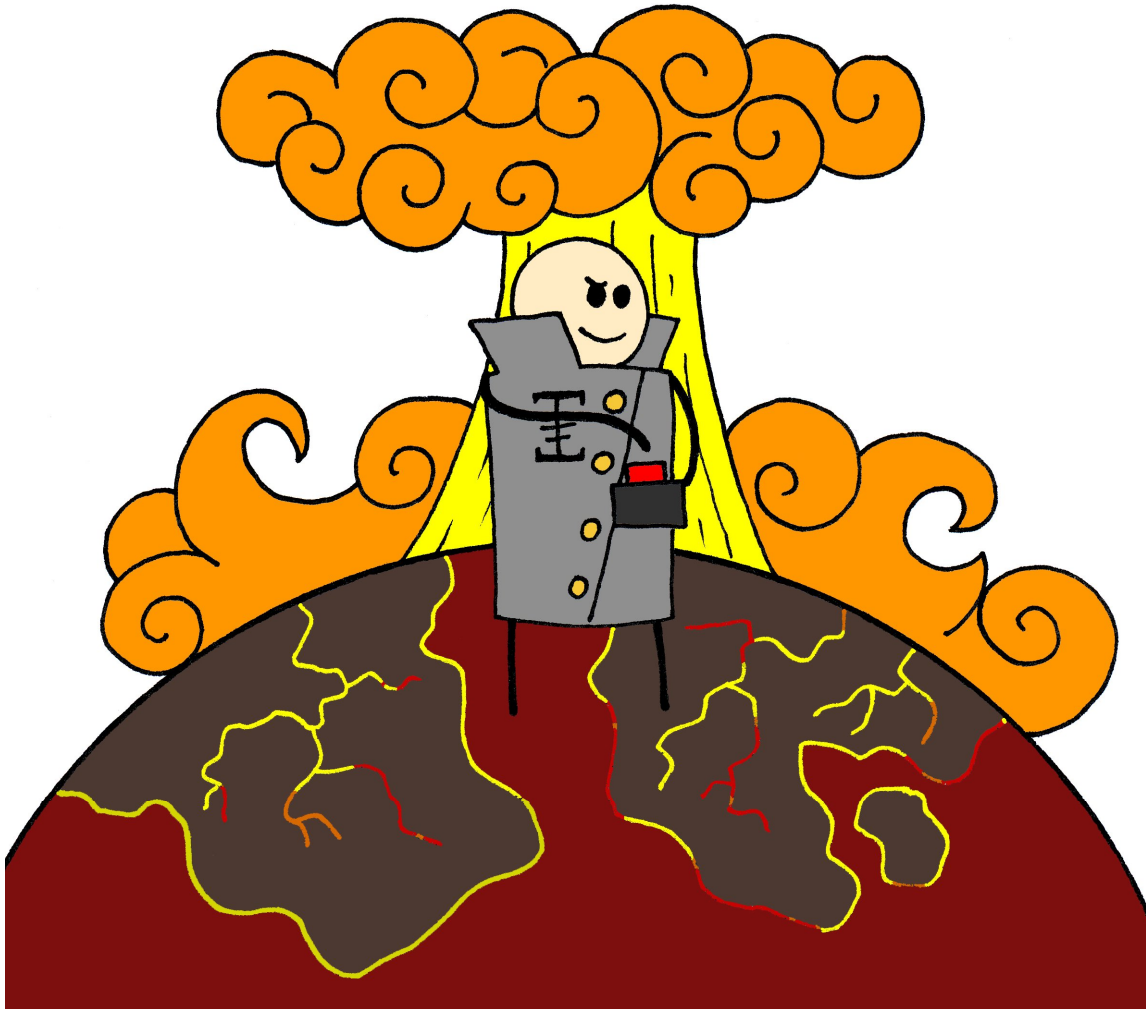


FULL TILT 40K

EXTERMINATUS 2012



1. THE EVENT

Exterminatus is a Warhammer 40K Tournament organised by “De Witte Ridder” on 19/02/2012 at the following location:

Zaal Orbis
Nicolaylaan 77
3970 Leopoldsburg

For train travellers: This location is right across the train station of Leopoldsburg!

Exterminatus is played in three rounds, in which players will play against a different opponent each round. In the first round, a random opponent will be matched to you. In the second and third round, we will use the Swiss-system to match players against each other. In each round a different scenario will be played, but we'll get to this later.

The battle is played between your opponent and yourself. Fans or groupies cannot and may not be involved in the battle. You are responsible for bringing your own gaming tools you might need. **The organisation will not have any gaming tools to spare, so make sure you bring your own templates, dice, rule books, codex, glue, objective markers (2 markers on terminator bases), ...**

After each battle, your opponent and yourself must calculate the Command Points each of you accumulated. Turn in the results at the Judge's Table as soon as possible. If the results are not turned in in time, the result will be a Draw. If all the results are in, they will be displayed to everyone, and you have 15 minutes to straighten out any mistakes that might have been made.

The time schedule shows how much time you have to complete a battle. The organisation would appreciate if everyone would respect these time limits. We will not tolerate one player messing up the entire time schedule. Players who do not show up on time play against each other or against reserve players.

During the tournament, players can accumulate points in various categories. The player with the highest amount of points wins the tournament. **After each battle, players should also turn in the amount of Kill Points they made, so we can straighten out ties that might occur.**

Participating in the tournament will cost €8 per person if you pay in advance (before 04/02/2012) or €10 per person if you pay on the day itself. Payments in advance can be transferred to the following bank account:

KBC: 734-0172654-03 (for Belgian participants)

KBC: IBAN: BE21 7340 1726 5403 BIC: KREDBEBB (for foreign participants)

2. THE DAY

09u00-10u00	Registration
10u00-12u00	Battle 1
12u00-13u00	Lunch Break
13u00-15u00	Battle 2
15u30-17u30	Battle 3
18u00	Award Ceremony

3. THE POINTS SYSTEM

a. Painting (0 to 15 points)

During the battles, certain organisation officials will judge your army on grounds of painting. These points will be a part of your total score. There are various aspects to which these people will pay attention:

- Army painted? (0 or 8 points): You only get 8 points in this aspect if your entire army is painted. Even if one model is not painted, you get 0 points.
- Models based? (0 or 2 points): If your entire army is based in a proper manner, you get 3 points. Even if one model is not based, you get 0 points. Note: we do not require flying bases to be based.
- Unit markings? (0 or 1 point): Clarity is a big factor. We reward the players who put some effort in making clear which model belongs to which unit.
- Striking? (0 or 2 points): If your army was especially striking to our judges' eyes, you gain these 2 bonus points.
- Objective Markers? (0 to 2 points): If you brought your own objective markers, you get 1 point. If these are specifically themed to your army, you get 2 points.

b. Army List (0 or 10 points)

We expect all players to hand in a clear army list, preferably made in Word or Excel. With “a clear army list” we expect:

- Written in Dutch or English (or Latin)

- For each separate unit a separate entry
- Each entry should state which wargear and upgrades the unit has
- The points cost of everything should be visible
- No hand-written army lists

Army lists made using Army Builder are not allowed (also, no dirty tricks with “save as .doc”). If your army list is clear, correct and on time, you gain 10 points. If your army list turns out to be incorrect or not clear, we will send back your list so you can adjust it. Also, you lose the chance to earn these 10 points. Note: the choice to give so many points on the army list was made deliberately, to make sure players put a lot of effort in making them correctly. A good tournament starts with a good army list.

All army lists should be in our possession on 04/02/2012. You can e-mail them to Patrick.Pynaerts@vlaamseoliecentrale.be

c. Command Points (3 to 75 points)

After each battle, Command Points can be earned. The better your game, the more Command Points you accumulate. The amount of Command Points you earn depends on how good (or bad) your game went. Consult the table below to see how much Command Points you earned after each battle.

Result	Command Points Winner	Command Points Loser
Draw	13	13
Minor Victory	16	10
Solid Victory	19	7
Crushing Victory	22	4
Massacre	25	1

d. Penalties

Besides gaining points, you can also lose points with penalties. We do hope though that we do not have to hand out penalties during the tournament. If a player gets a penalty, the effect will be calculated with his total score at the end of the day.

- Army list not in time: -5 points
- Playing with an illegal army list: -10 points per battle you used the illegal list (plus you gain 0 Command Points for those battles)
- Cheating, irritating behaviour, playing deliberately slow, ...: you lose a number of points judged fair by the organisation.

4. THE ARMIES

- You can spend a total of 1750 points on your army, making use of 1 Standard Force Organisation Chart.
- The tournament is played using the Warhammer 40,000 5th Edition rules.
- The armies must respect all army selection limits as stated in the appropriate codex.
- You may use converted models, but they cannot lead to misinterpretations.
- All Special Characters are allowed.
- Always use the latest edition of your army’s codex, and consult FAQs found on the Games Workshop website.

You can use the following armies:

Space Marines, Dark Angels, Blood Angels, Space Wolves, Black Templars, Grey Knights, Sisters of Battle (WD Codex), Imperial Guard, Chaos Space Marines, Chaos Daemons, Eldar, Dark Eldar, Orks, Tau Empire, Tyranids, Necrons.

Scenario 1: Hold Your (Enemy's) Ground

Deployment: Spearhead

Place 1 objective marker in the centre of each table quarter. At the end of the battle, you gain points for each marker your scoring units control. You gain 1 point if you control the marker in your own deployment zone, 2 points if you control a marker in no-mans-land and 3 points if you control the marker in your opponent's deployment zone.

Victory Conditions:

Calculate the difference in points earned by capturing objective markers.

- No difference: Draw
- Difference = 1: Minor Victory
- Difference = 2: Solid Victory
- Difference = 3: Crushing Victory
- Difference = 4+: Massacre

Scenario 2: Recon

Deployment: Dawn of War

The purpose of this mission is to get as many units (any units, not just scoring units) inside the enemy's deployment zone. A model is inside the deployment zone if its base is fully inside the zone. A unit is inside the deployment zone if at least half of its models are inside the zone. Independent Characters inside units, are counted as separate units. Dedicated Transport Vehicles of less than 100 points do not count!

Victory Conditions:

Calculate the difference in units which made it into the opposite deployment zone.

- No difference: Draw
- Difference = 1: Minor Victory
- Difference = 2: Solid Victory
- Difference = 3: Crushing Victory
- Difference = 4+: Massacre

Scenario 3: Meat Grinder

Deployment: Pitched Battle

Ah, the classics! Kill your enemy!

Victory Conditions:

Calculate the difference in Victory Points.

- Difference = 0 – 100: Draw
- Difference = 101 – 300: Minor Victory
- Difference = 301 – 500: Solid Victory
- Difference = 501 – 700: Crushing Victory
- Difference = 701+: Massacre

How to Calculate Victory Points: Each fully destroyed unit is worth its amount of points in Victory Points. A unit that has lost more than half its original models is worth half its points in Victory Points. A single model unit (such as a Monstrous Creature or an Independent Character) is worth half its points in Victory Points if it has lost more than half its starting Wounds. Vehicles are worth half their points in Victory Points if they are at least Immobilised. Always round up.

Special Cases:

- Drop Pods are automatically worth half their Victory Points, as they are automatically Immobilised.
- If Saint Celestine is down at the end of the game, she is worth her full amount of Victory Points, if she is alive with 1 Wound remaining at the end of the game, she is worth half her amount of Victory Points.

IMPORTANT!: Do not forget to also calculate Kill Points after EACH battle!