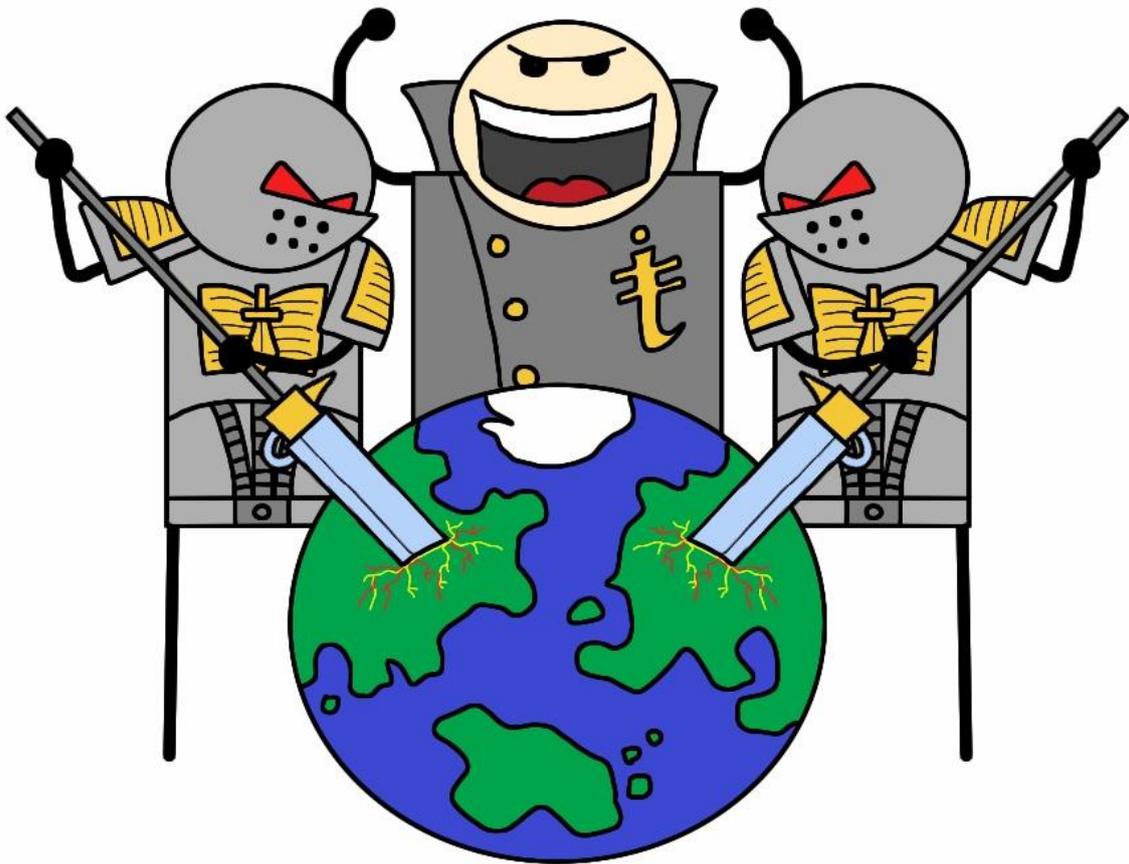


EXTERMINATUS MK2

2013



1. THE EVENT

Exterminatus is a Warhammer 40K Ranking Tournament organised by “De Witte Ridder” on 12/05/2013 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, 2 objective markers...**

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, both players will score no points. 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. Arriving on time is also important. Note that the 15minutes lapse is not part of the official registration. We will not tolerate one player messing up the entire time schedule. Players who do not show up on time might miss their chance to participate.

During the tournament, players can accumulate points in various categories. The player with the highest amount of points wins the tournament.

Participating in the tournament will cost €10 to be paid on the day itself.

Food and drinks will be available at democratic prices.

2. THE DAY

09u00-09u45	Registration
10u00-12u30	Battle 1
12u30-13u00	Lunch Break
13u00-15u30	Battle 2
15u45-18u15	Battle 3
18u30	Award Ceremony

3. THE POINTS SYSTEM

a. Painting (0 to 20 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 10 points): You only get 10 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 3 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 transparent flying bases to be based.
- Unit markings? (0 or 2 point): Clarity is a big factor. We reward the players who put some effort in making clear which model belongs to which unit.
- Conversions (0 or 2 points): Did you take the effort to make some nice conversion to personalise your army, then you can get up to 2 points. Mind though that the conversions still need to clearly show what they should be representing.
- Striking? (0 or 2 points): If your army was especially striking to our judges' eyes, you can gain up to 2 bonus points.
- Objective Markers? (0 to 1 points): If you brought your own objective markers, you get 1 point.

b. Army List (0 or 5 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. Note that the power weapon type needs to be specified
- The points cost of everything should be visible
- No hand-written army lists

If your army list is clear, correct and on time, you gain 5 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 5 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. The organisation can refuse an armylist and demand it to be rewritten.

All army lists should be in our possession on 28/04/2013. You can e-mail them to 40k.exterminatus@gmail.com

c. Command Points (0 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 Missions to see what you have to do, to gain Command Points.

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

- The tournament is played using the Warhammer 40,000 6th Edition rules.
- You can spend a total of 1850 points on your army, according to the rules on p108-109 in the Rulebook.
- The use of Allies (p112-113) and Fortifications (p114-117) is allowed.
- 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.
- The use of Special Characters is allowed.
- The use of 40K approved Forge World models is allowed (so no Super-Heavy Vehicles and Gargantuan Creatures, for example). Make sure you present the official rules to you opponent before the battle starts, so they know what the model can do.
- Always use the latest edition of your army’s codex, and consult FAQs found on the Games Workshop and ForgeWorld websites.
- Warlord traits: unless your Warlord has a set warlord trait, you can roll for your warlord trait before each battle, as detailed on p111 of the Rulebook.

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.

Imperial Armour Armies can be allowed after deliberation by the organisation. If you want to use such armylists, contact us beforehand, using the email address above. (For example: Elysian Drop Troops, Renegades and Heretics, Eldar Corsairs, ...)

All missions are as per the standard Rulebook missions, bar a few exceptions given below.

MISSION 1: PURGE THE ALIEN (p127)

Deployment: Dawn of War (p119)

Victory Conditions:

You get 1 Victory Point for each enemy unit completely destroyed, as per the Warhammer 40k rulebook. However, the following adjustments are made:

- First Blood: 1 Victory Point
- Linebreaker: 2 Victory Points
- Slay the Warlord: 3 Victory Points (so 4 VP is you kill the Warlord: 1 for the kill, 3 for Slay the Warlord)

After the battle, calculate Victory Points for both players and compare in the table below:

Difference in VP	Command Points Winner	Command Points Loser
10+	25	0
7+	22	3
4+	20	5
1+	15	12
0	10	10

MISSION 2: THE RELIC (p131)

Deployment: Vanguard Strike (p119)

Victory Conditions:

- Seizing the Relic: 13 Command Points
- Linebreaker, Slay the Warlord, First Blood: 4 Command Points each

MISSION 3: CRUSADE

Deployment: Dawn of War (p119)

Instead of D3+2 objectives, both players alternate in placing 2 objectives each.

Victory Conditions:

- Capturing an Objective: 4 Command Points
- Linebreaker, Slay the Warlord, First Blood: 3 Command Points each

!IMPORTANT!

- **If, when time is up, a battle did not move past turn 3, both players get 0 Command Points.***
- **If a “Wipe Out” occurs, the Winner automatically wins the battle and gets 25 Command Points. The Loser gets 0 Command Points.**

**This rule is meant to discourage players deliberately playing slow. His opponent might not have anything to do with it, but if the “slow player” knows he’s going to get 0 points, one might think he would play faster. Each battle should be able to move past turn 3 in 2,5 hours.*