

Siege of Nottingham State finals Escalation Tournament

4 Rounds starting at 200 points going up to 1200 points.

After each round you may:

- Add new units,
- increase the size of existing units,
- add extra weapons to units/vehicles where legal
- add wargear where legal.

You cannot:

- remove models
- remove units
- swap upgrades already chosen
- swap psychic abilities
- remove wargear
- remove unit upgrades.
- change force organisation slots (eg if you have a unit of space marine bikes it cant be fast attack in one list and troops in another with the use of a mounted space marine commander)

Mission one: Kill team 200 points

0-1 Elites

0-2 Troops

0-1 Fast Attack

All units must meet unit size minimums and not exceed maximum upgrades

You may only take units that fit into the above organization slots.

- "Specialist Troopers"
- "Every man for himself"
- No Monstrous creatures
- No Psychic Powers may be used (however units may take them)
- No model can have more than 2 Wounds (except models with Swarm universal special rule **OR** they fall into the Troops section of the Force organisation chart).
- No armour with 33 or more (front rear side)
- Nothing with better than a 4+ inv save
- No Special/Unique/Named Characters are allowed in the Kill team.

Codex Specific Adjustments:

•Black Templars:

-Emperors champion may not be used as he is a HQ choice and cant be chosen.

•Blood Angels:

-When rolling for the "Red Thirst" for any squad, roll for the unit as a whole as normal, ie before they become individual units on the table.

- Chaos Daemons:

- Still deploy by Daemonic Assault, however you do not split the force in half. Everything arrives on turn one. Once each unit arrives on the table the models then act in accordance with the Kill Team rules.

- Chaos Space Marines:

- No Lesser Daemons, (you want them take Chaos Daemons)

- Icons only effect the model carrying the icon, however models with marks like noise marines, thousand sons, berserkers, plague marines each have their own mark so each is effected by the mark.

- When rolling for the “Daemonkin” ability for any Possessed space marines squad, roll for the unit as a whole as normal, ie before the become individual units on the table

- Grey Knights:

- Inquisitorial Retinues may not be taken as you can’t take Inquisitors in Kill teams.

- Dark Angels:

- none

- Dark Eldar:

- none

- Eldar:

- Warlock/Exarch powers/abilities only effect themselves due to Kill Team Every Man For Himself rule

- ShadowSeer Veil of Tears only effect themselves due to Kill Team Every Man For Himself rule

- Imperial Guard:

- Orders:

- Only can be given by the junior officer model of a platoon command squad

- vox casters only work for the model carrying it, so as the officer doesn’t carry it, there is no point to it.

- When rolling for Desperados for any Penal Legion squad, roll for the unit as a whole as normal, ie before the become individual units on the table

- No Psyker Battle Squad(s)

- Heavy Weapon teams act as 1 model whether they are represented on the table by 1 or 2 separate bases as they are treated as a 2 wound model in the codex

- Combined Squad rule does not apply.

- Necrons:

- Reanimation Protocols do not function in kill teams due to the “Every man for Himself rule”

- Deathmarks “Hunter from Hyperspace” rule still may be used. Simply pick on unit choice from the opponents kill team as you would normally. This is an exception to the “Every man for Himself” Rule treating every model as an individual unit.

- Quantum shielding does not function in kill teams.

- Orks:

- Mob rule still is still in effect even though they are not deployed as a single unit. Just count the number of Orks on the table with the rule to determine the overall leadership of the Kill team.

- Codex Space Marines:

- none

•Space Wolves:

-Fenrisian wolves bought as wargear, remain attached to the models and must maintain unit coherency with their owner. This is an exception to the "Everyman for himself" Rule.

•Tau Empire:

-Drones bought as wargear, remain attached to the models and must maintain unit coherency with their owner. In the case of units with multiple drone controller upgrades the drones are attached to the members as normal however they must be nominated before deployment.

-Pathfinders do not require a devilfish to be taken.

-All Kroot in Kroot units have Infiltrate even if a Krootox Rider(s) are present, however the Krootox Rider(s) do not have Infiltrate.

•Tyranids:

-No instinctive behaviour

•Sisters of Battle:

-Acts of faith work as normal but are only applied to the individual squad members due to the "every man (or in this case woman) for him(her)self" rule.

Table Setup & Deployment:

4'x4' table

Divide table in quarters

No models may be deployed within 9" of the centre of the table, or 18" of an enemy model.

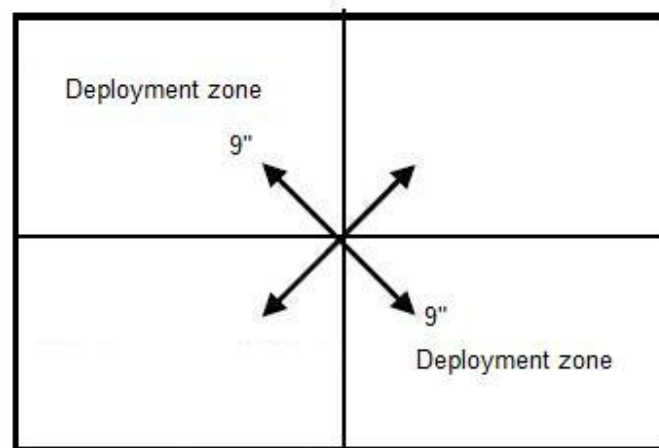
No models may be left in reserve (with the exception of Daemoniac Assault)

Models may still use the Infiltrate universal special rule (if they have the rule) but they may not outflank as this involves being placed in reserve

Roll to choose quarter, winner chooses

Winner deploys their kill team

Other player then deploys in the opposing quarter, same restrictions



First Turn:

Second player may seize the initiative, as per the Warhammer 40,000 rulebook.

Victory Conditions:

Game Length is variable based on victory conditions.

The battle continues until one side has been reduced to half its starting models or less. The player must then take a leadership test at the start of each of their turns; if they fail the test then they lose.

Else the battle continues, but the player must take tests on all subsequent turns, with a -1 modifier per test passed. (ie 2nd turn -1, 3rd -2, 4th -3, etc) The leadership test is always done using the highest leadership value of any of the player's surviving models.

Note:

1. That both players may have to take leadership tests at the start of their turns, and the first one to fail loses.
2. Fearless, stubborn and/or any other rule that modifies leadership tests are ignored for purposes of these tests

Special Rules:

Every Man For Himself: All models operate as individual units, even if chosen as part of a squad. When models shoot or fight in combat they may split up their shots/attacks amongst any eligible targets.

Specialist Troopers: Each player is allowed to pick up to 3 different models to benefit from one universal special rule in the Warhammer 40,000 rulebook. This is done as part of your army list and should be marked on the list. No 2 or more models per kill team may take the same universal special rule. No model may be given more than 1 universal special rule; pre-existing universal special rules are not counted in these allotments.

Note: USR, swarms, cannot be used unless the unit already comes with it as standard.

Round 2 Combat Patrol 400 points.

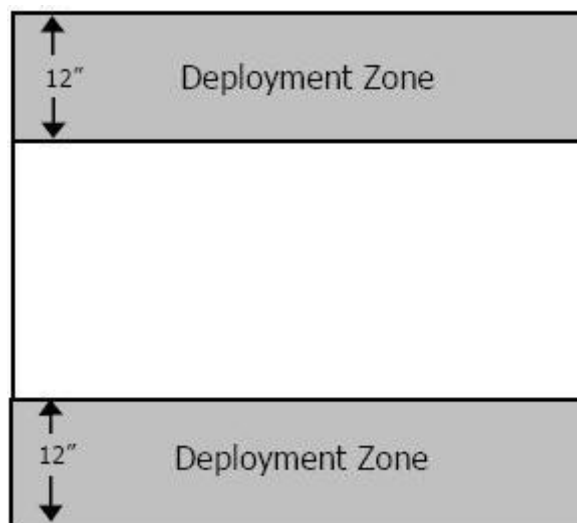
Must include the Kill team from the previous mission. They now form standard squads for their entries also their "*Specialist Troopers*" rules and *Codex Specific Adjustments* are no longer in effect.

0-1 HQ
0-2 Elite
1-6 Troops
0-2 Fast attack
0-2 Heavy support

- Armies are no more than 400 points.
- You must have one Troop choice.
- You may have one HQ choice, but no more than one
- Armies are not required to take mandatory unit choices (i.e. Tau battle suit commanders). All other unit restrictions (i.e. 0-1) apply.
- No Monstrous creatures
- No model can have more than 2 Wounds (except models with Swarm universal special rule **OR** they fall into the Troops section of the Force organisation chart).
- No model can have better than a 4+ invulnerable save.
- No model/unit can outflank (due to very small tables).
- No Special/Unique/Named Characters are allowed in the Combat Patrol.
- No vehicles with a total Armour value greater than 33. (Front side rear. Necron Quantum shielding does not count towards this total armour value)

Table Set-up & Deployment:

- 4'x4' table
- Divide table in half
- Both armies have a 12" deployment zone from their table edge.
- Models may still use the Infiltrate universal special rule (if they have the rule) but they may not outflank
- Roll to choose sides, winner chooses
- Winner deploys their Patrol, Reserves may be used but you may not outflank.
- Other player then deploys in the opposing side, same restrictions



First Turn:

Second player may seize the initiative, as per the Warhammer 40,000 rulebook.

Victory Conditions:

Game Length is Random as per the Warhammer 40k Rulebook. In addition once one side has been reduced to half its starting models or less, the player must then take a leadership test at the start of each of their turns; if they fail the test then they lose. The leadership test is always done using the highest leadership value of any of the player's surviving models. If the game ends before either side has "Bottled out" Then use Victory points to determine the winner.

Note:

1. That both players may have to take leadership tests at the start of their turns, and the first one to fail loses.
2. Fearless, stubborn and/or any other rule that modifies leadership tests are ignored for purposes of these tests

Victory points:

- Units totally destroyed = Full points
- Units falling back when game ends = Full points
- Units reduced to 50% or less of its starting wounds = half points (Rounding up)
- Vehicles Wrecked = Full points
- Immobilised Vehicles = Half points (Rounding up)

Round 3 Light Brigade 750 points.

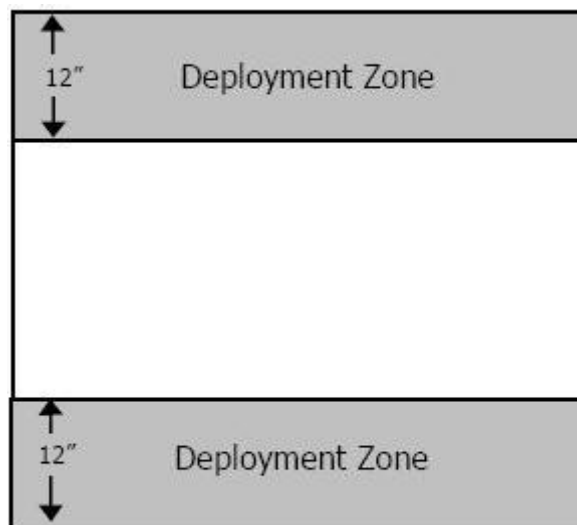
750 points *Must include the 400 point army from the Previous mission

No choice restrictions apply from this point on!

- 1-2 HQ choices
- 0-3 Elite
- 2-6 Troops choices
- 0-3 Fast attack
- 0-3 Heavy support

Table Set-up & Deployment:

- 6'x4' table
- Divide table in half
- Both armies have a 12" deployment zone from their table edge.
- Roll to choose sides, winner chooses
- Winner deploys their Army, reserves may be used as normal.
- Other player then deploys in the opposing side, same restrictions



First Turn:

Second player may seize the initiative, as per the Warhammer 40,000 rulebook.

Victory Conditions:

Kill points

Game Length is Random as per the Warhammer 40k Rulebook.

Round 4 Open Warfare 1200 points.

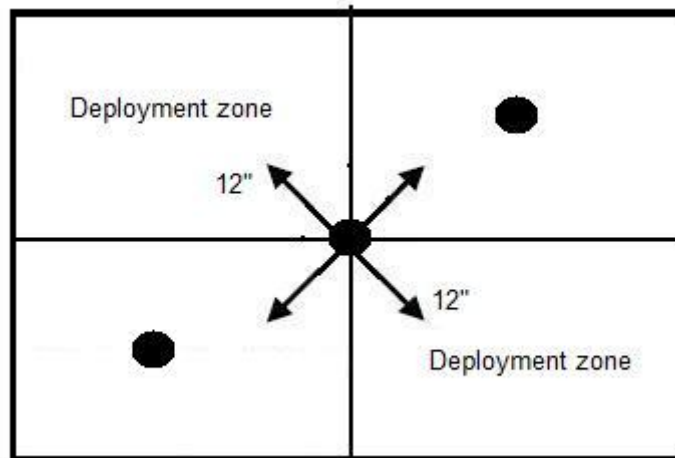
1200 points *Must include the 750 point army from the Previous mission

No choice restrictions apply from this point on!

- 1-2 HQ choices
- 0-3 Elite
- 2-6 Troops choices
- 0-3 Fast attack
- 0-3 Heavy support

Table Set-up & Deployment:

- 6'x4' table
- Divide table in quarters
- Roll to choose quarter, winner chooses
- Place 3 objectives. One objective must be placed in the centre of the table, and the other two in each quarter **NOT** being used as deployment zones. No objective may be placed within 12 inches of a table edge or within 18" of another objective.
- No models may be deployed within 12" of the centre of the table, or 24" of an enemy model.
- Winner deploys their Army, reserves may be used as normal
- Other player then deploys in the opposing quarter, same restrictions



First Turn:

Second player may seize the initiative, as per the Warhammer 40,000 rulebook.

Victory Conditions:

The player that controls the most objective at the end of the game wins. In the case of a Tie use Kill points.

Game Length is Random as per the Warhammer 40k Rulebook.