

Bastion International Tournament

Official Guidelines V 1.2

2016

@Credits

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Warhammer 40k Serbia, Hungary and Bulgaria group members

1. General Outline

1.1 Bastion International Tournament (BIT) is a Warhammer 40000 competitive tournament.

1.2 Our main goal is reuniting players from Romania and neighboring countries (Serbia, Hungary, Bulgaria).

1.3 Location: Timisoara, Romania, venue: Manufactura Handmade Cafe.

1.4 Date 22 – 23 October 2016.

1.5 List submitting period: 1 September – 10 October 23:59.

1.6 Lists must be submitted to bogdantodo89@gmail.com. **Player entry order will be determined depending on list submitting date.** If using proxies, conversions, different bases, etc, (check section 4) you are to specify to the tournament organizers and include photos in the list submitting email for approval.

1.7 Participation tax: 30 RON = approx 7 EUR (we will invest this tax in prizes, administrative materials e.g: tables, venue rent). **We try to keep this as acceptable for the players as possible.**

2. Tournament Setting

2.1 Number of participants will be capped at 16 + 4 reserves (from Timisoara). If **reserves** will only want to play as replacements for leaving participants, and will not play all 4 games, they are not liable to the tournament tax and cannot earn any prizes.

2.2 The tournament will have a **non-eliminating league format**.

2.3 Each player will play a total of **4 games**, after which the winners will be determined by total **game points** earned. If there is a draw at game points in the league, then winners will be determined by each subsequent Scoring Category (detailed in Section 6.7)

2.4 There will be two games/day. First games will start at 11:00 Saturday morning, 22 October. Players should arrive at least about 30 minutes before game starts. There will be a 1 hour lunch break between games. Same schedule for Sunday.

2.5 The time limit for each game will be 4 hours, with a maximum of 30 minutes extra time. After extra time is over, game ends with current result.

2.6 There will be three prizes: First, Second, Third places. Prizes will consist of unique trophies for each 3 places + other stuff (will be announced soon).

2.7 **Pairings** will be done from separate urns each, to prevent players from the same region from playing between themselves. So, depending on how many will apply, there will be urns for Timisoara, Serbia, Cluj+Oradea, Bucharest, Hungary, Bulgaria. We'll randomly select the matches from these urns. Then next matches will be randomly selected again from the same urns.

2.8 This will be a competition. Expect participants to play to win, expect good lists, expect cheese of any flavor possible in 40k. **But we also expect a friendly and fair play attitude from participants.**

3. List Building

3.1 The edition will be Warhammer 40000 7th edition.

3.2 Armies will have 2000 points.

3.3 Tables will be 72" x 48", 2 small buildings or 1 big building, 4 canyons/rocks/los blocking terrain, 1 forest/swamp/additional terrain element.

3.4 Lists must be Battleforged, unbound lists are not allowed. For more details regarding what a Battleforged army is: <http://www.thediceabide.com/2014/08/what-exactly-is-a-battleforged-army/>

3.5 Players can use as many formations, detachments, allied detachments (**must not be same faction as primary, may not have warlord**) and faction specific detachments as they want, as long as they abide to the 2000 points restriction and each detachment/formation restrictions.

3.6 We encourage people to use Battlescribe (updated to the latest version) in list building. It is not mandatory, however it's a helpful tool in list building and will make everyone's work easier when checking the lists and printing a small army booklet for each participant.

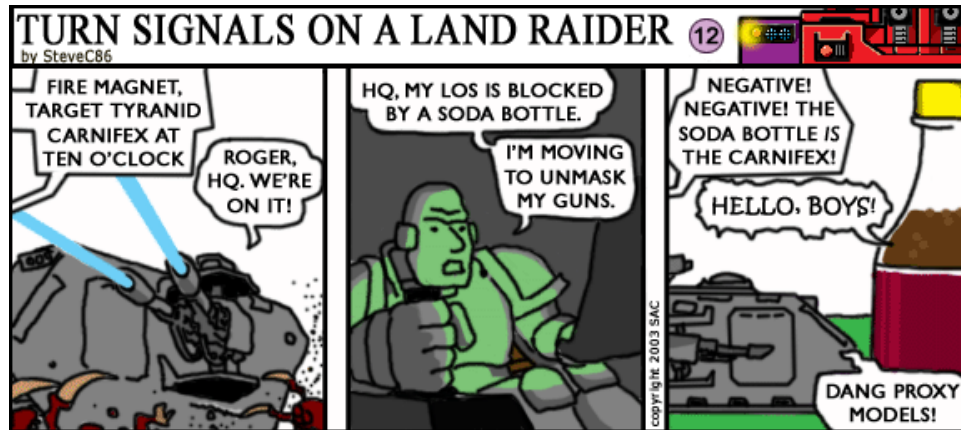
3.7 Forgeworld, Apocalypse, Imperial Armour or Horus Heresy (FW) units/formations/rules **cannot be used in the tournament**. However FW or Horus Heresy models can be used as stand-ins for other similar GW models (detailed at chapter 4). **Also, Betrayal at Calth (GW) units can be used.**

3.8 For psychic heavy armies or armies with a lot of random special rules, we encourage writing the drawn psychic powers on small cards or using pre-defined cards to prevent confusing your opponent.

4. Models, Proxies, Bases

4.1 All armies must contain scale models. Proxy-ing with anything else is not allowed, **no** soda bottles as carnifexes.

4.2 Models must be at least 80% completely assembled. Can be unpainted, partially painted or fully painted.



4.3 Models from other manufacturers are allowed, as long as they are relatively similar in size (70%) and design (70%) to the desired model (percentage is empirical).

Below you can see examples of OK proxies:



4.4 **Weapons of any kind can be proxied.** However you must make it clear to the opponent what weapon is which. **You must write it on a small card near the model to avoid confusion.**

4.5 **You cannot proxy 40k models that can be confused as other models, if they look significantly different (even if they are same faction).** For example you cannot proxy a squad of Ork Boyz as a squad of Space Marines, or a squad of Tyranid Warriors as a squad of Daemon Flamers of Tzeentch, or proxy a squad of Terminators as Centurions.

4.6 **Special/Named Characters** cannot be proxied (example: Asurmen, Karandras, Drazhar, Kairos Fatweaver, Skarbrand, etc).

4.7 **You can proxy 40k models that are similar between themselves**, for example a Soul Grinder as a Defiler (it has the same platform and similar look) or a Bloodthirster of Unfettered Fury as a Bloodthirster of Insensate Rage, or a squad painted as black templars can be proxied as dark angels, etc, **as long as the proxy-ed model is at least 70% similar in size and design.** However you must make it clear to the opponent what model is which. **You must write it on a small card near the model to avoid confusion.**

4.8 Conversions of any kind (using other parts, other figures, green stuff, white stuff, cement, etc) are allowed, **as long as the converted model is at least 70% similar in size and design.** However you must make it clear to the opponent what model is which. **You must write it on a small card near the model to avoid confusion.**

4.9 Completely **scratch built models are ok only if they look at least 70% similar in size and in design to the original model.** You might even get a few beers for being a good artist. Below is an example of an OK scratch built Tzeentch army:



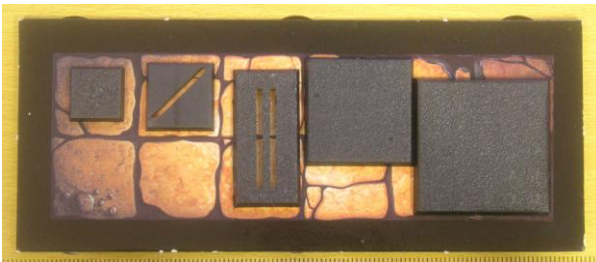
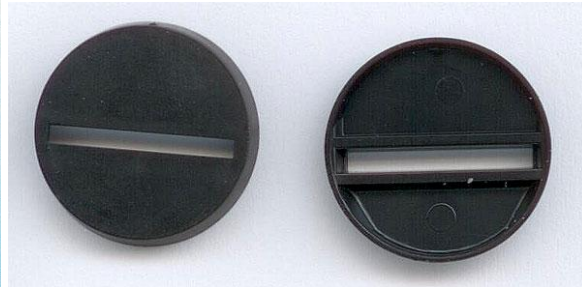
4.10 Forgeworld or Horus Heresy models can be used as stand-ins for other similar GW models. For example a FW Bloodthirster/An'ggrath can be proxied as any regular GW

Bloodthirster variant (see also pic at 4.9). **They can retain their FW original bases even if it's smaller/bigger in size than the current ones.**

4.11 Old and OOP Warhammer 40k models are OK. **They can retain their original base, even if it's smaller/bigger in size than the current one.** For example below:



4.12 **You can use any alternative base type, as long as it's 80% similar in size to the originally model designated one (25mm, 32mm, 40mm, 60mm, 120mm, etc). Square and Hexagonal bases of similar sizes (80%) are OK:**



4.13 **While the rules regarding proxies, models and bases are relatively permissive, please do not model, base or proxy for unfair advantages in comparison to your opponent. Be fair play!**

4.14 **If using proxies, you are to specify to the tournament organizers when submitting your lists (together with photos) to see if they follow proxy restrictions.**

5. Codices, supplements, dataslates

5.1 **Only the most recent** codices/supplements/dataslates **can be used** (exceptions will be if new FAQ's allow both old and new entries ~ example Waaagh Ghazghkull).

5.2 The new FAQ's and Errata's **will be used.**

5.3 The Death from the Skies supplement **will not be used.**

5.4 List (incomplete) of available materials for list building. **Please notify us of any missing publications/obsolete publications:**

6th Edition Codices

Codex: Adepta Sororitas
Codex: Astra Militarum
Codex: Chaos Daemons
Codex: Chaos Space Marines
Codex: Inquisition
Codex: Legion of the Damned
Codex: Militarum Tempestus
Codex: Tau Empire
Codex: Tyranids
Expansion: Stronghold Assault

6th Edition - Codex Supplements

Chaos Space Marine: Black Legion (updated 7'th edition)
Eldar: Iyanden (valid as per new FAQ)
Tau Empire: Farsight Enclaves
Chaos Space Marines: Crimson Slaughter (updated 7'th edition)
Clan Raukaan - A Codex: Space Marines Supplement
Sentinels of Terra - A Codex: Space Marines Supplement

6th Edition Dataslates

Dataslate: Tau Fireblade Support Cadre
Dataslate: Adeptus Astartes Storm Wing
Dataslate: Eldar Ghost Warriors
Dataslate: Reclusiam Command Squad
Dataslate: Cypher - Lord of the Fallen
Dataslate: Tyrannic War Veterans

Dataslate: Tyranid Vanguard - Rising Leviathan I
Dataslate: Tyranid Invasion - Rising Leviathan II
Dataslate: Helbrutes
Dataslate: Tyranid Onslaught - Rising Leviathan III

7th Edition Codices

Codex: Orks
Codex: Space Wolves
Codex: Grey Knights
Codex: Dark Eldar
Codex: Blood Angels
Codex: Necrons
Codex: Harlequins
Codex: Khorne Daemonkin
Codex: Skitarii
Codex: Craftworlds
Codex: Imperial Knights
Codex: Cult Mechanicus
Codex: Space Marines
Codex: Dark Angels
Codex: Tau Empire (same as 6'th + supplements)
Codex: Chaos Daemons (same as 6'th + supplements)
Codex: Deathwatch

7th Edition - Codex Supplements

Orks: Waaagh! Ghazghkull (both old and new versions are valid as per FAQ)
Space Wolves: Champions of Fenris
Astra Militarum: Cadia
Space Marines: Flesh Tearers
Space Marines: White Scars
Space Marines: Raven Guard
Space Marines: Angels of Death

7th Edition - Campaigns and Expansions

Sanctus Reach: The Red Waaagh!
Shield of Baal: Leviathan
Shield of Baal: Exterminatus
War Zone Damocles: Operation Shadowtalon
War Zone Damocles: Burning Dawn
War Zone Damocles: Kauyon
War Zone Damocles: Mont'ka
War Zone Fenris: Curse of the Wulfen
Black Legion: Traitors Hate

7th Edition Dataslates & White Dwarf

Dataslate: Space Marines Strike Force Ultra

Dataslate: Officio Assassinorum
Dataslate: War Convocation (AdMech)
Dataslate: Looted Wagon (Orks)

*Please inquire for any missing dataslates if they are recent/playable, and we will add them.

6. Scoring and Objectives

6.1 **Scoring** will be done via **Game Points**, earned from Maelstrom Mission Points, Eternal War Mission Points, Kill Points and Secondary Objectives (Slay the Warlord, Linebreaker, First Blood, **Titan Slayer***, **Last Laugh****). Game points will have the same value.

6.2 **Titan Slayer*** = 1 Gargantuan Creature, Flying Gargantuan Creature, Super Heavy Walker, Super Heavy Vehicle is destroyed. **Value is 2 Points. Can only be scored once. Can be scored by both players.**

6.3 **Last Laugh**** = Player who **killed the last unit** in the game receives 1 Point (similar to first blood, but in reverse).

6.4 First Blood and Last Laugh can be scored by only one player, the first that meets the specific requirement.

6.5 No Mysterious Objectives.

6.6 **Game Points** will be determined by scoring **Victory Points** in the 4 categories. **Players cannot score more than maximum 30 points in total:**

Scoring Category	Game Point value in VP
Maelstrom Mission Points	1 point = 1 Maelstrom Victory Point
Eternal War Mission Points	1 point = 1 Eternal War Victory Point
Kill Points	1 point = 1 unit killed
Secondary Objectives	1 point = 1 secondary objective
Tabling Bonus*	Automatically goes to 30 points
Total Maximum Game Points	30

***Tabling bonus will award the victor the maxium of 30 points.**

6.7 In the rare event of equal points between players at the end of tournament lineup, tie breakers will be determined by the following scoring categories:

Scoring Category	Tie Breaker
Maelstrom Mission Points	First Tie Breaker
Eternal War Mission Points	Second Tie Breaker
Kill Points	Third Tie Breaker
Secondary Objectives	Fourth Tie Breaker

6.8 **Tabling will end the game but will have no effect on the tabled player's points.** A tabled opponent will maintain his existing points after game's end.

6.9 A player that wins a game by tabling will receives the maximum of **30 Game Points**. **Tabling needs to be a total annihilation of the opponent's army**, If there are still units in reserve/ongoing reserve at the end of turn 5, 6, 7 the victory is not considered tabling.

6.10 During turns 1 – 5, **players with units in reserves but with no units on the table at the end of a game turn will not lose the game.** Opposing player proceeds to do his turn and score as normal.

However at **end of game turn 5 or 6**, if a player does not have any more units on the table but still somehow has in reserves/ongoing reserves (due to a special rule or tactics), the player loses the game.

6.11 Players can **score a maximum of 3 tactical objectives per turn**. Remaining active tactical objectives can be scored next turn provided scoring conditions still exist.

6.12 Tactical Objectives with **Secure Objective 1, 2, 3, 4, 5, 6 can only be scored once per game**. If they are drawn again after scoring, redraw/reroll.

6.13 Players can discard 1 tactical objective/turn.

6.14 Faction Specific Objectives can be **optionally** applied. Where there are no faction specific objectives, the corresponding generic objectives apply. **Players can choose between the generic objectives and faction specific each time they roll 11 – 16.**

To note: faction specific objectives that award D3 or D3+3 points will award a maximum of 2 points, and 3 points respectively.

6.15 If it is impossible (game wise) to achieve an objective after drawing (for example objective 65, but there are no buildings), then redraw/reroll. Also, if conditions existed in the past to achieve the objective (a building existed but was destroyed), also redraw/reroll. You cannot however redraw/reroll if conditions will exist in the future (for example you draw objective 62, there is no psyker on the table, but there is one in reserves and will enter next game turns.

6.16 **D66** Tactical Objectives list. Some have been modified, tweaked or changed. All D3 have become 2 points instead.

D66 Tactical Objectives	Points	Description
11	1, 2 or 3	SECURE OBJECTIVE 1 or Faction Specific – If D3 replace with 2 VP, if D3+3 replaced with 3 VP ~ optional
12	1, 2 or 3	SECURE OBJECTIVE 2 or Faction Specific – If D3 replace with 2 VP, if D3+3 replaced with 3 VP ~ optional
13	1, 2 or 3	SECURE OBJECTIVE 3 or Faction Specific – If D3 replace with 2 VP, if D3+3 replaced with 3 VP ~ optional
14	1, 2 or 3	SECURE OBJECTIVE 4 or Faction Specific – If D3 replace with 2 VP, if D3+3 replaced with 3 VP ~ optional
15	1, 2 or 3	SECURE OBJECTIVE 5 or Faction Specific – If D3 replace with 2 VP, if D3+3 replaced with 3 VP ~ optional
16	1, 2 or 3	SECURE OBJECTIVE 6 or Faction Specific – If D3 replace with 2 VP, if D3+3 replaced with 3 VP ~ optional
21	1	SECURE OBJECTIVE 1 (can only be scored once, reroll subsequent identical objectives) at the end of your turn.
22	1	SECURE OBJECTIVE 2 (can only be scored once, reroll subsequent identical objectives) at the end of your turn.
23	1	SECURE OBJECTIVE 3 (can only be scored once, reroll subsequent identical objectives) at the end of your turn.
24	1	SECURE OBJECTIVE 4 (can only be scored once, reroll subsequent identical objectives) at the end of your turn.
25	1	SECURE OBJECTIVE 5 (can only be scored once, reroll subsequent identical objectives) at the end of your turn.
26	1	SECURE OBJECTIVE 6 (can only be scored once, reroll subsequent identical objectives) at the end of your turn.
31	1	SECURE OBJECTIVE 1 (can only be scored once, reroll subsequent identical objectives) at the end of your turn.
32	1	SECURE OBJECTIVE 2 (can only be scored once, reroll subsequent identical objectives) at the end of your turn.
33	1	SECURE OBJECTIVE 3 (can only be scored once, reroll subsequent identical objectives) at the end of your turn.
34	1	SECURE OBJECTIVE 4 (can only be scored once, reroll subsequent identical objectives) at the end of your turn.
35	1	SECURE OBJECTIVE 5 (can only be scored once, reroll subsequent identical objectives) at the end of your turn.
36	1	SECURE OBJECTIVE 6 (can only be scored once, reroll subsequent identical objectives) at the end of your turn.
41	1	DICE GODS GAME – Roll a D6, 1 VP if you secure that objective at the end of your turn. If <u>D6 objective marker</u> was already scored, reroll the D66 objective (and not the D6).
42	1 or 2	BEHIND ENEMY LINES – 1 VP if one of your scoring units is within 12" of your opponent's table edge at the end of your turn. If 3 or more of your scoring units are within 12" of your opponent's table edge at the end of your turn, score 2 VPs instead.

43	1	HOLD THE LINE – Score 1 VP if at least 3 of your scoring units and none of your opponent's scoring units are within 12" of your own table edge at the end of your turn.
44	2	ASCENDENCY – Score 2 VPs if you control any three Objective Markers at the end of your turn.
45	2	SUPREMACY – Score 2 VPs if you control at least two Objective Markers and at least twice as many Objective Markers as your opponent controls at the end of your turn.
46	3	DOMINATION – Score 3 VPs if you control every Objective Marker on the table at the end of your turn.
51	1 or 2	OVERWHELMING FIREPOWER – Score 1 VP if one enemy unit was completely destroyed during the Shooting phase of your turn. If 3 units were destroyed, score 2 VP's instead.
52	1 or 2	BLOOD AND GUTS – Score 1 VP if one enemy unit was completely destroyed during the Assault phase of your turn. If 3 units were destroyed, score 2 VP's instead.
53	1, 2 or 3	NO PRISONERS – Score 1 VP if one enemy unit was completely destroyed during your turn. If 3-5 units were destroyed, score 2 VP's instead. If 6+ units were destroyed, score 3 VP's instead.
54	1 or 2	HUNGRY FOR GLORY – Score 1 VP if you issued a challenge during your turn or win an ongoing challenge. If you issued and/or (cumulates) won 3 or more challenges during your turn, score 2 VPs instead.
55	1 or 2	PSYCHOLOGICAL WARFARE – Score 1 VP if your opponent failed a Morale, Pinning or Fear test during this turn. If your opponent failed 3 or more Morale, Pinning and/or (cumulates) Fear tests, score 2 VPs instead.
56	1	HARNESS THE WARP – Score 1 VP if you successfully manifested a Psychic Power during your turn.
61	1	KINGSLAYER – Score 1 VPs at the end of your turn if your opponent's Warlord has been removed as a casualty during this, or any previous turn.
62	1	WITCH HUNTER – Score 1 VP at the end of your turn if at least one enemy unit with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule was completely destroyed during your turn.
63	1	SCOUR THE SKIES – Score 1 VP at the end of your turn if at least one enemy Flyer or Flying Monstrous Creature was removed as a casualty during your turn.
64	1 or 2	ASSASINATE – Score 1 VP at the end of your turn if at least one enemy character was removed as a casualty during your turn. If 3 or more enemy characters were removed as casualties during your turn, score 2 VPs instead.
65	1	DEMOLITIONS – Score 1 VP at the end of your turn if at least one gun emplacement or enemy building was destroyed during your turn.
66	1 or 2	BIG GAME HUNTER – Score 1 VP at the end of your turn if at least one enemy Vehicle or Monstrous Creature was destroyed during your turn. If at least one enemy Super-heavy vehicle or Gargantuan Creature was destroyed during your turn, score 2 VPs instead.

7. Pre-game order

0. Players can choose who can roll for the mission.

If not, roll-off between the two players. Winner/chosen does a subsequent D6 roll off to determine the mission that will be played. (missions will not be pre-determined)

1. Roll-off: Winner places the first objective. Players then alternate placing objectives until all are out.
2. Roll-off: Winner chooses deployment zone.
3. Roll for Warlord Traits (disregard warlord traits that apply to mysterious objectives and roll again on the table until normal Warlord Trait process has run its course), beginning with the player who chose deployment zones.
4. Roll for Gifts, Boons and any other pre-game rolls, beginning with the player who chose deployment zones. *
5. Roll for Psychic Powers, beginning with the player who chose deployment zones.
6. Roll for Night Fight.
7. Roll-off: Winner chooses whether to deploy first or second. Fortifications are placed during deployment.
8. Roll off to Deploy Infiltrators. **
9. Player who deployed first decides who gets first turn.
10. Roll off for Scout moves. You must ask your opponent if he has any Scout Moves before proceeding to Seize The Initiative. **
11. Seize the initiative.
12. Game starts! ***

* Sequences 4 – 6 can alternate between each other, but 0-3 and 7-11 cannot alternate.

** If scout moves question was not asked, opponent or player has forgot to do scout and infiltrator moves, **these moves can be made but Seize the Initiative dice cannot be re-rolled.**

*** Once game has started, forgotten scout moves or infiltrator moves cannot be made anymore.

8. Missions

Unless specified, the rules are the same as the Rulebook missions. In Big Guns Never Tire, each player receives 1 Victory Point for each enemy heavy support unit that has been completely destroyed. In missions where the Eternal War objectives are less than 6, both players note which one's below are only for Eternal War (ie: Objectives 1-5 for big guns, objectives 1-4 for Crusade, and objectives 1-2 for Emperor's Will with objectives 3-6 placed pre-deployment).

MISSION 1

Objective #1: Eternal War: Eternal War: The Scouring - Each player places three markers at least 6 "from the edge, 12" from each other worth 1, 2 and 3 points (point values noted in secret by the player deploying them). Before rolling to seize the initiative, you reveal the value of each marker. Points for Fast Attack choices are scored as per the rulebook.

Objective #2: Maelstrom of War: Cleanse and Control

Deployment: Hammer and Anvil

MISSION 2

Objective #1: Eternal War: Crusade 4 objectives (3 Victory Points each)

Objective #2: Maelstrom of War: Deadlock

Deployment: Vanguard Strike

MISSION 3

Objective #1: Eternal War: Big Guns Never Tire - 5 Objectives (3 Victory Points each). Points for Heavy Support choices are scored as per the rulebook.

Objective #2: Maelstrom of War: Contact Lost (players only generate 1 objective card total at the start of turn 1, no matter how many objectives they control at that point)

Deployment: Dawn of War

MISSION 4

Objective #1: Eternal War: The Emperor's Will and The Relic (3 Victory Points for each of the two objectives, 6 Victory Points for The Relic)

Objective #2: Maelstrom of War: Tactical Escalation

Deployment: Hammer and Anvil

MISSION 5

Objective #1: Eternal War: Crusade 4 objectives (3 Victory Points each)

Objective #2: Maelstrom of War: Spoils of War

Deployment: Dawn Of War

MISSION 6

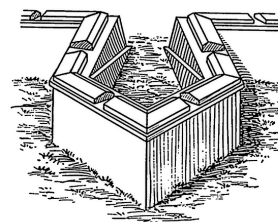
Objective #1: Eternal War: The Scouring - Each player places three markers at least 6 "from the edge, 12" from each other worth 1, 2 and 3 points (point values noted in secret by the player deploying them). Before rolling to seize the initiative, you reveal the value of each marker. Points for Fast Attack choices are scored as per the rulebook.

Objective #2: Maelstrom of War: Deadlock

Deployment: Vanguard Strike



Bastion International Tournament Scoring Sheet

[illegible][illegible]

Kill Points	
Player 1	
Player 2	

Secondary	First Blood (1)	Slay The Warlord (1)	Linebreaker (1)	Last Laugh (1)	Titan Slayer (2)
Player 1					
Player 2					

		Tie Breaker 1	Tie Breaker 2	Tie Breaker 3	Tie Breaker 4	
END GAME pts	Name	Maelstrom	Eternal War*	Kill Points	Secondary	TOTAL
Player 1						
Player 2						

**Eternal War score calculated at game end*