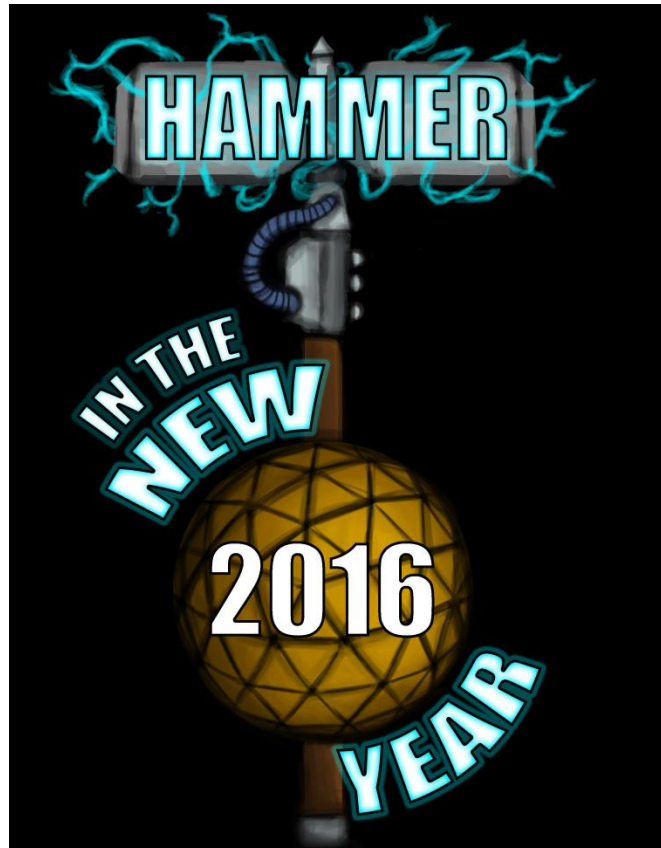# Huzzah Hobbies' Hammer in the New Year 2016

This is the primer used for Huzzah Hobbies' Hammer in the New Year 2016. All information presented in this primer will be used for the event. If you have any questions or comments please contact elphilo40k@gmail.com.

January 23-24, 2016

Tournament Format

Huzzah Hobbies' Hammer in the New Year is a 32 person 5 round event played over 2 days. This year's format will be ITC (Independent Tournament Circuit) format and FAQ. This event will also be submitted to the ITC for ITC Points, for more information about the ITC please see this link: https://www.frontlinegaming.org/community/frontline-gamings-independent-tournament-circuit.

The points limit for this event will be 1850. **You must bring 6 copies of your list with you. One for each of your opponents and one that will be collected from you at the time you check in.**

Each player must bring a Warhammer 40,000 rulebook, the most currently published rules for all units represented in their army and all materials needed to play a game/report the results - including dice, measuring devices, templates, and a writing implement.

Army Construction

This year we will be using ITC Army Construction. For more information on that please see the ITC Army Construction Guidelines located here.

Tournament Schedule

There will be 3 rounds played on Saturday and 2 rounds played on Sunday. The schedule is as follows
Saturday:

9 am	Check-In
10 am	Round 1
1 pm	Lunch
2 pm	Round 2
5:15 pm	Round 3

Sunday:

8:30 am	Doors Open
9 am	Round 4
12-12:30 pm	Lunch
12:45 pm	Round 5
4 pm	Award Ceremony

Tournament Awards

This year we will have 8 awards to be won.
- Champion (The person with the best W/L score, tie breakers will be Battle Points)
- Renaissance Man (The best overall player, determined by a mix of W/L and Painting)
- 2nd Place (The person that loses to the Champion in the last game)
- 3rd Place (The next best W/L score, tie breakers will be Battle Points)
- 4th Place (The next best W/L score, tie breakers will be Battle Points)
- Best Painted (The person with the best painted minis according to the rubric, please see painting section for more information)
- Middle of the Pack (The player that is in the dead middle)
- Smoking Boots (The player with the most losses and the least amount of Battle Points)

Painting and Modeling

Painting and modeling is an important part of the Warhammer 40k hobby. With that said models **MUST** be WYSIWYG for this event. Please plan accordingly. <u>In addition in order to be eligible for prize support all models must be at least based (primer counts for this purpose)!</u>

Our appearance rubric is as follows:

Appearance scores will be judged by two judges using the following rubric. If necessary, ties will be broken by the Head Judge.	
Judging will consist of two rounds. Round 1 will determine which armies will proceed to Round 2. Armies that receive a Round 1 score of 0 will not be judged again in Round 2. An army with even **one** unpainted model will receive a Round 1 score of 0.	
The maximum paint score is 30.	
Round 1: Initial Impression (circle 1)	
Army is not fully painted (even if only one model is unpainted)	0
Army is fully painted to three-color minimum, basic "table-top" standard	5
Army is fully painted, above and beyond "table-top" in skill, artistry, or theme	10
Round 2: Detailed Review	
Basing (circle 1)	
Some bases are bare plastic, unpainted	0
Basic basing such as flock, sand, or painting	1
Advanced basing such as rocks, grass tufts, skulls, rubble, etc.	2
Model Preparation (check all that apply to 80% of army)	
Models are free from mold-lines and flash	1
Obvious gaps exist between parts of models	-1
No primer showing, smooth base coat applied	1
Painting Technique (check all that apply to 80% of army)	
Models exhibit basic shading and highlighting	1
Advanced shading or highlighting with two or more colors	1
Attempt at blended or layered colors	1
Advanced blending or layering colors evident	1
Small details such as eyes, jewelry, and rivets are painted	1
Weathering or battle damage such as dusty cloaks, muddy boots, or bullet marks	1
Advanced Skills (check all that apply)	
Army has minor conversions, such as head or weapon swaps	1
Army has advanced conversions, such as plasticard or green stuff work	1
Army has major conversions, including scratchbuilt models	1
Basic freehand details such as squad markings, tattoos, or banners	1
Exceptional freehand work	1
Advanced painting techniques such as OSL, NMM, or water effects	1
Showcase (check all that apply)	
Paint scheme and style is consistent across the army	1
1 or more Centerpiece models that stand out from the rest of the army	1
Display board included	1
"Wow" factor: the army is above and beyond in some special way	1

Missions

We will be using the ITC Missions for this event. Here is a breakdown of the important things to know for it.

Terrain: Terrain should be defined between players and adjusted before the game begins. There should be a roughly symmetrical distribution of terrain on the table, with 2 line of sight blocking terrain pieces outside of either deployment zone, offset from the center of the table.

- o **Mysterious Terrain** rules are not used.

Fortifications: are all placed using the same guidelines. Fortifications may not be placed within 3" of a board edge or another piece of terrain. If a Fortification cannot be placed under those guidelines, move a piece of terrain. If it is still not possible to place a Fortification, remove a piece of terrain to make room for it.

- Exception: Aegis Lines may be placed anywhere on the table disregarding the 3" rule.
- Exception: The Skyshield landing pad can be placed closer than 3" to a table edge, but not another piece of terrain.

Bonus Points: Each is worth 1 mission point.

- First Blood: Per the book.
- Linebreaker: Per the book.
- Slay the Warlord: Per the book.
- Big Game Hunter: At the end of the game, of all destroyed units, the player that destroyed the unit worth the most points wins this point.
    - o Note: Independent Characters counts as their own unit, regardless of whether they are in another unit or not.
    - o Note: Combat Squads of Marines count as a two units, each worth half the total cost of the unit.
- First Strike: A player earns this point if they destroy an enemy unit in the first game turn.
    - o Note: Both players can earn this point.
- Table Quarters: The player with the most scoring or denial units that are more than 50% in a table quarter controls that quarter. The player that controls the most table quarters wins this point.
    - o Note: Independent Characters only count as a point for this objective if they are not in a unit.
    - o Note: Units in a transport do not count towards this objective unless they are disembarked from their transport.
- King of the Hill: The player with the most scoring or denial units at least partially within 6" of the center point of the table wins this point.
    - o Note: Independent Characters only count as a point for this objective if they are not in a unit.
    - o Note: Units in a transport do not count towards this objective unless they are disembarked from their transport.
- Ground Control: Control or contest two or more objectives at the end of the game to achieve this point.

Bonus VPs: Special rules that grant bonus Victory Points such as earning a VP for slaying an enemy character in a challenge, count as Maelstrom mission points.

ITC Scenario 1

1. **Step 1.** Adjust and define terrain with your opponent.
2. **Step 2.** Roll for Psychic Powers/Gifts/etc.
3. **Step 3.** Roll for deployment zones. DAWN OF WAR DEPLOYMENT
4. **Step 5.** Place Objectives using normal objective placement rules as modified below.
   a. Each player places 1 Emperor's Will objective in their own deployment zone.
   b. Each player places 1 Maelstrom objective more than 18" away from their own deployment edge, these should be numbered 1 and 2.
5. **Step 6.** Roll for Warlord trait per usual in the BRB Pg. 124. Do not use the Tactical Traits table. If your opponent has a LoW and you do not, you can roll on the Escalation Warlord table (pg.34 of the Escalation Supplement).
6. **Step 7.** Roll for Night Fighting.
7. **Step 8.** Roll for first turn. The player that wins the roll can choose to go first or second. The player going first then deploys first and goes first unless the other player seizes the initiative.

Dawn of War Mission: Modified Emperor's Will: 4 Mission Points if achieved, 0 pts if lost or tied.

Maelstrom Mission: Modified Maelstrom: 4 Mission Points if achieved, 0 pts if lost or tied. At the beginning of each GAME TURN, both players roll twice on this table. Reroll the second roll if it is the same number as the first. Note the result below. At the end of each GAME TURN, each player earns 1 pt per Maelstrom Mission achieved (Note, if you roll both Destroy an Enemy Unit objectives, destroying 1 unit earns you 1pt, destroying 2 units earns you 2pts). The player with the most points at the end of the game wins this mission.

1. Hold Maelstrom Objective 1
2. Hold Maelstrom Objective 2
3. Have a scoring unit at least partially within the enemy deployment zone.
4. Destroy an Enemy Unit
5. Destroy an Enemy Unit
6. Have at least 3 of your and none of your opponent's scoring units in your deployment zone.

Turn 1 Maelstrom Objectives:_____/_____   Turn 5 Maelstrom Objectives: _____/_____

Turn 2 Maelstrom Objectives: _____/_____   Turn 6 Maelstrom Objectives: _____/_____

Turn 3 Maelstrom Objectives: _____/_____   Turn 7 Maelstrom Objectives:_____/_____

Turn 4 Maelstrom Objectives: _____/_____

Bonus Points: 1 Mission Point each: Big Game Hunter, Linebreaker, Slay the Warlord.

 My Name_____**My Mission Points Out of 11 Total Points:**_____

Dawn of War: 4pt 0pt   **Maelstrom: 4pt 0pt**   **Bonus Points (0-3pt):_____**

ITC Scenario 2

1. **Step 1.** Adjust and define terrain with your opponent.
2. **Step 2.** Roll for Psychic Powers/Gifts/etc.
3. **Step 3.** Roll for deployment zones. HAMMER AND ANVIL DEPLOYMENT
4. **Step 5.** Place Objectives using normal objective placement rules as modified below.
   a. The Relic is placed as normal.
   b. Each player places 1 Maelstrom Objective in their own deployment zone, these are numbered 1 and 2.
5. **Step 6.** Roll for Warlord trait per usual in the BRB Pg. 124. Do not use the Tactical Traits table. If your opponent has a LoW and you do not, you can roll on the Escalation Warlord table (pg.34 of the Escalation Supplement).
6. **Step 7.** Roll for Night Fighting.
7. **Step 8.** Roll for first turn. The player that wins the roll can choose to go first or second. The player going first then deploys first and goes first unless the other player seizes the initiative.

Primary Mission: The Relic: 4 Mission Points if achieved, 0 pts if lost or tied.

Secondary Mission: Modified Maelstrom: 4 Mission Points if achieved, 0 pts if lost or tied. At the beginning of each GAME TURN, both players roll twice on this table. Reroll the second roll if it is the same number as the first. Note the result below. At the end of each GAME TURN, each player earns 1 pt per Maelstrom Mission achieved (Note, if you roll both Destroy an Enemy Unit objectives, destroying 1 unit earns you 1pt, destroying 2 units earns you 2pts). The player with the most points at the end of the game wins this mission.

1. Hold Maelstrom Objective 1
2. Hold Maelstrom Objective 2
3. Destroy an enemy unit.
4. Destroy an enemy unit.
5. Have a scoring unit at least partially within the enemy deployment zone.
6. Have at least 3 of your scoring units and no enemy scoring units at least partially within your deployment zone.

Turn 1 Maelstrom Objectives:_____/_____   Turn 5 Maelstrom Objectives: _____/_____

Turn 2 Maelstrom Objectives: _____/_____   Turn 6 Maelstrom Objectives: _____/_____

Turn 3 Maelstrom Objectives: _____/_____   Turn 7 Maelstrom Objectives:_____/_____

Turn 4 Maelstrom Objectives: _____/_____

Bonus Points: 1 Mission Point each: First Strike, Table Quarters, Slay the Warlord.

My Name_____My Mission Points Out of 11 Total Points:_____

Dawn of War: 4pts   Maelstrom: 4pts   Bonus Points (0-3pts)____

ITC Scenario 3

1. **Step 1.** Adjust and define terrain with your opponent.
2. **Step 2.** Roll for Psychic Powers/Gifts/etc.
3. **Step 3.** Roll for deployment zones. VANGUARD STRIKE DEPLOYMENT
4. **Step 5.** Place Objectives using normal objective placement rules as modified below.
   a. A Maelstrom Objective is placed in the center of the table, numbered 1.
   b. Each player places 1 Maelstrom Objective in their opponent's deployment zone, these should be numbered 2 and 3.
5. **Step 6.** Roll for Warlord trait per usual in the BRB Pg. 124. Do not use the Tactical Traits table. If your opponent has a LoW and you do not, you can roll on the Escalation Warlord table (pg.34 of the Escalation Supplement).
6. **Step 7.** Roll for Night Fighting.
7. **Step 8.** Roll for first turn. The player that wins the roll can choose to go first or second. The player going first then deploys first and goes first unless the other player seizes the initiative.

Primary Mission: Purge the Alien: 4 Mission Points if achieved, 0 pts if lost or tied.

Secondary Mission: Modified Maelstrom: 4 Mission Points if achieved, 0 pts if lost or tied. At the beginning of each GAME TURN, both players roll twice on this table. Reroll the second roll if it is the same number as the first. Note the result below. At the end of each GAME TURN, each player earns 1 pt per Maelstrom Mission achieved. The player with the most points at the end of the game wins this mission.

1. Hold Objective 1
2. Hold Objective 2
3. Hold Objective 3
4. Have more scoring units at least partially further than 12" from your deployment table edge than your opponent.
5. Have a scoring unit at least partially within 12" of opponent's deployment edge.
6. Have 3 of your own and no enemy scoring units at least partially within 12" of your deployment edge.

Turn 1 Maelstrom Objectives:_____/_____   Turn 5 Maelstrom Objectives: _____/_____

Turn 2 Maelstrom Objectives: _____/_____   Turn 6 Maelstrom Objectives: _____/_____

Turn 3 Maelstrom Objectives: _____/_____   Turn 7 Maelstrom Objectives:_____/_____

Turn 4 Maelstrom Objectives: _____/_____

Bonus Points: 1 Mission Point each: Slay the Warlord, Linebreaker, First Blood.

 My Name_____**My Mission Points Out of 11 Total Points:**_____

Dawn of War: 4pt 0pt   **Maelstrom: 4pt 0pt**   **Bonus Points (0-3pt):**____

ITC Scenario 4

1. **Step 1.** Adjust and define terrain with your opponent.
2. **Step 2.** Roll for Psychic Powers/Gifts/etc.
3. **Step 3.** Roll for deployment zones. HAMMER AND ANVIL DEPLOYMENT
4. **Step 5.** Place Objectives using normal objective placement rules as modified below.
   a. Each player places Maelstrom Objective number 1 in their own deployment zone, number 2 more than 30" from their own deployment table edge and number 3 in their opponent's deployment zone.
   b. These objectives are also the Scouring Objectives, which are worth 1, 2 and 3 points respectively.
5. **Step 6.** Roll for Warlord trait per usual in the BRB Pg. 124. Do not use the Tactical Traits table. If your opponent has a LoW and you do not, you can roll on the Escalation Warlord table (pg.34 of the Escalation Supplement).
6. **Step 7.** Roll for Night Fighting.
7. **Step 8.** Roll for first turn. The player that wins the roll can choose to go first or second. The player going first then deploys first and goes first unless the other player seizes the initiative.

Primary Mission: The Scouring: 4 Mission Points if achieved, 0 pts if lost or tied.

Secondary Mission: Modified Maelstrom: 4 Mission Points if achieved, 0 pts if lost or tied. At the beginning of each GAME TURN, both players roll twice on this table. Reroll the second roll if it is the same number as the first. Note the result below. At the end of each GAME TURN, each player earns 1 pt per Maelstrom Mission achieved (Note, if you roll both Destroy an Enemy Unit objectives, destroying 1 unit earns you 1pt, destroying 2 units earns you 2pts). The player with the most points at the end of the game wins this mission.

1. Hold Either Objective 1
2. Hold Either Objective 2
3. Hold Either Objective 3
4. Destroy an enemy unit.
5. Destroy an enemy unit.
6. Destroy an enemy unit.

Turn 1 Maelstrom Objectives:_____/_____   Turn 5 Maelstrom Objectives: _____/_____

Turn 2 Maelstrom Objectives: _____/_____   Turn 6 Maelstrom Objectives: _____/_____

Turn 3 Maelstrom Objectives: _____/_____   Turn 7 Maelstrom Objectives:_____/_____

Turn 4 Maelstrom Objectives: _____/_____

Bonus Points: 1 Mission Point each: Big Game Hunter, Linebreaker, Slay the Warlord

 My Name_____**My Mission Points Out of 11 Total Points:_____**

Primary Mission: 4pt 0pt   **Secondary Mission: 4pt 0pt**   **Bonus Points (0-3pt):_____**

ITC Scenario 5

1. **Step 1.** Adjust and define terrain with your opponent.
2. **Step 2.** Roll for Psychic Powers/Gifts/etc.
3. **Step 3.** Roll for deployment zones. VANGAURD STRIKE DEPLOYMENT
4. **Step 5.** Place Objectives using normal objective placement rules as modified below.
   a. Each player places Maelstrom Objective number 1 in their own deployment zone, and their Maelstrom Objective number 2 in their opponent's deployment zone.
   b. These objectives are also the Big Guns Never Tire Objectives.
5. **Step 6.** Roll for Warlord trait per usual in the BRB Pg. 124. Do not use the Tactical Traits table. If your opponent has a LoW and you do not, you can roll on the Escalation Warlord table (pg.34 of the Escalation Supplement).
6. **Step 7**. Roll for Night Fighting.
7. **Step 8.** Roll for first turn. The player that wins the roll can choose to go first or second. The player going first then deploys first and goes first unless the other player seizes the initiative.

Primary Mission: Big Guns Never Tire: 4 Mission Points if achieved, 0 pts if lost or tied.

Secondary Mission: Modified Maelstrom: 4 Mission Points if achieved, 0 pts if lost or tied. At the beginning of each GAME TURN, both players roll twice on this table. Reroll the second roll if it is the same number as the first. Note the result below. At the end of each GAME TURN, each player earns 1 pt per Maelstrom Mission achieved (Note, if you roll both Destroy an Enemy Unit objectives, destroying 1 unit earns you 1pt, destroying 2 units earns you 2pts). The player with the most points at the end of the game wins this mission.

1. Hold Objective 1 in the enemy deployment zone.
2. Hold Objective 2 in the enemy deployment zone.
3. Hold Objective 1 in your deployment zone.
4. Hold Objective 2 in your deployment zone.
5. Destroy an enemy unit.
6. Destroy an enemy unit.

Turn 1 Maelstrom Objectives:_____/_____   Turn 5 Maelstrom Objectives: _____/_____

Turn 2 Maelstrom Objectives: _____/_____   Turn 6 Maelstrom Objectives: _____/_____

Turn 3 Maelstrom Objectives: _____/_____   Turn 7 Maelstrom Objectives:_____/_____

Turn 4 Maelstrom Objectives: _____/_____

Bonus Points: 1 Mission Point each: King of the Hill, Linebreaker, Slay the Warlord.

 My Name_____My Mission Points Out of 11 Total Points:_____

Primary Mission: 4pt 0pt   **Secondary Mission: 4pt 0pt**   **Bonus Points (0-3pt):____**