

Warpstorm MMXI

that the Daemon manifests into the material realm. This manifestation is entirely different from the state of possession, in which a human host is chosen for the Daemon to occupy. This body will begin to show signs of possession immediately, though the first signs may be subtle - a bony ridge under the eyebrows, eyes that look feverish, veins that stand out underneath very pale skin.

The signs quickly deteriorate into unmistakable demonic occupation. Limbs turn into horns growing from the skull, the spine and the elbows, boils and warts erupting on yellowish skin.

The manifested Daemon and the possessing one have similar characteristics, although possession will allow a Daemon to stay in the material realm for a far longer time, depending on the strength of the body it inhabits.



- ATTENTION ALL citizens -

Welcome to the 5th anniversary edition of Warpstorm, the Warhammer 40K tournament held in the coastal city Ostend. Once again we will be presenting you with three challenging missions that will keep you on your toes!

This rulebook contains all the information you will need to participate in this event. It is divided into 2 parts for ease of reference: the general information which you are reading now, and the mission pack at the back. Read it well, and maybe you will be on the back cover of next year's rulebook!

Date:	Saturday November 26th, 2011
Doors open:	09:00
Registration end:	09:30
Mission 1:	09:45-12:15
Painting inspection:	12:15-12:30
	Display your army for painting inspection on the location you played mission 1, directed to your own table edge.
Lunch:	12:15-12:45
Mission 2:	12:45-15:15
Mission 3:	15:30-18:00
Results:	18:10
Doors closed:	19:00

If you would like to take part in the Warpstorm 2011 tournament or have any questions regarding it, feel free to send an e-mail to warpstorm40k@gmail.com or visit us at www.spellebeen.be!

Registration closes on November 13th!

The tournament is held at Nieuwlandstraat 76, Ostend. If you enter Ostend by car from the highway, you take the third exit at the roundabout. After 50 meters cross the traffic lights, and go straight on past the second set of traffic lights. After the road bends around a church, you will come to a third set of lights, where you take a right. Immediately turn right again and you will reach the location.

The entry fee for the tournament is 8€ and can be payed to the following bank account:

Oostendse Spellenclub Spellebeen
Stroombanklaan 16, 8400 Oostende
Account number: 363-0805940-07
With comment: Warpstorm 2011, registration [Name participant]

It is of course also possible to pay the entry fee at the Administratum table the day of the tournament.

- ARBITES CHECKPOINTS -

Each player should bring the equipment necessary to participate in the tournament. The club will not be providing any gaming materials. Be sure to check the list below before leaving for the tournament to see if you are not missing anything;

- 1750 points army (preferably painted)
- 4 loot counters (on 25mm base)
- 1 extra army list
- A copy of this rulebook
- A copy of the Warhammer 40K Rulebook (5th edition)
- The most recent codex AND FAQ's for your army
- Reference sheets
- Dice, Ruler and Templates
- Pen and paper
- Superglue (D'oh! It happens...)
- Pocket change to spend at the bar

Our resident bio-organism Sjapifex will be called in should you forget anything. Bribing it with a Duvel might work, but then again why tempt fate!

- ADMINISTRATUM RALLY POINT -

November 13th is the deadline for entering army lists. An approved copy of this list will be handed to you at the registration desk on the day of the tournament. All army lists will be checked for errors and consistency, and these army lists are the only ones that may be used during the tournament. During the lunch break there will be sandwiches available at the bar.

- ADMINISTRATUM DIRECTIVES -

- Spend up to 1750 points on your army,
- Use only one standard Force Organization Chart,
- Adhere to all limitations specified in your army's Codex,
- Use one of the allowed armies (see Prohibited Scriptures section),
- Do not make use of Allies,
- Use a maximum of one special character (be it a named character, unique choice, named model unit upgrade,...). When in doubt, please contact us for information.
- Only use official FAQ's that are currently available on the Games Workshop website,
- "Counts As" conversions can be used, if it is clearly explained and used the same in all missions.



- PROHIBITED SCRIPTURES -

Only the 5th edition Warhammer 40K rules apply, along with the codices and FAQs for the armies specified below.

New Codices that are released less than month before the tournament will not be used.

The following Codices are allowed:

- Space Marines - Codex Space Marines 2008
- Dark Angels - Codex Dark Angels 2007
- Blood Angels - Codex Blood Angels 2010
- Black Templars - Codex Black Templars
- Space Wolves - Codex Space Wolves 2009
- Grey Knights - Codex Grey Knights 2011
- Witchhunters - Codex Witchhunters (PDF download: http://www.games-workshop.com/MEDIA_CustomProductCatalog/m1050291a_Codex__Witch_Hunters)
- Imperial Guard - Codex Imperial Guard 2009
- Chaos Daemons - Codex Chaos Daemons
- Chaos Space Marines - Codex Chaos Space Marines 2007
- Eldar - Codex Eldar 2006
- Dark Eldar - Codex Dark Eldar 2010
- Orks - Codex Orks 2008
- Tau - Codex Tau Empire
- Tyranids - Codex Tyranids 2009
- Necrons - Codex Necrons

- ADEPTUS MUNITORUM -

The tournament is held over 3 battles, each lasting a maximum of 2 hours preceded by a warming up period of 15 minutes.

In round one, your opponent will be chosen from those participants that are not a member of your club, while round two and three will use a ranked system to choose your opponent.

Where possible we will try to choose adversaries whom you haven't played against that day, and will assign a different table each time.



Each battle you play a different, set scenario as described further in this document. Be prepared! Read the mission descriptions carefully so you are fully aware of all special rules that apply, so you can plan ahead.

15 minutes before the end of the battle, a "Last Call" will tell you that battles should be entering the final stages. This ensures that everyone has enough time to play an equal number of turns as their opponent.

Late arrivals will play each other after registration, or will be assigned to a reserve player.

- CONSCRIPT DRAFTING -

Before the battle

Each battle is preceded by a 15 minute warm-up period, in which you can:

- Discuss the models in each others' armies, establish counts-as rules and other important parts of the armies,
- Discuss the gaming table regarding scenery, possible problems you foresee etc,
- Discuss the mission together.

During the battle

You and your opponent play the battle. Viewers and supporters may not interfere with any tactical comments etc. Judges will interfere when they are asked a question by you or your opponent or if they see a problem, but should not give tactical advice.

Should a problem arise, the following steps should be taken to resolve the issue:

- review the rule in the main rulebook or the relevant Codex/FAQ,
- agree upon a solution that both players support,
- roll a D6 if you want to quickly resolve the issue,
- call a judge in case none of the above solves the issue.

The judge's decision is final. The battle continues and the result of the decision remains, even if you discuss the situation with the judges after the battle over a drink at the bar, or if another judge would take a different approach.

After the battle

Both players determine the result of the battle together. Afterwards, you fill in a battle report, signed by both players, and bring it to the Adeptus table, where the results will be calculated into the total tournament result.

These battle reports must be handed to the Adeptus table immediately following the battle.



Failure to deposit the report will mean that no points will be awarded.

All results will be put up on display for 10 minutes afterwards. Review your own result to make sure all is correct.

The organization cannot be held responsible for errors in the calculation that were not reported during this timeframe.

- FOR THE EMPEROR! -

Three set missions are played during the tournament. You can find them at the end of this rules pack. Each mission is worth 25 points, and you will enter this mission score on your battle report and enter it at the Adeptus table. Each mission has 6 rounds.

Each mission consists of 3 parts. A battle is won, drawn or lost based on the outcome of the Primary mission part. For the purpose of winning or losing, any difference in objectives counts as either a win or a loss, no matter how big the difference is.

Win: 9 points
Draw: 4 points
Loss: 0 points

In addition, the three mission parts each provide additional points. The mission specifically states how these points can be scored.

Primary (6)

Each Primary mission part has objectives that can be achieved, in one way or another. The primary determines who wins or loses the battle, and additionally gives one point per objective claimed.

Secondary (4)

Four bonus points can be earned during each mission based on the Secondary mission part. These parts are mainly based on the destruction of the opponent's army, or parts of it.

Tertiary (2)

Two extra Bonus Points can be achieved with the Tertiary mission part. This can give particularly cunning commanders an edge, but may require some extra planning.

Rounds Played (4 pts)

This is simply the number of rounds played past round 2. If you play 3 rounds you get one point, and 6 rounds (a full battle) gives you full marks.

Battles that are finished in less than 6 rounds (a massacre or phase-out occurs) score full marks.

Phase out: the battle stops immediately. All models with the Necron special rule are destroyed before the battle result is determined.



- SYSTEM CENSUS -

A grand total of 100 points can be earned during the tournament, spread over different categories. The player that scores highest on all categories wins Warpstorm 2011. A Best Painted award goes to the player that scores highest on painting.

The categories for earning points are the following:

Army List (0 - 5 pts)

Was your list entered on time and without errors?

Is your list clear and does it distinguish your different units, their equipment and the force slot they occupy, and is there a correct point cost per unit?

Command Points (0 - 75 pts)

These are the points that you earn playing your battles: 25 points per battle possible.

Army Painting (0 - 10 pts overall, 0 - 20 points painting competition)

During the tournament and the lunch break our painting judges will inspect each army. Place your models facing your own table edge during lunch on the table where you played your first battle.

Points are only awarded for models that are part of the army list, so diorama's are allowed but will not be accounted for in your final score. The 10 points for painting, basing and marking will be calculated into the overall score. The full 20 points for painting will be calculated to determine the painting prize winner. Note that an army cannot win the best painted prize more than once, unless considerable changes have been made to the painted models. In any event, no player will win the painting competition twice in a row.

Important: you may place a note with your displayed army that holds 3 topics you specifically want the judges to pay attention to in your army, for example: 1. tank weathering 2. special character highlighting 3. unit X conversions.

- Painted (0-5 pts)

Is each of your models fully painted, making use of at least 3 colors?

- Bases (0-3 pts)

Is each of your models based coherently?

- Unit markings (0-2 pts)

Is there a distinction between units by way of markings, painting colors, ...?



- Level of Detail (0-6 pts painting competition only)

Did you pay attention to detail? Are there any conversions to the models? Did you use any special painting techniques?

- X-Factor (0-4 pts painting competition only)

Is your army unique? Do the models catch the judge's eye as being especially well-painted?

Penalties (10 pts)

This category is used to disperse penalty points that judges can impose upon players in certain situations. We are convinced that this will not be necessary, hence why everyone receives full marks on this topic. Still, we include this section to ensure a fair-play attitude is maintained during the tournament.

The following penalties can be imposed:

- 0/4 on your Rounds Played score and 4/4 on Rounds Played for your opponent should a judge catch you stalling the game after a fair warning has been given.
- -10 pts for unsporting behavior such as cheating, excessive discussing with a judge after a ruling is made, disregard a judges' decision, excessive cursing etc.
- -5 pts should you consistently stall for time to avoid losses.
- -20 pts if you intentionally damage terrain or equipment from another player. This can warrant up to two yellow cards immediately.

Yellow cards can also be imposed outside of battles (for fighting, bullying, ...).

A player with 2 yellow cards can be removed from the tournament.

- ecclesiarchy supplication -

Immediately following the last battle, the final results will be processed into our cogitator and the results will be made public.

The winner of the tournament will receive a place in our Hall of Fame (or at least the back side of the coming rulebook), and may expect an extreme make-over there!

After all miniatures are stowed away, prizes have been distributed and the glasses have been emptied, the end of the tournament is foreseen at about 19.00 hours.

Make sure you didn't lose anything, since the club cannot be held responsible for any loss of materials before, during or after the tournament.



- devotional hymn -

All that remains is to wish you the best of luck and a great day in our coastal corner, and remember:

"Luck is what happens when preparation meets opportunity" - Seneca

Till Warpstorm!

- imperial clearance -

Met dank aan volgende sponsors voor het leveren van materiaal, het helpen met de organisatie en de sponsoring van de prijzen:



Zaal Nieuwland
Nieuwlandstraat 76
8200 Oostende

Elke vrijdagavond vanaf 20.00 uur. www.spellebeen.be

Dagbladhandel Papyros
Sint-Pieterskerklaan 50
8000 Brugge

The Woodland Mages - www.woodlandmages.be
met dank aan Jan Ver Eecke voor scenery support

The Green Knight - <http://members.multimania.nl/dcasier/>
met dank voor scenery support



Mission 1 - Demolition

In battle, communication is the key to success. Off-world communication relays are therefore an essential component in directing orbital barrages, troop redeployments and logistical transfers. Make sure your messages come through, and prevent your opponent from doing the same.

Pre-game

Place 3 objectives as specified in the mission Primary.

Players roll off. The player that scores highest can choose to go first or second.

The player that goes first chooses a table corner as deployment zone and deploys his forces up to 12" off any of the table corner's sides. His opponent does the same on the other side, and gets to roll a "seize the initiative" roll at the start of the first turn.

Mission time: 6 turns fixed.

Primary

The area has three *com-relay* counters that download fleet data: one at the centre and one halfway between the centre and the short table edges. This information is vital to both players, and must be secured/protected as follows:

Starting from turn 3, the relays contain the data necessary. At the beginning of your turn you can extract an uncontested relay's info with a scoring unit within 3".

If you already extracted the relay's info in a previous turn, you can destroy that uncontested relay with a non-vehicle unit within 3".

Extracting and destroying cannot be performed by units that are embarked, pinned, falling back or subject to the Swarm rule.

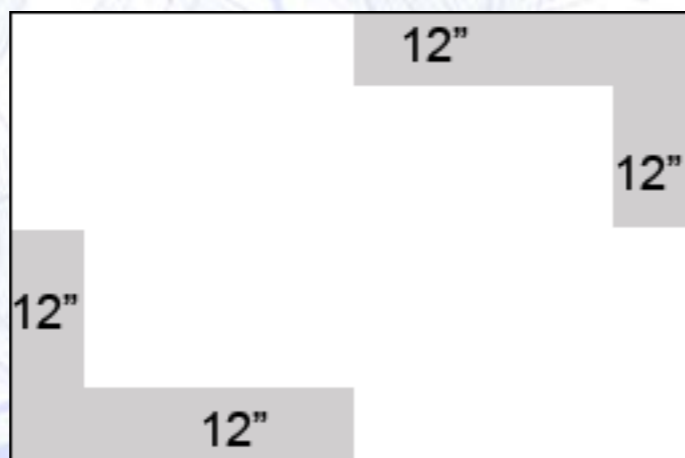
You get objectives for information gathering and destroying a relay, giving a maximum of 6 objectives.

Secondary

Calculate kill points. For every 2 kill points a player has more than his opponent, he gets 1 point (max. 3 points total).

Tertiary

Show them the way: a player gains two points if one of his/her HQ choices ends the game in the opponent's deployment zone, and no enemy HQ choice ends the game in his own deployment zone.



Mission 2 - Protect and Advance

Fast progress into enemy territory is futile if the ground gained cannot be held. Supply lines falter, pockets of resistance are left unchecked, and an agile enemy is given every opportunity to outflank forces that are spread thin. In short, cover your ass before it gets shot!

Pre-game

Players roll off. The player that scores highest can choose to go first or second.

The player that goes first chooses a long table edge and deploys his forces up to 12" onto the table. His opponent does the same on the other side, and gets to roll a "seize the initiative" roll at the start of the first turn.

Mission time: 6 turns fixed.

Primary

One objective is achieved for each table quarter on your own long table side that has no enemy units in it which are not falling back or immobilized. Two objectives are achieved for

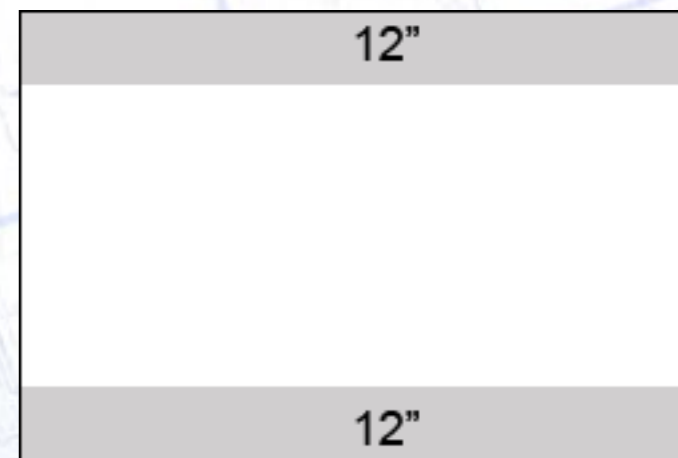
each table quarter on your opponent's side that completely contains one of your scoring units in the deployment zone at the end of the game, which are not falling back. This gives a total of 6 objectives.

Secondary

Two points are achieved if you completely destroy half your opponent's scoring units (round up), and two more if you destroy all your opponent's scoring units. Dedicated transports are ignored for this purpose.

Tertiary

Each player designates a unit in the opponent's army at the start of the battle. This unit cannot be a dedicated transport. When this unit is destroyed, falling back or suffers from a damage result of immobilised or higher at the end of the game, the player gains two points. Both players can earn these points.



Mission 3 - Capture the Flag

Since the dawn of time, mankind has raised his flag high, "hoisted the colours" if you will, to demonstrate that this was their land or sea. The principle is simple: you take a flag bearing your colours, plant it on a stretch of land, and then defend it. The trouble starts when someone else brings a second flag, and chooses that exact same spot to plant it.

Pre-game

Players roll off. The player that scores highest can choose to go first or second.

The player that goes first chooses a table corner and deploys his forces 12" away from the centre of the table. His opponent does the same on the other side, and gets to roll a "seize the initiative" roll at the start of the first turn.

Mission time: 6 turns fixed.

Primary

The centre of the battlefield has a flag marker. Beginning with turn two, every time a player ends his turn holding this flag uncontested with a scoring unit (3"), he achieves an objective. The player that holds the flag uncontested at the end of the game gains an additional objective.

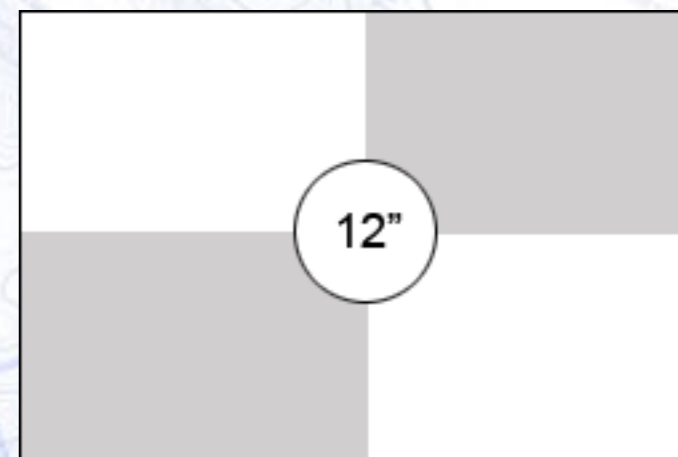
No models may infiltrate within 12" of the flag marker, move within 12" of it with a scout (or any other deployment) move, and during turn one the 12" area around the flag counts as impassable terrain for the purpose of deep-striking.

Secondary

Calculate victory points. For every 250 victory points more than your opponent, you get one point (up to 4 points maximum)

Tertiary

If at the end of the game you have a unit in the opponent's deployment zone, and there are no enemy units in your deployment zone, you gain two points.



09:00 - Start registration
09:30 - End registration
09:45 - Mission 1
12:15 - Lunch
12:45 - Mission 2
15:30 - Mission 3
18:10 - Results
19:00 - Doors closed



NAME: MAR-CEN VAIYOR CRI-KEN
DESIGNATION: ELGAR FARSEER
THREAT Level: high

Previous champions:
Wim Goossens
Jason Tryzna
Tom Adriani
Maarten Vanderkrieken