



WELCOME TO CENTURION 2011.

This player pack will guide you through the process of the weekend. We hope you find it useful and easy to understand.

CENTURION is Central Queensland's, and probably Queensland's first dedicated no-comp tournament. This event will rank players on games won and lost, not battle points achieved. Winners play winners, until only one undefeated player remains. This person is the CENTURION. The CENTURION is the undisputed winner of the tournament, and takes the honour of not only being the undefeated player of the event, but the title of CENTURION 2011. Defeated players are not relegated to obscurity however, as they will play on against players with the same win/loss ratio as themselves.



OVERVIEW

Game Size: 1750 Points. We are using all GW Codices current as at 30th January 2011.

Date: 5th and 6th March, 2011

Where: YWCA Hall, Rockhampton, QLD
(off Robinson Street) [Google Maps Link](#)

Entry Fee: \$50 per person, includes lunch on both days, and standard dice provided for the event and for players to keep (36 x 12mm D6 dice each)

Places available: 64.

Payment Details:

Account holder Matt Davis

BSB 062-692

Account number 1228 0579

Please put your full, human, non-nick name as the payment description.



Lists and Payment due on the 31st January 2011.

Please email lists to retsef@gmail.com and include your real name and the codex you are using.

Game Time: 2 Hours plus time to finish the current round.

You will need to bring:

- Scatter dice, Templates and Tape Measure.
- Your Codex, Rulebook and appropriate FAQ and Errata. (Check your Errata beforehand so you know your rules.)
- A method of moving your miniatures from table to table easily (a box lid or tray is ideal).
- Your miniatures!

We are supplying objectives and dice (36 x D6) for all players

Event:

The event is split into 3 days

Day 0

Friday Night, the 4th March will be the Str10 Challenge, whereby challenges can be levelled at the attending players. This is a dedicated “grudge” arena set up to allow you to pick that fight you always wanted to pick. This also gives fester, as the TO, a chance to throw some dice. This is not a compulsory part of CENTURION. This is for “funsies”.

Day 1

The *Proving Grounds*. In order to compete in the CENTURION itself, players must remain undefeated on Day 1. Only the undefeated players go through to the CENTURION. The first day will have 4 games (assuming we have more than 32 players. If we have 32 or less, then there will be 3 games and Game 4 will be cut.)

Timeline

Doors open 8:00 AM

LUNCH: 1:30 PM – 2:30 PM

Registration: 8:00 AM – 8:30 AM

Game 3: 2:30 PM – 4:30 PM

Introduction: 8:30 AM – 9:00 AM

Game 4: 5:00 PM – 7:00 PM

Game 1: 9:00 AM – 11:00 AM

DINNER: 7:30PM -> The Criterion Hotel

Game 2: 11:30 AM – 1:30 PM

Day 2

The *Cleansing*. You have swept your foes before you, and now are moving on to bring your supremacy to its final bloody conclusion.

You will be reallocated to brackets of 4 players, which you will play in for Day 2. Your brackets will be the other 4 players who rank closest to you at this point in the tournament. These 2 games will be the toughest games all weekend, so don't leave your A-Game at the pub the night before. This will be further outlined on the day.

Doors open 9:00 AM

Game 2: 1:00 PM – 3:00 PM

Introduction: 9:30 AM – 10:00 AM

Presentations : 3:30 PM

Game 1: 10:00 AM – 12:00 PM

Prizes Available:

CENTURION (Trophy, Prize) = undefeated across both days

2nd Place (Trophy, Prize) = lost to the Tournament Winner in the final

3rd Place (Trophy, Prize) = winner of the 3rd/4th placed game

All Rounder (Trophy, Prize) = 33% Battle Points, 33% Sports, 33% Painting

Standard Bearer (Trophy, Prize) = Best Painted Mini as voted by the TO's

Trojan Horse (Trophy, Prize) = Best Converted Miniature as voted by the TO's

Spit and Polish (Trophy, Prize) = Best Overall Army as voted by Players

All players that are unbeaten on Day 1 will receive a trophy.

A large number of lucky draw prizes will be available to losing players across the weekend. The more you lose, the more likely you are to win something! (No player will win more than one prize). There will be some small prizes, and some exceptional.

At least 3 of the prizes will be Forgeworld models; we hope to be giving away some other Forgeworld items as door prizes as well.

General

Requirements for players: All armies must be painted to a 3 colour minimum. Any armies that are not cannot place in the top 4 bracket, regardless of victories. Unpainted armies will be allowed at the tournament, as no player should be excluded from playing based on this requirement.

"A warrior must go to battle with clean armour and weapons. To not do so is inviting disaster."

Sponsorship: If you would like to sponsor us, or provide subsidized prize support, or just remark on my roguish good looks, please don't hesitate to contact me at retsef@gmail.com

Businesses providing sponsorship

Alpha Hobbies: <http://www.alphahobbies.com.au/>

Iron Halo: <http://www.ironhalo.net>

Blogs providing sponsorship:

[3++ is the new black](#) who is doing some friendly advertising for us (and coming to compete)

[A Gentleman's Ones](#) who are providing some of the lucky-door prizes

[Crew Shaken Not Stirred](#) who have provided something special for the highest ranking 18+ player

Missions

Mission Scoring / Objectives

Each mission has 4 tiered objectives.

1. If the first goal is tied, then assess the second goal.
2. If the second goal is tied, then assess the third goal.
3. If the third goal is tied, then assess the fourth goal.
4. If the last goal is tied, then call a TO

Game Length

Seize the initiative will be used for all missions as per the rulebook.

All games are 6 turns long or until the time runs out.

At the end of Turn 6, the game will go into a 7th turn on a 4+.

If time would run out during the next turn, do not play on the next turn.

Tabling your opponent

If you table your opponent, continue to play the game until the end of the 6th (or 7th) turn.

You may use this time to ensure that you get all the secondary and tertiary objectives.

Mission 1: Push onto the field of battle

Deployment: Spearhead (Rulebook pg 93)

Primary: Overrun their position!

Secondary: Capture their leaders

Tertiary: Thin the Ranks

Final: Kill them to a man!

Mission 4: A new dawn

Deployment: Dawn of War (Rulebook pg 92)

Primary: Overrun their position!

Secondary: Capture their leaders

Tertiary: Thin the Ranks

Final: Kill them to a man!

Mission 2: Sounds of Battle

Deployment: Dawn of War (Rulebook pg 92)

Primary: Thin the ranks

Secondary: Overrun their position!

Tertiary: Capture their leaders

Final: Kill them to a man

Mission 5: Hunting the Generals

Deployment: Spearhead (Rulebook pg 93)

Primary: Capture their leaders

Secondary: Thin the ranks

Tertiary: Overrun their position!

Final: Kill them to a man!

Mission 3: Seize their Outposts

Deployment: Pitched Battle (Rulebook pg 93)

Primary: Capture their leaders

Secondary: Thin the ranks

Tertiary: Overrun their position!

Final: Kill them to a man!

Mission 6: Annihilation

Deployment: Pitched Battle (Rulebook pg 93)

Primary: Thin the ranks

Secondary: Overrun their position!

Tertiary: Capture their leaders

Final: Kill them to a man

At the end of each mission please record the score for ALL 4 GOALS on your scoresheet. This information will be used to compile seeding information.

Rules for All Missions

Overrun their position!

Table Quarters

If you have more VP's in a table quarter than your opponent, then you control the Table Quarter. VP's are calculated by the value of the squad. Non-scoring units do count for VP's.

See the **Kill them to a man!** Mission objective for instructions on how to calculate the VP's per quarter.

The player controlling more table quarters than the opponent wins this goal. If both players have equal number of table quarters then this goal is tied.

When units are holding more than one table quarter:

1. The unit is considered as being full in the table quarter containing the majority of models
2. If an equal number of models span more than one quarter, then roll off to decide between the quarters.

Call a TO if you have any questions or issues with this.

Capture their leaders

Objectives.

Each object is static throughout the event. There will be 5 per table. One is in the exact middle, 36 inches down the board, and 24 inches across.

The other objects are 12" in from the long board edge, and 18" in from the side. Should these be accidentally moved during the game, they must be put back to this spot for scoring.

Only scoring units can claim objectives and they must be within 3" of the objective.

Any enemy unit or vehicle can contest the objective if they are also within 3" of the objective.

When determining if a unit is within 3" ignore all vertical measurements (levels of terrain, model heights, etc).

One unit can control multiple objectives.

The player controlling the most objectives wins this goal. If both players control an equal number, this goal is tied.

Thin the ranks

Kill Points

Before deployment choose 5 valid Kill Points from your opponent's army. Mark this on an army sheet or piece of paper.

Once your opponent has chosen their kill points, you may reveal your choices to them and vice versa.

If your opponent has chosen kill points which are not Kill Points due to specific rules (Tyranid Spore Mines, Lone Wolves) it is your responsibility to let your opponent know and rectify this issue. Failing to do this will grant your opponent these Kill Points should a TO become involved.

These are the only Kill Points that are available from your opponent's army.

The player who gains the most Kill Points wins the goal. If the players both get the same number of Kill Points, this goal is tied.

*** Clarifications:**

1. Space Marine squads that combat squad have their KP reallocated to either combat squad by the opponent prior to models being placed on the board / reserves. If they are deploying by drop pod, then this decision will be made at drop-pod deployment.
2. HQ Choices that only become Kill Points once their retinue is destroyed will require their retinue to be killed before they become a kill point, regardless of the order of death. This is only relevant to the older codices.
3. If an Imperial Guard squad chosen as a KP joins a 'blob squad' then the 'blob' will be worth 1 KP. If multiple IG Squads chosen as KP's are assigned to the single blob, the opponent will reallocate the KP's to other units.
4. Lone Wolves will not give up KP if they survive.

Kill them to a man!

Victory Points

In order to win this goal, you must have scored more victory points than your opponent. You earn VP's by killing or maiming enemy squads. You do not earn VP's for having your own models survive.

To calculate your victory points total the following:

- Vehicles
 - 0 points for undamaged, shaken or stunned vehicles.
 - 1/2 of the points value for Damaged vehicles (weapon destroyed or immobilised)
 - Full points values for destroyed vehicles
 - Treat vehicles in squadrons as separate vehicles when calculating Victory points.
 - If your opponent has 3 Killa Kans in a squadron, with one wrecked, one weapon-destroyed and one undamaged, you earn full VP's for the killed Kan, ½ for the weapon destroyed, and none for the undamaged Kan.
- Non-Vehicles
 - 0 points for squads above or at 50% strength
 - 1/2 of the points value if the squad is below 50%
 - Full points if the squad is fleeing or destroyed.
- Multi-wound single model non-vehicle units (Monstrous Creatures, Independent Characters etc)
 - 0 points for units with 50% or more wounds remaining
 - 1/2 points for units with less than 50% of the wounds remaining
 - Full points if the unit is destroyed.

The player who scores the highest Victory Points wins the goal.

If the score is equal and this is the final goal to decide the match, see a TO immediately.