



WELCOME TO CENTURION 2012.

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 first dedicated no-comp tournament. At time of writing, it is the only Queensland Win/Loss event. This means that CENTURION 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 2012. 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: 2000 Points. We are using all GW Codices current as at 30th January 2012.

Date: 3rd and 4th March, 2011

Where: **QRI Hall, Rockhampton**, Off Denison Street (click above for map)

Entry Fee: \$50 per person includes lunch on both days of the event and a tournament-only gift, as well as event objectives.

Places available: 64

Signing up: As spots may become limited, it is advised to sign up for the event early. No payment or lists are

required to sign up, these are due at a later date. There are 2 ways to do so. Either send an email to **centurion40k@gmail.com** expressing interest in playing in the event or visiting the **RSGA** or **WGAU** forums and expressing your interest in playing, both of these forums will have up-to-date player lists.



Lists and Payment due on the 31st January 2012.

List Submission and Payment Details: Please email lists to **centurion40k@gmail.com** and include your real name and the codex you are using.

For payment please make payment to the following bank account. After you have sent your payment please send an email to **centurion40k@gmail.com** to confirm payment (may take a few days). Please include as the payment description your FULL(Human, Non-nick)NAME.

Account Name: **Matt Davis**
BSB: **062-692**
Account Number: **1228 0579**

You will need to bring:

- Scatter dice, Templates and Tape Measure (we provide dice, and you keep them!)
- 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!

Event

The event is split into 3 days

Day 0

Friday Night, the 2nd 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 is not a compulsory part of CENTURION.** This is mainly run as an excuse for some pre-event smack talk and complaining about broken armies.

Day 1

Proving Ground; 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 3 games.

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.

All players still compete on day 2 – this is not a “knock-out” day.

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.

Timeline

Day One

0800 - 0900	Doors open Registration Introduction
0900 - 1130	Game 1
1130 - 1230	LUNCH
1230 - 1500	Game 2
1515 - 1745	Game 3
1930 - 0000	DINNER – You should come Dan is entertaining, and steaks are big

Day Two

0900 - 0930	Doors open Introduction
0930 - 1200	Game 4
1200 - 1300	LUNCH
1300 - 1530	Game 5
1545 - 1615	Presentations

Prizes Available:

CENTURION	Undefeated players across both days
2nd Place	lost to the Tournament Winner in the final
3rd Place	Winner of the 3rd/4th placed game
All Rounder	33% Battle Points, 33% Sports, 33% Painting
Runner Up	2 nd place to the All Rounder stream of the event
Sportsman	Player with the highest sports points (including “favourite” voting)
Best Painted	Army with highest painting score
Players Choice	Best Overall Army as voted by Players

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.

***** Important message on winning CENTURION *****

Due to the nature of win/loss and a factor of not knowing how many players we will get, and that we are limited to 5 rounds, it may occur that there are 2 undefeated players from the weekend, in event of this there will be 2 CENTURIONS for the event. So rest assured on the day math won't beat you, if you go thought the event undefeated you will take out first place; there might just be two of you!

Other Stuff

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.

Sponsorship

Tannum Toys and Wargaming are supplying prizes for Centurion and will be running a store at the event, you would want to order ahead of the event (approximately two weeks), and your orders can be dropped off in person with no postage costs. [LINK](#)

G Designs INC are supplying the custom measuring templates for all players and some door prizes and grab bags for everyone.

Blogs of Support

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

Mission Overview

Mission Scoring / Goals

Each mission has 4 tiered goals.

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 first 3 goals are tied then do a victory point count; If this is also tied call the 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.

Game Time: 2 ½ Hours plus time to finish the round. There will be a projector in the hall displaying time left in the round. Calls will be made with 1 hour remaining and 15 min remaining, this 15 min call is also a call for last turn. **DO NOT START A NEW TURN AFTER LAST TURN HAS BEEN CALLED.**

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 goals

Games End

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.

Sportsman Ship

Sportsmanship will be scored as a “tick and flick” list. This will be followed by a favourite opponent voting to add to the tally for your overall score

Painting

Painting will be both Peer and TO scored.

Peer list is to the right.

TO List will have a “tick and flick” list with bonus “cool” points for conversions, general awesomeness and bribery.

>50% unpainted models (0)	
Some unpainted models (1)	
Models painted (3 colour), but not based (2)	
Models painted (3 colour) and based (3)	
Models painted very well and based (4)	
Models painted so well I may have to steal them at the end of the tournament next available opportunity (5)	

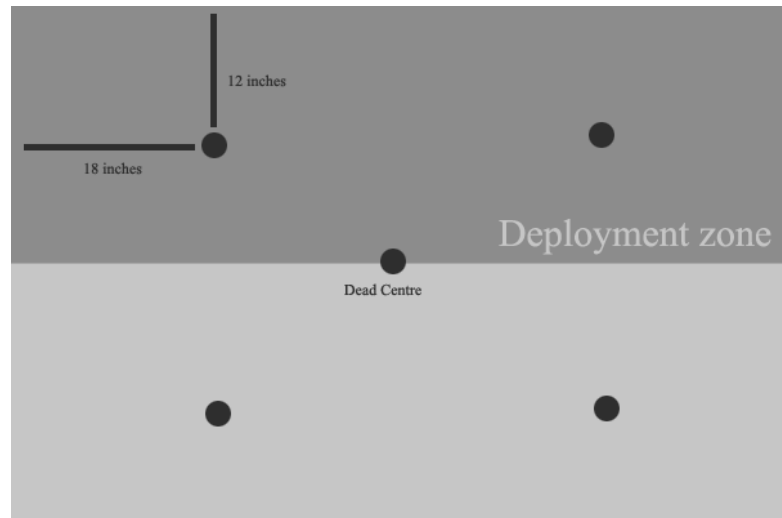
Missions

Day One Missions

Game 1

Mission 1 | Dawns War

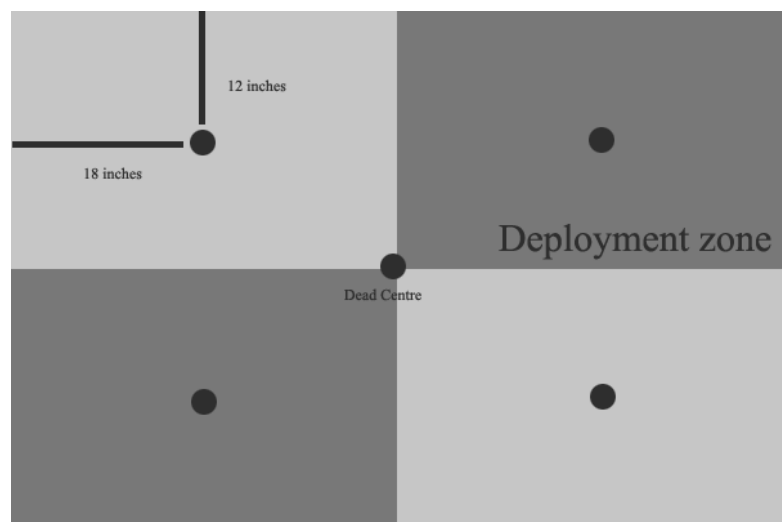
Deployment	Dawn of War
Primary	Kill Points
Secondary	Table Quarters
Tertiary	Objectives



Game 2

Mission 2 | Sounds of Battle

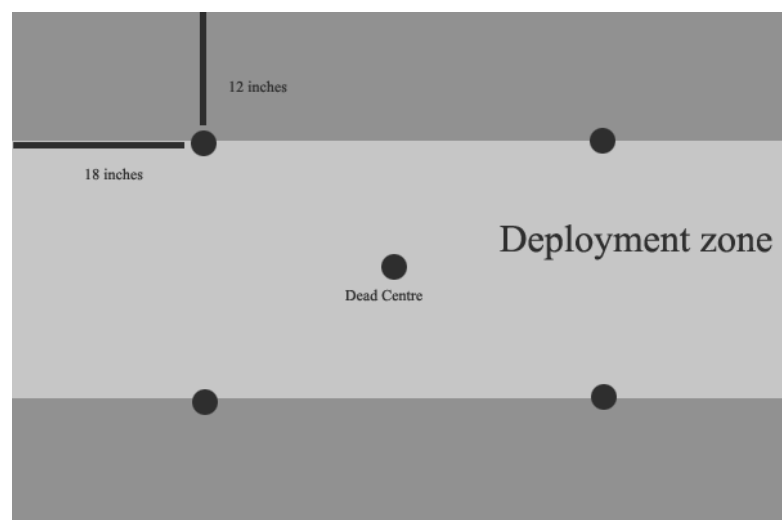
Deployment	Spearhead
Primary	Table Quarters
Secondary	Objectives
Tertiary	Kill Points



Game 3

Mission 3 | Seize Ground

Deployment	Pitched Battle
Primary	Objectives
Secondary	Kill Points
Tertiary	Table Quarters

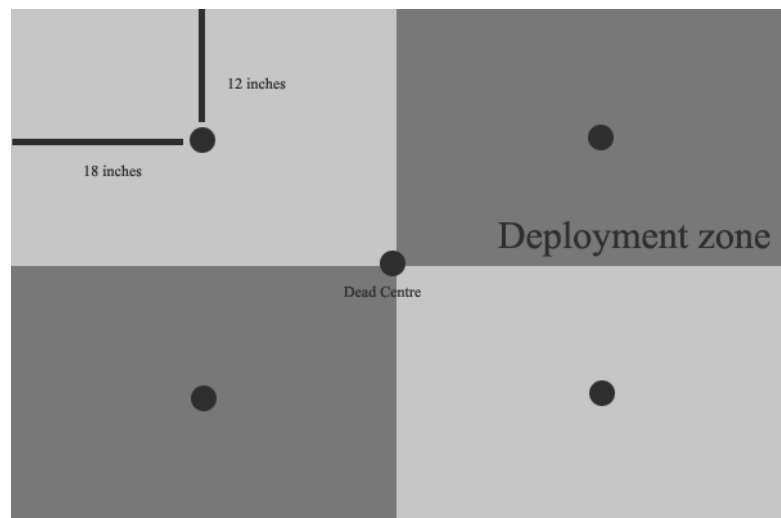


Day Two Missions

Game 4

Mission 4 | **A New Dawn**

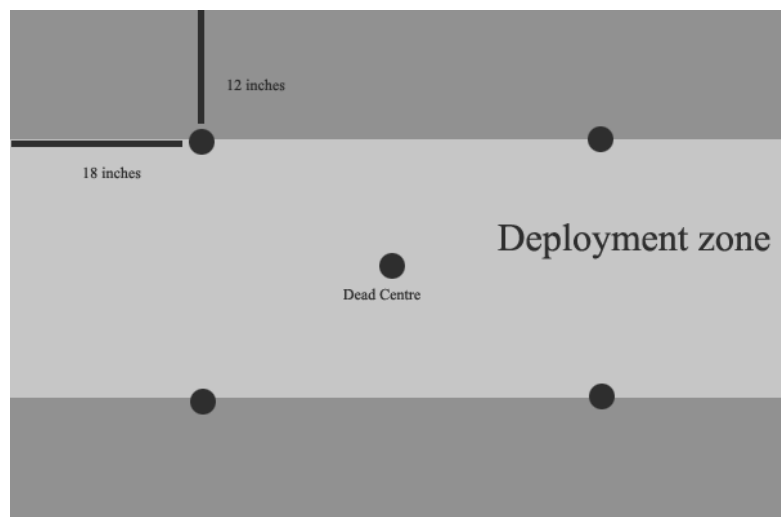
Deployment	Spearhead
Primary	Objectives
Secondary	Table Quarters
Tertiary	Kill Points



Game 5

Mission 5 | **Hunting Generals**

Deployment	Pitched Battle
Primary	Table Quarters
Secondary	Kill Points
Tertiary	Objectives



Mission Rules

Table Quarters

To win this goal you need to have control of more table quarters than your opponent at the end of the game. 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 **Victory Points** mission goal for instructions on how to calculate the VP's per quarter.

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.

Objectives

To win this goal you need to control more objectives than your opponent at the end of the game. Each objective 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 objectives 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 edge 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.

Example: At the end of the game you control 2 objectives your opponent 1 objective and 2 objectives are contested then you win the game.

Kill Points

To win this goal you need to have gained 3 more kill than your opponent at the end of the game. Kill Points are calculated as per the rulebook. The player who gains the 3 or more Kill Points wins the goal. If the players both get the same number of Kill Points, or if the difference is less than 3, this goal is tied.

Example: If at the end of the game you had 6KP and your opponent 3KP then you win the goal, but if your opponent had 4KP the goal would be a draw.

Victory Points

In order to win this goal, you must have scored more victory points than your opponent at the end of the game. This goal is used as the 4th goal in every game and is effectively a tie breaker, if you and your opponent have the same victory points at the end of the game contact the TO at once.

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.