



WELCOME TO CENTURION 2013.

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 2013. Defeated players are not relegated to obscurity however, as they will play on against players with the same win/loss ratio as themselves.



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OVERVIEW

Game Size: 1850 Points. We are using all GW Codices and White Dwarf supplements and updates current as at 14th February 2013.

Forgeworld – 40k Approved - is also allowed, with the caveat that the models must be FW or very good representations. Also, rules must be shown to the opponent prior to every game. Horus Heresy, and other army lists are not permitted. If in doubt, ask.

Date: 2nd March, 2013 (One Day)

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

Entry Fee: \$60 per person includes lunch, dinner and drinks.

Places available: 32

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.

Ether send an email to centurion40k@gmail.com expressing interest in playing in the event or see the **WGAU** forums and expressing your interest in playing. This forum will have up-to-date player lists.



Payment due on the 7th February 2013.

Lists Due 14th Feb 2013

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**

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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 1 day

We will have 5 games in one day – that’s right, 5.

Timeline

Day One

0800 - 0900 Doors open | Registration | Introduction

0900 - 1130 Game 1

1130 - 1230 LUNCH

1230 - 1430 Game 2

1430 - 1630 Game 3

1630 : **Afternoon tea/snack break (supplied)**

1630 - 1830 Game 4

1830 – 1930 **DINNER**

1930 – 2130 Game 5

Presentations **ASAP**

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Prizes Available:

CENTURION	Undefeated player across the event
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 "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.

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](#)



Sound of Machines Commission Miniature Painting are helping out with some give aways including 10x commision painting vouchers



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Mission Overview

Mission Scoring / Goals

Each mission has 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.

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

Game Time: 2 Hours. 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, you win.

You can then continue to play the game until the end of the 5th (or 6th/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 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

Game 1.

The Scouring, Vanguard Strike

One point per objective point held at end of game (I.E. the 3 objective = 3 BP). Contested Objectives are worth 0 points. Fast attack choices destroyed are worth 1 Battle Point each.

Warlord: 1 Battle Point.

First Blood: 2 Battle Points.

Line Breaker: 2 Battle Points.

This will be a total score out of **20**

Tie Breaker 1: Non-scoring units destroyed (as per Purge the Alien)

Tie Breaker 2: Actual points value of models destroyed * See below

Game 2.

Purge the Alien, Dawn of War

Place 4 Objectives, one in the centre of each quarter. These are Mysterious Objectives.

A points difference of 4+ Victory Points -> 15 to winner, 5 to loser

A points difference of 2-4 VP -> 13 to winner, 7 to loser

A points difference of 0-1 VP -> 10 to winner, 10 to loser

Warlord: 1 Battle Point

First Blood: 2 Battle Points

Line Breaker: 2 Battle Points

This will be a total score out of **20**

Tie Breaker 1: Table Quarters

Tie Breaker 2: Actual points value of models destroyed * See below

Game 3.

Big Guns Never Tire, Hammer and Anvil

5 Objectives will be used.

Each Objective is worth 3 BP. Contested objects are worth 0 points.

Warlord: 2 Battle Points

First Blood: 2 Battle Points

Line Breaker: 1 Battle Point

This will be a total score out of **20**

Tie Breaker 1: Table Quarters

Tie Breaker 2: Actual points value of models destroyed * See below

Game 4.

Emperors Will, Vanguard Strike

Your objective must be placed in your table half, in no-man's-land (the middle 24 inch area).

Your Objective: 6 Battle Points

Their Objective: 8 Battle Points

Warlord: 3 Battle Points

Line Breaker: 1 Battle Point

First Blood: 2 Battle Points

This will be a total score out of **20**

Tie Breaker 1: Scoring units fully destroyed (as per Purge the Alien)

Tie Breaker 2: Actual points value of models destroyed * See below

Game 5.

Purge the Alien, Dawn of War

Place 4 Objectives, one in the centre of each quarter. These are Mysterious Objectives.

A points difference of 4+ Victory Points -> 15 to winner, 5 to loser

A points difference of 2-4 VP -> 13 to winner, 7 to loser

A points difference of 0-1 VP -> 10 to winner, 10 to loser

Warlord: 1 Battle Point

First Blood: 2 Battle Points

Line Breaker: 2 Battle Points

This will be a total score out of **20**

Tie Breaker 1: Objectives

Tie Breaker 2: Actual points value of models destroyed * See below

Appendix

“Actual points value of models destroyed”

You earn points by killing or maiming enemy squads. You do not earn points for having your own models survive.

To calculate your 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 half or less than 50% of the wounds remaining
 - Full points if the unit is destroyed.