

HOBOCON 8 RULES PACK

PART ONE: EVENT GUIDELINES:

- **Tickets must be booked in advance** using the email found in this event pack. **Due to high demand, we will have to offer your place you have not booked at least three days beforehand (Wednesday 29th May).**
- **Please** be on time for the games. Penalties will be applied for no-shows. A timeline has been provided.
- **A Note on Scoring:** This event uses the ITC method of score-keeping. See below for more details.

PART TWO: ARMY CONSTRUCTION

- The army is limited to 2000 Points.
- Players must submit a complete army roster *at least* three days in advance to careys3@tcd.ie. This is the only army that may be used during the event, and it cannot be modified during the event.
- Army rosters should be clearly formatted with points costs listed per unit and all upgrades and equipment listed in the unit entry. All armies must be Battleforged.
- Units may be drawn from Indexes, Codexes, and Forge World Indexes, but must use the most recent published entry. Only publications released by 1 May 2019 may be used.
- Points costs must be drawn from the most recent publication in which they are listed, including Chapter Approved.
- All FAQs and Beta Rules are in effect, including those that modify points costs and profiles.
- Chapter Approved Rules are in effect (eg. Understrength units can only be taken in an Auxiliary Support Detachment).
- A Maximum of Three Total Detachments may be included in a given army roster. At least one **FACTION** keyword must be shared by every unit in the army (except for those that are **UNALIGNED**), as per the Battle Brothers FAQ rule.
- A Maximum of Three of each Datasheet may be used in an army, with the exception of units with the Troops or Fortification Battlefield Roles.
- Your Warlord must be nominated on the army roster. You may choose warlord traits for each match after you are matched with your opponent. You may also choose psychic powers at this stage.

- Your name, faction keyword, total Command Points, and total Reinforcement Points must be listed on the roster.
- Those who submit their lists by the specified date will receive an extra Command Point, as will those who follow the painting guidelines below.

PART THREE: GAME RULES

- All 'Matched Play' rules are in effect from both the main Rulebook and Chapter Approved. In addition, all 'Beta Rules' from the Big FAQ and elsewhere are in effect. Please refer to the original rules wordings as definitive, but a selection are reprinted here for convenience.
- **Psychic Focus:** With the exception of Smite, each psychic power can be attempted only once per turn, rather than once per psyker per turn.
- **Strategic Discipline:** The same stratagem cannot be used by the same player more than once during any single phase. This does not affect Stratagems that are not used during a phase.
- **Tactical Reserves:** At least half of the total number of units in an army, and half the total points value of an army, must be set up on the battlefield during deployment. Units cannot arrive 'from reserve' on the first turn. Any unit that has not arrived on the battlefield by the end of the third battle round counts as having been destroyed.
- **Reinforcement Points:** Any ability that allows a player to add units to their army, unless the ability specifically references it, must draw from a pool of 'reinforcement points' set aside in advance.
- **Understrength Support:** Understrength units can only be included in Auxiliary Support Detachments.
- **Limits of Command:** You cannot use the Command Re-Roll Stratagem to affect mission dice rolls, rolls to determine victory points, rolls that are made before the battle begins, and rolls taken at the end of a battle round.
- **Boots on the Ground:** Models with the Flyer Battlefield Role can never control objective markers.
- **Prepared Positions:** The Player who takes the second turn in a battle round has access to an additional stratagem. Refer to Big FAQ 2 for details.
- **Tactical Restraint:** Each player may only gain or be refunded one command point per turn. This does not apply to stratagems that specifically refund Command Points, and a number of other exceptions apply. Refer to Big FAQ 2 for details.
- This event also uses a custom rule: **Madness of Command:** If a tactical objective is impossible to complete (eg. the **Witch Hunter** objective against

an army with no psykers), it may immediately be discarded and replaced with no command point cost. If there is a dispute over whether a given objective is 'impossible', a member of staff will decide.

PART FOUR: TOURNAMENT RULES

- Scoring will be based on the ITC method. This is as follows:
1000 Points + Victory Points for a win
500 Points + Victory Points for a draw
0 Points + Victory Points for a defeat
- The purpose of this scoring system is to prioritise W/L/D, with game score serving as a tie-breaker for those with the same record.
- Scores will be used to match opponents in the Swiss method.
- All models in your army should be painted to a three-colour minimum standard. Players who follow this rule will receive one bonus command point.
- This requirement is not high in order to facilitate beginners and players without much time for the hobby. If you are not in one of these two categories, we would really appreciate it if you could paint your miniatures to a higher standard – it makes the game more fun for everybody!
- Equipment shown on the model should match equipment in the rules as far as possible. While there is some leeway for conversions or correcting regrettable equipment choices (it was fun while it lasted, Power Axe and Lightning Claw), any deliberate attempt to mislead an opponent (for example, a hidden heavy weapon in a squad) will be considered bad form.
- Cheating and abuse will not be tolerated. If you feel you have made a mistake, call over someone from the con and we'll try to correct the game state.

THE EVENT:

9AM: DOORS OPEN, SIGN-UPS

10:00 AM MORNING MISSION – RETRIEVAL MISSION:

(Eternal War: Retrieval Mission)

As your army seeks to establish itself on the battlefield, having a basic stock of materiel is crucial. Seize as much of the battlefield's bounty as you can, while stopping your opponent from doing the same.

Deployment Map: Dawn of War

Roll off for who may place the first objective marker. Place 4 objectives on the battlefield. The player who placed the last objective can choose which deployment zone they want. Then roll to see who can begin deployment first. After deployment is completed, roll off - the player who finished deploying first adds 1 to this roll. The winner of this roll may choose to take first or second turn – if they take first turn, their opponent may attempt to seize the initiative – roll a dice and on a 6, they may take the first turn instead.

At the end of battle round 5, the player who had first turn must roll a dice. On a roll of 3+ the game continues, otherwise the game is over. Repeat this roll at the end of battle round 6, but on a 4+ the game continues. The game will end at the end of battle round 7. **NOTE:** Your game may not reach these later turns.

Each objective is worth 3 victory points at the end of the game. A player controls an objective if they have more models within 3" of the centre of it than their opponent. The Slay the Warlord, First Blood, and Linebreaker secondary objectives are in effect.

12:30PM: LUNCH

1:30PM: MID-DAY MISSION – TACTICAL ESCALATION

(Maelstrom of War: Tactical Escalation)

Deployment Map: Hammer and Anvil

Roll off for who may place the first objective marker. Place 6 objectives on the board. The player who placed the last objective can choose which deployment zone they want. Then roll to see who can begin deployment first. After deployment is completed, roll off - the player who finished deploying first adds 1 to this roll. The winner of this roll may choose to take first or second turn – if they take first turn, their opponent may attempt to seize the initiative – roll a dice and on a 6, they may take the first turn instead.

Aside from the modified initiative and deployment map rules, use the rules for Maelstrom of War: Tactical Escalation as printed in the rulebook.

4:00PM – SHORT BREAK

4:15 PM AFTERNOON MISSION – NO MERCY

(Eternal War: No Mercy)

Roll to see who can begin deployment first. After deployment is completed, roll off - the player who finished deploying first adds 1 to this roll. The winner of this roll may choose to take first or second turn – if they take first turn, their opponent may attempt to seize the initiative – roll a dice and on a 6, they may take the first turn instead.

Gain one victory point for each enemy unit destroyed. **If that unit has a wounds characteristic of 15 or more, score two victory points, if it has more than 30, score three.**

6:45 GAME THREE ENDS

7:15: AWARDS

All that's left is to say the very best of luck to every player, and enjoy the event!

If you have any questions, suggestions, or feedback please do not hesitate to email me at careys3@tcd.ie.

THERE IS ONLY WAR!