

2009 Origins Rogue Trader Tournament Scenario Information

The tournament will use the following scenarios from the 5th Edition Warhammer 40K rulebook as listed:

Game One – Dawn of War

Game Two – Annihilation

Game Three – Pitched Battle

To fit the 100 point format of the tournament please use the following methods to determine battle points:

The first and third battles use victory points to determine not just the winner, but the share of the possible 20 points total he will collect. Use the following table by comparing the difference in victory point totals between players:

Points Difference	Battle Points (Winner/Loser)
0	10/10
1 – 175	11/9
176 – 350	12/8
351 – 525	13/7
526 – 700	14/6
701 – 875	15/5
876 – 1050	16/4
1051 – 1225	17/3
1226 – 1400	18/2
1401 – 1575	19/1
1576 – 1750	20/0

Remember that a unit completely destroyed counts as full points value and a unit reduced to 50% or less of its starting models counts as one half. Vehicles destroyed count as full points while damaged vehicles are half points.

The second battle uses kill points. In this case the equation for figuring out battle points is straightforward: One kill point = one battle point. However, additional accomplishments can earn you extra points:

- +1 point** for killing the enemy commander
- +1 point** for controlling a table quarter (you must have scoring units in the quarter and your opponent must not)
- +1 point** for destroying the highest point unit in your opponent's army

No player can earn more than 20 points. Note that if you completely destroy your enemy's army you automatically earn the full 20 points. Good job!