# Grimdark Future – DPS Tournament I v0.6

## Preparation

**Tournament Length:** The tournament is designed to be played with 8 players. Each player will be playing 4 matches.

**Match Pairings:** The player match-ups for the first match should be determined randomly, and from the second round on players are paired by matching players with the same TPs together, going from highest to lowest score. If more than two players have the same TPs, then they should be matched by their total Victory Points from highest to lowest.

**Tournament Points:** At the end of each match the winner gets 3 TPs, and in case of a tie both players get 1 TP each.

**Winning the Tournament:** After the 4th match the player with most TPs wins, and in case of a tie the player with the higher total Victory Points across all matches is the winner.

## Tournament Balance

**Merging Units:** When putting together their lists, players may not merge two units made up of single models into one.

**Heroes:** Units may only be joined by one hero, heroes may not join units made up of a single model, and only heroes with up to Tough(6) may join units.

**Ambushers:** Units that deploy from Ambush on the last round can't seize or contest objective markers.

**Psychics:** Only up to 3 psychic models of each army may cast or block spells per game round.

**Transports:** Only models with up to Tough(3), and heroes with up to Tough(6) may be transported, where non-hero models with Tough(3) and hero models with Tough(6) occupy 3 transport spaces each.

**Splitting Fire:** Units can't target more than 2 enemy units when shooting with multiple weapon types.

**Deadly Priority:** Hits from Deadly weapons are always resolved first.

## Mission Background

*"In the dimly lit future years, it is time for fight!"*

On the surface of Planet Bob eight armies fight for domination over its valuable resources.

## The Battlefield

For the tournament mission one 72"x48" battle mat will be divided into two 44"x36"battlefields with with several pieces of terrain on it. There should be one larger line-of-sight blocking terrain piece near each of the deployment zones.

## The Armies

For the tournament mission you'll need two armies of 1500 points each, and each army must have at least one hero. Each player must then select one of their heroes to count as the Warlord.

Players may only bring up to 3 heroes in their force list and only 2 copies of the same unit. Merged units count as one copy of the same unit.

The maximum points value of one single unit is 650 points. Heroes joined to a unit count towards this points maximum.

## Placing Objectives

After the table has been prepared, you and your opponent must set up 3 objective markers on the battlefield.

The players roll-off and the winner places the first objective marker. Then the players alternate in placing one marker each outside of the deployment zones, and over 9" away from other markers.

## Deployment

The players roll-off, and the winner picks zone A or B to be his deployment zone, with his opponent taking the opposite. Then the players alternate in placing one of their units each within their deployment zone, starting with the player that won the roll-off.

## First Turn

The player that won the deployment roll-off takes the first turn.

## Primary Objectives

At the end of each round, if a unit is within 3" of an objective marker whilst enemies aren't, then the objective is seized. It does not remain seized after leaving the 3" area.

Pinned units can't seize markers, and if units from both sides are contesting a marker (no matter the model count or toughness value), the marker remains neutral.

At the end of each round players score 1 VP for each objective they seized.

The game ends after 4 rounds, and the player that scored most VPs wins.

## Secondary Objectives

At the end of each round players score 1 VP for each of the following Secondary Objectives:

**Invade:** At least one friendly unit fully inside enemy deployment zone.

**Ground War:** No enemy units within 6" of the center of the battlefield.

**Still in Command:** As long as the Warlord is alive and on the battlefield (being in ambush doesn't count as being on the battlefield but being in a transporter counts for the purpose of this objective).