

40K 3Rd Edition at Trinity Hobby – It Went Well Last Time... So Let's do it Again!!!

Sunday October 4, 2026

Overview:

- Located at Trinity Hobbies
- 9am -6pm
- Three games
- 2.5 hours a game
- \$25 buy-in
- 1500pts
- We will be using the most up to date condensed rulebook PDF that includes all of the errata in 3RD-A-Palooza
- Prize support will be determined once there is a better idea of how many players we will have

Tournament Rules:

- We will be using Best Coast Parings to keep track of Battle Points (link will be shared once tickets go up for sale online)
 - o Please submit your list on BCP AFTER you have purchased a ticket
- Special Characters ARE allowed in games
- Terrain will be provided, however we will leave it up to players to place terrain the way they wish before each game
- Armies DO NOT need to be fully painted, however it is **strongly encouraged**
- Chapter Approved/White Dwarf army lists are welcome, just reach out to the TO (Evan Bradshaw) first before submitting your list
- Should you have any questions message Evan Bradshaw on Facebook or email me at evan.bradshaw1991@gmail.com

Game 1 9:10 -11:40am

Cleanse

OVERVIEW

Both sides are attempting to sweep the area clean of opposing troops. Roving forces must be on the lookout to seek and destroy any enemies they encounter.

SCENARIO SPECIAL RULES

None.

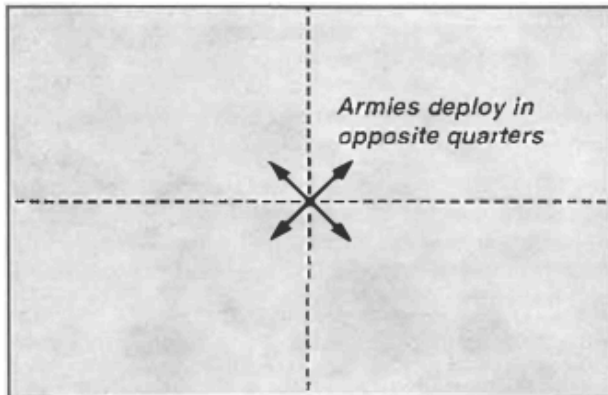
SET-UP

1 Divide the board into four quarters. Both Players roll a dice, the player with the highest may pick which quarter to deploy in. The other player's deployment zone is the opposite quarter.

2 The Player that scored the lowest now deploys one unit in their quarter of the board. His opponent then deploys a unit in their deployment zone. The players take it in turns deploying a unit at a time until both their entire forces are on the table.

No units may be deployed within 18" of the enemy. The player must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack Units.

3 Roll for who gets first turn. Highest score may choose whether to go first or second.



MISSION OBJECTIVE

Both forces are seeking to clear the area of all enemy forces, securing ground as they go. The player that occupies the most quarters of the board at the end of the game wins.

To claim a table quarter as occupied there must be no enemy units of troops, bikes or cavalry over half strength or mobile vehicles in the area. You must have a mobile vehicle, or at least one unit of troops, bikes or cavalry with more than half their original number of models in the area. Note that characters do not count as units and so may not secure table quarters on their own.

RESERVES

None.

GAME LENGTH

The Game lasts six turns.

LINE OF RETREAT

Troops which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

Game 2- 12:15-2:45pm

Recon Mission

OVERVIEW

Both sides are attempting to punch through the enemy lines to establish forward positions and probe the enemy's strength in preparation for a major attack.

SCENARIO SPECIAL RULES

Recon missions use the *Infiltrators* and *Victory Point* special rules.

SET-UP

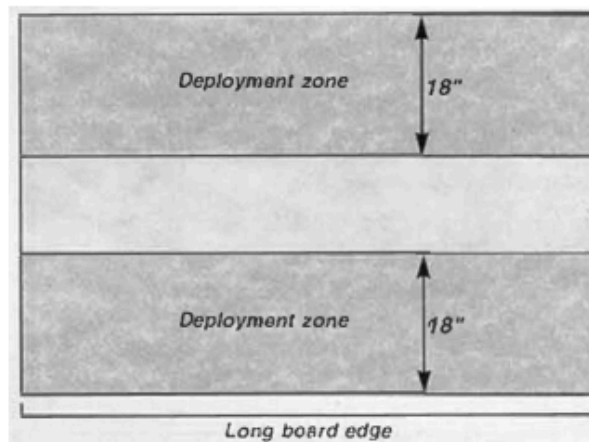
1 Both players roll a dice, the winner gets to choose which of the long board edges will be their deployment zone. Units may be deployed up to 18" onto the board.

2 Both players roll a dice. The player that loses the roll off deploys one of their units first. The other player then deploys one of their units. The players alternate deploying in this way until their entire armies are on the table.

3 No unit may be deployed with 24" of the enemy. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.

4 If either side has any troops which can Infiltrate then they then they may deploy these units after all the other units have been placed. They may be placed anywhere on the battlefield which is 18" or more from an enemy unit. If both sides have Infiltrators roll a dice: the winner may choose whether to deploy their Infiltrators before or after enemy Infiltrators.

5 Both players roll a dice, the player that rolls highest may choose whether to go first or second.



MISSION OBJECTIVE

Both players must attempt to get units into the enemy deployment zone. Each player gets bonus victory points for each unit they have in the enemy deployment zone at the end of the game.

Each undamaged vehicle, or unit of infantry, bikes or cavalry with over half its original number of models in the enemy deployment zone at the end of the game is worth +200 victory points. Each damaged vehicle or unit with less than half its original models in the enemy deployment zone is worth + 100 points.

The player with the highest victory points total wins.

RESERVES

None.

GAME LENGTH

The Game lasts six turns.

LINE OF RETREAT

Troops which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

Face Kicking

Overview:

It's the end of the day. We're all tired. Time just kill as much stuff as you can!

Scenario Special Rules:

Face Kicking uses the Infiltrators, Deep Strike, and Victory Points special rules.

SET-UP

1 Both players roll a dice, the player that rolls highest chooses their deployment zone, which can be either of the long table edges. He may deploy their forces up to 12" onto the board.

The opposing player gets the opposite table edge. He may deploy their forces up to 12" onto the board.

2 Both players roll a dice. The player that loses the roll off must deploy one of their units first. The other player then deploys one of their units. The players alternate armies on the table. The players must deploy their Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.

If either side has Infiltrators in their force, then they may be deployed after all other units have set up. However, they are not restricted by the deployment zones, and may be set up anywhere on the battlefield which is more than 18" away from an enemy unit. If both sides have Infiltrators each player must roll a D6. The player with the highest score has the choice of deploying their Infiltrators first or second.

3 Both players roll a dice, the player that rolls highest score chooses whether to go first or second.

Mission Objective

Both players must try to eliminate as many of the opponent's units as possible. If a player succeeds in destroying their opponent's general, they are awarded 100 extra Victory Points in addition to the normal points value that would be included when calculating at the end of the game.

Victory points are counted as per the rules describe don P. 63 of the 3rd-A-Palooza. The player with the highest Victory Points total wins.

Game Length

The game lasts six turns.

Line of Retreat

Troops which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.