

40K 3rd Edition at Trinity Hobby – AKA – 1 Step Ahead and 8 Back, Let's Play 3rd While we wait for an 11th FAQ! - Sunday July 5, 2026

Overview:

- Located at Trinity Hobby - 1320 Carling Ave Unit B
- 9am -6pm
- Three games
- 2.5 hours a game
- \$25 buy-in – Available for Purchase online at Trinity Hobby
- 1500pts
- We will be using the 3rd-A-Palooza condensed rulebook PDF that includes all of the errata found in this link:
https://drive.google.com/file/d/1VZH5VJVFOTOWSocR865IZUdbHuW-nlri/view?fbclid=IwY2xjawSK_3RleHRuA2FlbQlxMABicmlkETFNTzlsbnndISGRZU2d5ejJDc3J0YwZhcHBfaWQ_QMjlyMDM5MTc4ODlwMDg5MgABHjOPnkerE2wKb9XngpXuAodKw0vS8Occh8sqgr5K0Msx0U3OSJasDheWtaC_aem_ABMoJQc9wMm2ZmhY7Sq2Qg
 - Please have a digital or hard copy of this document handy, if at any time you require a judge's ruling during a game, you must be able to reference this specific rule being disputed

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 win/loss and to select pairings (link will be shared once tickets go up for sale online)
 - Please submit your list on this AFTER you have purchased a ticket
- Special Characters ARE allowed in games, even those requiring 2000pts in your army (even though the tournament is using 1500pts)
- NO PREMEASURING
- Terrain will be provided, however we will leave it up to players to place terrain the way they wish before each game
- We strongly encourage you bring a fully painted army, however we will be following the "three colour rule" where all models in an army must be painted with at least three colours
- 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

Meat Grinder:

MEAT GRINDER MISSION

ATTACKER'S OVERVIEW

Your forces have been committed to the front line in an all-out attack against the enemy. Your orders are simple: annihilate enemy forces, crush them entirely!

DEFENDER'S OVERVIEW

The enemy has launched an all-out attack which you must survive, destroying as many of their forces as possible. You are badly outnumbered but must sell yourselves dearly to blunt the attack.

SCENARIO SPECIAL RULES

Meat Grinder missions use the *Deep Strike*, *Infiltrators*, *Random Game Length*, and *Sustained Attack* scenario special rules.

SET-UP

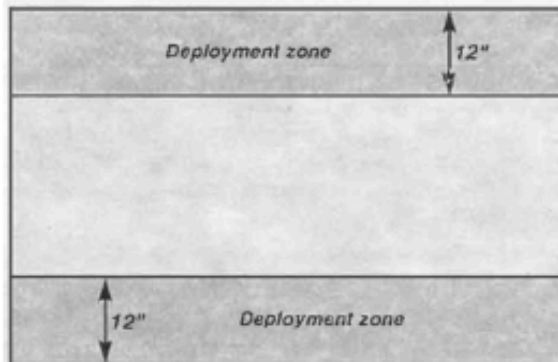
1 Both players roll a dice, the player that rolls highest chooses their deployment zone, which can be either of the long table edges. He may deploy their forces up to 12" onto the board.

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

To win the battle the attacker must annihilate the defender's army. He wins the battle if at the end of the game the defender has no forces left. If the defender has any forces remaining, then they win the battle.

RESERVES

None.

GAME LENGTH

The game lasts a variable number of 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.

Rescue Mission: Played on 4x6 table (deployment distance between enemy units is now 18" not 24")

OVERVIEW

You have been sent to recover something valuable from the front lines. It might be plans or maps which were left on-board a wrecked vehicle, an item of spiritual significance or an individual such as a spy with vital information, an assassin or an injured commander lost in enemy territory. Both forces are sweeping the area for the prize and the battle begins when they clash somewhere near its location.

SCENARIO SPECIAL RULES

Rescue missions use the *Reserves* scenario special rule.

SET-UP

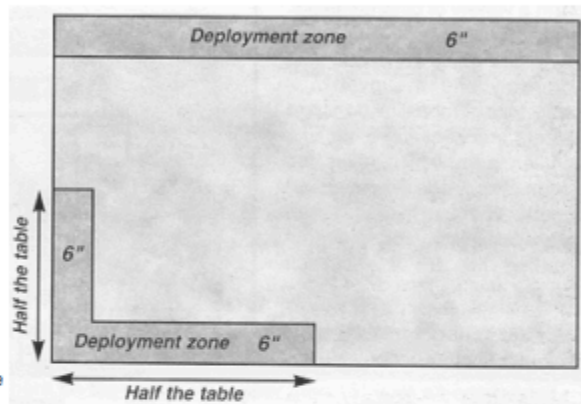
1 Before choosing table edges or deploying any forces the players place 6 counters, numbered 1 to 6, face down anywhere on the table, (without looking at the numbers on the counters!). The players should take turns placing 3 counters each. Each counter must be no closer than 12" to another counter and no closer than 12" to any board edge.

2 Determine which one of these counters is the objective by rolling a dice. The counter with that number on it is the real objective and must be discovered by the armies during the battle.

3 Both players roll a dice, the player that rolls highest chooses where they will deploy. He can choose to either deploy from a corner or a long board edge; they may not choose a short board edge. He may deploy up to 6" onto the board. His opponent gets the opposite deployment zone, so either both forces start in the corners or long board edge.

4 Both players roll a dice, the lowest dice roll deploys first. He may set up any or all of the units from their Troops allowance in their deployment zone. He does not have to deploy all their Troops, but they must deploy at least one unit. Any troops not deployed are in reserve, as is the rest of the force. The winner then deploys their force.

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



MISSION OBJECTIVE

The player in possession of the objective at the end of the game wins. If no one has the objective at the end of the game, then it is a draw. To reveal a counter the player must move a model into contact with it and halt the model's movement. Turn the counter face up and see which number it has on it. If the counter is the one with the number rolled at the start of the game the model has located the objective, and it is now in that model's possession. If the counter is any other number discard it and keep hunting. If the model carrying the prize is killed or has to Fall Back, then the counter is dropped and remains on the board. It may be picked up by any model that moves into contact with it. The model can pass the objective to another model by moving into base contact. Neither model may move after they have come into contact until their next turn, and the objective can only be handed off once per turn.

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.

RESERVES

None.

GAME LENGTH

The Game lasts six turns.

Game 3 - 3:00pm-5:30pm

Desert Storm: Played on 4x6 table

Additional rules: Rules for Night Fighting apply (meant to be the desert obstructing view). On start of turn 2, roll a D6 and on a roll of 5+ it is now day and the game reverts to normal game rules. On each new turn, roll a D6 again if it is not day time, and the required dice roll goes up (Turn 3 on a 4+, turn 5 3+, Turn 6 2+)

PITCHED BATTLE

OVERVIEW

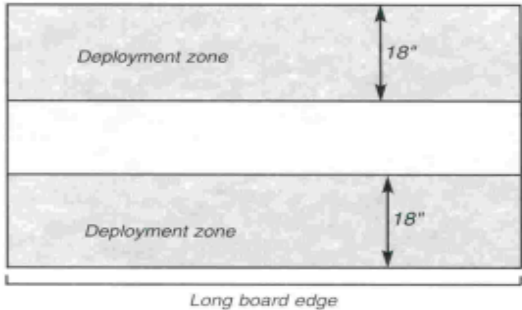
You are operating under a general order to not only engage and destroy the enemy where you find them but to secure the ground ahead, pushing on if possible to draw in enemy reserves. This is your opportunity to show your commanders you are worthy of independent command by winning a decisive victory.

SCENARIO SPECIAL RULES

Night Fighting, Reserves and Deep Strike (see below for qualification), Infiltrators, Victory Points.

SET-UP

- Both players roll a D6, re-roll ties, winner chooses which long table edge is their base edge, loser takes the opposite long table edge. The winner deploys the first unit, both players then alternate placing units. Units are placed in the sequence Heavy Support, Troops, Elites, Headquarters, Fast Attack.
- Units may deploy up to 18" from their table edge but cannot deploy within 24" of the enemy (note this means that a 24" move will not reach the enemy and 24" range weapons will initially be out of range).
- After all other units are set up Infiltrators are deployed. Roll dice to determine who places all their Infiltrators first. Infiltrators may deploy anywhere on the table as long as they are more than 18" from the enemy.
- After deployment, roll a D6. On a 1 the first game turn is played with the Night Fighting rules in effect; on a 6 the last game turn is played with the Night Fighting rules in effect.



MISSION OBJECTIVE

In addition to counting Victory points conventionally during the game, both players score points for controlling table quarters.

Divide the table into four quarters as shown by the dashed lines in the diagram above.

A player controls a table quarter if there are no enemy infantry, bikes or cavalry over half strength or mobile vehicles entirely in the quarter AND that player has a mobile vehicle, or at least one unit of infantry, bikes or cavalry with more than half their original number of models entirely in the area.

Score 200 Victory points for holding a quarter.

Total up all Victory points scored, the highest scorer wins the game.

To determine the margin of victory subtract the lowest score from the highest and consult the Generalship Points table.

RESERVES

Elite and Fast Attack selections on the force organisation chart may be held in Reserve. Reserves eligible to do so may arrive using Deep Strike or by moving on conventionally, arriving anywhere on their side's base edge. The owning player should make a note before deployment specifying which units are starting in Reserve and whether they will arrive by Deep Strike or not. No other units may begin the game in Reserve. Drop Pods and Mycetic Spores may not be used.

GAME LENGTH

Pitched Battle lasts for six turns.

LINE OF RETREAT

Any unit forced to fall back will head for the nearest point on their side's long table edge.

