

Ars Bellica Rules 2019



Version 2.01



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Introduction Ars Bellica

Ars Bellica is a competitive tournament format for the tabletop game Warhammer 40.000.

Our goal is to provide tournament thrilled 40k players with an opportunity to compete with each other in a league. At the same time, we would like to provide tournament organizers with simple guidelines to create fair and balanced tournaments.

With Ars Bellica the art of war returns to the board. No maximized copy & paste lists from the internet. In this format the commander that builds his army strategically and leads successfully will be victorious.

Ars Bellica stands for a democratically organized tournament organization that takes care of the Ars Bellica rules, FAQ's and rule clarifications, as well as organization of the leagues and their season finals.

Each annual Ars Bellica tournament season ends with a final where the strongest players will compete against each other. At the end the winner will not only win a trophy and a title but will also win a place in the Ars Bellica Hall of Fame.

In the following chapters you will find all necessary information to build an Ars Bellica army and how to behave while playing, as well as missions and instruction on scorings and setting up Ars Bellica tournaments yourself.



Ingame behaviour

All players should always behave fair and friendly. Both players run the game together and should complete it in a fair and friendly way.

Specific questions to rules of the own army will be answered correctly and in full extend by the other player. If in doubt the rule has to be clarified using the codex, rulebook, errata and/or FAQ. A correct army list should be handed over to the other player at the beginning or during the game.

One of the most important goals is fair play. If a player forgets a unit or even a phase, the other player should give advice at least once. If a player was complaisant and allows his opponent to rectify a forgotten turn, the other player should do the same should it be needed. However, if a player constantly forgets turns or makes serious errors repeatedly, it is ok to stop giving advice.

Uncertainties should be stated clearly and communicated to the other player. Most misunderstandings can be avoided if communication was clear and precise before. For example, you could tell your opponent "I am going to move this unit in shooting distance to your unit." or charging distances could be measured before rolling any dice.

In case of any disagreements, please try to find a solution yourself. It is not the responsibility of the judge to find the rule in the codex and read it out loud. Please check all relevant material including the rulebook, codices, FAQ and Errata before seeking help by a judge. A decision can also be found using a 4+ dice roll.

Whenever a judge is called for help, he has the final decision and needs to be followed by both players.

If any player insists on using a chess clock, it has to be used accepted and used by the other player to the best of his knowledge. It is not permissible to deny the use of a correct working chess clock.

Cheating or using cheesy tricks is - of course - not allowed. Who uses weighted dice, manipulated measurement tape or rules, moves terrain and/or units or uses other ways to gain an advantage over the other players will be disqualified immediately.



Rules concerning time

Ars Bellica matches will be played with six battle rounds. That means, no dice is rolled after the fifth and sixth battle round. The match ends after the sixth round.

Every tournament player is responsible to use an army that fits to his/her playing skill. That means, that a game over 6 rounds must be possible in the given time.

Every player can use half of the time only. As proof for possible reports to the tournament organizers, using a chess clock is recommended.

The game starts at the time that is announced by the tournament organizers and ends after the set time per game. A game ends when the result has been reported to the tournament organizer.

Whenever a player is suspected of exceeding his/her assigned time or when exceedance is evident, a report has to be made to the tournament organizers. Sanctions can only be imposed if time exceedance has been reported during the game.

Players decide themselves how much time they allow their opponents. A time of 10 or 20 minutes should be enough for rolling dice choosing a deployment zone, definition of terrain pieces and introducing each other's armies. The available time for the game should be reduced accordingly. However, players should take care of reporting the game result to the tournament organizers in time.



Rules concerning models

All models must obey the "What You See Is What You Get" (WYSIWYG) principle. This principle states that all models must actually be equipped with the equipment as listed on the army list. A model, that has a laser canon in the army list, must have a laser canon on the model. In addition, the size of the used model must equal the size of the current original model. A melta is not a plasma gun and a heavy bolter is not a laser canon. Models, that are not equipped according to the army list, should be removed from play. Secondary equipment like grenades or pistols are not covered by this rule.

All models of a certain type have to have the same bases in the entire army. Only heroic units may be built on appropriate bases. At no time may an advantage arise through the use of bigger/smaller bases.

Forgeworld models are permissible and can be used. Original models should be used but extensive conversions are permissible as well.

In principle, proxies are not allowed. A tetra pack is not a Baneblade.

So called "count-as" models are allowed on a per-case basis. Models manufactured by third party manufacturers that have the appropriate size and equipment may be permitted by tournament organizers.

Model with modifications that grant advantages must be removed from play, e.g. a demon prince with oversized wings that cover models behind it.

The final decision about a model rests with the tournament organizer.



Sanctions for misbehavior

Flashy players can be reported to the tournament organizers by their opponent player. The tournament organizer is responsible for checking the report and in case of evidence issuing a warning. The tournament organizer may issue up to two warnings.

Afterwards the tournament organizer may impose sanctions.

Sanctions can range from changing victory points up to aborting the game with declaring the reporting player as winner. That means that depending on the penalty, a 70:30 game can be changed to a 50:50 or even a 0:100 game by tournament organizers.

In serious cases the tournament organizer may exclude players from the tournament with immediate effect.

In this case the decision has to be reported to the Ars Bellica team. The reason is that other tournament organizers could be warned and in case of repetition a player could even be excluded from a season or the entire league.

Surrendering games

Abandoning a game is considered as serious unsporting behavior. These games have to be scored with the maximum result of 800:0 for the winner. The losing player receives 0 points as a sanction for abandoning the game.



Sanction for wasting time

A game that is not completed within the given time frame will be scored with a result of 0:0 for both players. Whenever more than half of the time is exceeded by one player, the following sanctions will be imposed:

up to 5 minutes:

The result of the time-wasting player will be reduced by 100 tournament points and added to the result of the opponent. (*Time wasting player 800:200 opponent* changes to *Time wasting player 700:300 opponent*)

up to 10 minutes:

The result of the time-wasting player will be reduced by 300 tournament points and added to the result of the opponent. (*Time wasting player 800:200 opponent* changes to *Time wasting player 500:500 opponent*)

more than 10 minutes:

The time-wasting player loses the game and the opponent is declared winner. The result can never be changed to more than the maximum result of 800:200.

The tournament organizer must take care that the rules for game time are obeyed by players so that games can be compared.



Armylist and armybuild

The army list must be published via the channel defined by the tournament organizer (e.g. forum thread) at least four days before the tournament.

The army list must include all point costs and power levels for each equipment and unit as well as command points for stratagems spent pregame and relics. In addition, psychic powers, the warlord trait and the war lord must be included.

Name: First name "Nickname" Last name
Detachment: Patrol - Detachment
Sources: Codex Chaos Space Marines, Chapter Approved
Warlord: Sorcerer
Warlord trait: First Among Traitors
Detachment keywords: Slaanesh, Patrol, Chaos Space Marines
Number of models: 33
Total points: 694
Powerlevel: 38
Commandpoints: 0+3=3
Relics/Stratagems: -

++ Patrol Detachment +3CP (Chaos - Chaos Space Marines) [38 PL, 694pts] ++

Detachment Keywords: Slaanesh, Patrol, Chaos Space Marines

Legion: Black Legion

+ HQ [6 PL, 98pts] +

01x Sorcerer [6 PL, 98pts]:

Bolt pistol, Black Legion, Force stave [8pts], Frag & Krak grenades, Mark of Slaanesh, Prescience, Smite, Warp-time

+ Troops [3 PL, 40pts] +

10x Chaos Cultists [3 PL, 40pts]:

Mark of Slaanesh, Black Legion

9x Chaos Cultist w/ Autogun [36pts]: 9x Autogun

1x Cultist Champion [4pts]: Autogun

+ Elites [19 PL, 361pts] +

19x Noise Marines [19 PL, 361pts]

Mark of Slaanesh, Black Legion

18x Marine w/ Sonic blaster [342pts]: 18x Bolt pistol, 18x Frag & Krak grenades, 18x Sonic Blaster [72pts]

01x Noise Champion [19pts]: Bolt pistol, Frag & Krak grenades, Sonic blaster [4pts]

+ Heavy Support [10 PL, 195pts] +

03x Obliterators [10 PL, 195pts]:

Mark of Slaanesh, Black Legion

3x Obliterator [195pts]: 3x Fleshmetal guns



Restrictions for 1250 league

- Maximum 1250 points
- Army must be battle forged. No understrength-units.
- Only one (1) detachment and only one (1) faction, e.g. Craftworlds, Astra Militarum, Space Marines. (Ynnari get a fraction in addition to the characters)
- No unit more than once from HQ, Elite, Fast Attack, Heavy Support and Flyer
- No Lord of War
- A maximum of three times the same troops selection
- A maximum of two times the same transport selection. If there is only one selection available, this selection is permissible three times.
- Units with more than one model per unit and one or more of the keywords VEHICLE, MONSTER or BATTLESUIT can be used provided:
 - Models that have a base cost (no weapons and/or equipment) of 61 or less per model can be used in units composed of 1 to 3 models.
 - Models that have a base cost of 62 or more per model can only be used in units with the minimum number of models.
- Maximum 90 models per list
- No Forgeworld model with more than 350 points including weapons and equipment.



Restrictions for 1750 league

- Maximum 1750 points
- Army has to be battle forged. No understrength-units.
- Maximum of two detachments; One of those two must be a Battalion
- Maximum of two same selections from HQ, Elite, Fast Attack, Heavy Support or Flyer
- Maximum of one Lord of War; No fortifications
- Maximum of three times the same troops selection. If only one selection is available, a maximum of six can be chosen.
- A maximum of five times the same transport
- Units with more than one model per unit and one or more of the keywords VEHICLE, MONSTER or BATTLESUIT can be used provided:
 - Models that have a base cost (no weapons and/or equipment) of 61 or less per model can be used in units composed of 1 to 3 models.
 - Models that have a base cost of 62 or more per model can only be used in units with the minimum number of models.
- Maximum 150 models per list



Game preparation

1250 league

A game lasts 150 minutes in 6 rounds.

The game is conducted using fixed markers as placed by the tournament organizer and using the Ars Bellica missions. Deployment will be determined by the tournament organizer using a D6 prior to the game.

- Exchange of army list and introduction of armies.
- Definition of terrain
- Each player bans a mission and chooses three missions. If a mission has been banned by the other player, another mission must be chosen.
- The winner of a roll-of chooses a deployment zone.
- The loser of the roll-of deploys his/her entire army.
- The winner of the roll-of deploys his/her entire army.
- The player who deployed first must decide who will start the first battle round.
- The other player may try to seize the initiative on a 6+.

1750 league

A game lasts 195 minutes in 6 rounds.

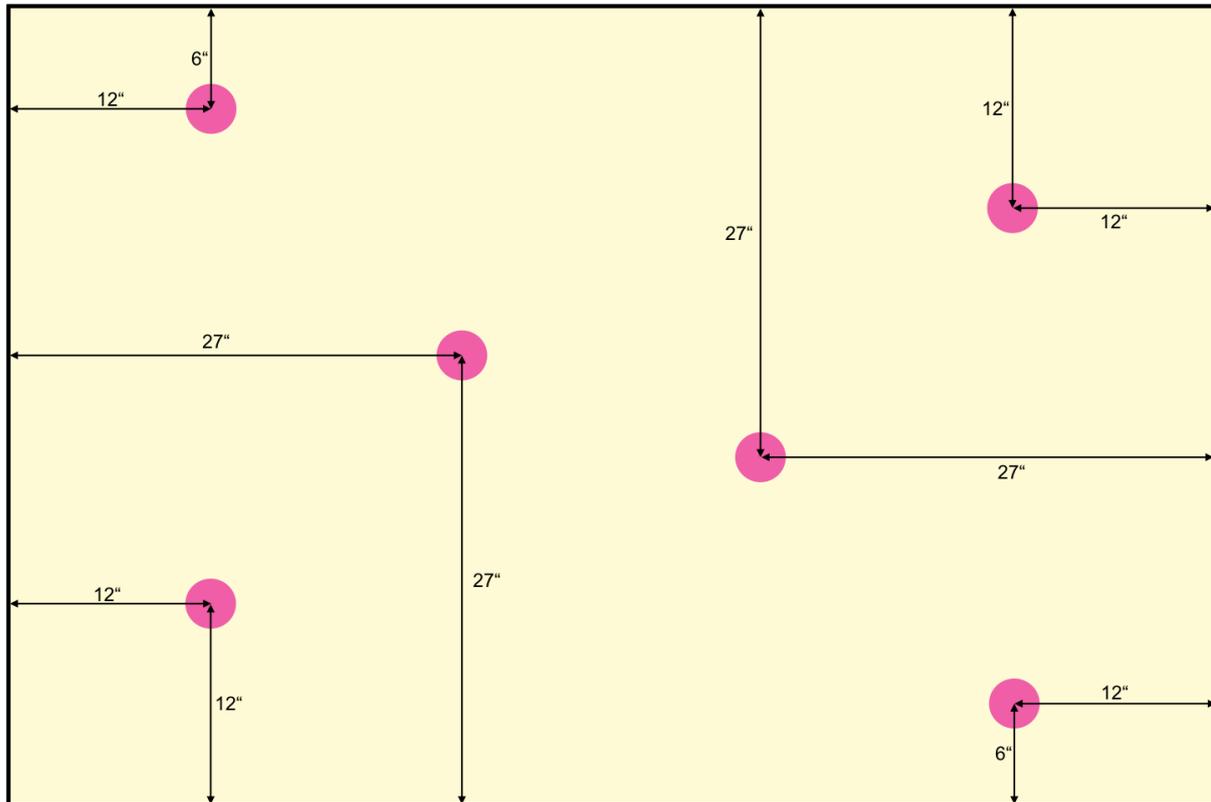
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- The loser of the roll-of deploys his/her entire army.
- The winner of the roll-of deploys his/her entire army.
- The player who deployed first must decide who will start the first battle round.
- The other player may try to seize the initiative on a 6+.



Mission markers and scoring

Placement of markers is fix and done independently of deployment zones. The table size is always 72"x48" irrespective of the number of points played.



Mission markers should be placed before the tournament by the tournament organizer. They must be placed outside of terrain and must be placed on the ground floor. If this is not possible because of the terrain, they may be placed in the terrain but must be placed on the ground floor in all cases.

Each unit can only hold on marker at a time. If a unit has a contact with more than one marker, the controlling player must determine the marker the unit holds until his next turn.

Please take care that markers are placed correctly and have not been moved accidentally by moving terrain.



Missions

Ars Bellica games are played with three missions in parallel. These missions are called primary mission, secondary mission and tertiary mission. Points achieved during the game will be reported to the tournament organizer. The points will be converted into a percentage ranking (maximum result is 800:200) and calculated as follows:

Player 1 achieved a total of 30 victory points

Player 2 achieved a total of 20 victory points

The result is calculated like this:

Player 1 $[30/(30+20)]*1000 = 600$ tournament points

Player 2 $[20/(30+20)]*1000 = 400$ tournament points

In total a maximum of 1000 tournament points can be achieved among both players.

Primary mission

Each player scores one victory point for each objective marker that is controlled by the player at the end of his/her turn. **A maximum of 36 victory points can be achieved.**

Secondary mission

At the end of the game point costs for destroyed units will be totaled. Units that lost more than 50% for their former wounds are included with half of their point cost. For each 100 points, one victory point is awarded. **A maximum of 12 respective 17 victory points can be achieved.**

For example:

A Lemn Russ Battle Tank (150 points) was destroyed. A Baneblade has 8 wounds remaining and therefore is only included by 50% of its cost ($500/2=250$ points). In total, 400 points were destroyed, and the player achieves four victory points.

Tertiary mission

The tertiary mission consists of 3 freely selectable missions out of a pool of 15 available missions. Before the players select their missions, their opponent can choose one mission to be banned. A banned mission is not available for a player to choose as a tertiary mission. After banned missions are nominated, each player secretly selects three missions. Both players reveal the selected missions simultaneously. **A maximum of 15 victory points can be achieved.**



Field Control!

1. **Hold this Area!**

At the end of your player turn, no enemy unit is in your deployment zone (neither wholly nor partially).

Achieved at least 1 time - 1 victory point

Achieved at least 3 times - 3 victory points

Achieved at least 5 times - 5 victory points

2. **Bring them War!**

At the end of two consecutive player turns at least one of your units is wholly within the enemy deployment zone.

Achieved at least 2 times - 1 victory point

Achieved at least 5 times - 3 victory points

Achieved at least 8 times - 5 victory points

3. **Recon!**

At the end of two consecutive player turns at least one of your units is wholly within each table quarter (36" x 24").

Achieved at least 1 time - 1 victory point

Achieved at least 3 times - 3 victory points

Achieved at least 5 times - 5 victory points

4. **Hold the Center!**

At the end of your player turn, no enemy unit is within 9" of the table center (neither wholly nor partially).

Achieved at least 1 time - 1 victory point

Achieved at least 3 times - 3 victory points

Achieved at least 5 times - 5 victory points

5. **Dominate them!**

At the end of any battle round, you have more units than your opponent in each table quarter.

Achieved at least 1 time - 5 victory points



Seek and Destroy!

6. Kill them all!

Destroy as many enemy models as possible. Models removed from play due to failed morale checks are counted as well.

At least 25 models destroyed - 1 victory point

At least 50 models destroyed - 3 victory points

At least 75 models destroyed - 5 victory points

7. Bring it down!

Destroy as many enemy models with a wound characteristic of 10 or more as possible (models with a wound characteristic of 20 or more count as two).

1/3/5 for 1250 points

2/5/7 for 1750 points

At least 1/2 models destroyed - 1 victory point

At least 3/5 models destroyed - 3 victory points

At least 6/7 models destroyed - 5 victory points

8. Headhunter!

Destroy as many character models as possible (Killing the warlord counts twice).

At least 1 character destroyed - 1 victory point

At least 3 characters destroyed - 3 victory points

At least 5 characters destroyed - 5 victory points

9. Take aim!

Destroy as many enemy units using shooting attacks as possible.

At least 3 units destroyed - 1 victory point

At least 6 units destroyed - 3 victory points

At least 10 units destroyed - 5 victory points

10. For glory!

Destroy as many enemy units using melee attacks as possible.

At least 2 units destroyed - 1 victory point

At least 4 units destroyed - 3 victory points

At least 6 units destroyed - 5 victory points



Tactical Position!

11. Total Control!

Control all objective markers at the end of your player turn.

Achieved at least 1 time - 3 victory points

Achieved at least 2 times - 5 victory points

12. Conquer that Position!

Control objective markers in your opponent's half of the table.

At least 2 objective markers controlled - 1 victory point

At least 5 objective markers controlled - 3 victory points

At least 7 objective markers controlled - 5 victory points

13. Push them Back!

At the end of any player turn, control an objective marker that was controlled by your opponent at the beginning of the turn.

Controlled at least 1 objective marker - 1 victory point

Controlled at least 3 objective markers - 3 victory points

Controlled at least 5 objective markers - 5 victory points

14. Hold this Position!

When selecting this mission, but after the deployment area has been chosen, nominate any objective marker. You must control this marker consecutively.

Consecutively controlled for at least 2 battle rounds - 1 victory point

Consecutively controlled for at least 4 battle rounds - 3 victory points

Consecutively controlled for at least 5 battle rounds - 5 victory points

15. Achieve Supremacy!

Control at least three (3) objective markers at the end of your player turn.

Achieved at least 2 times - 1 victory point

Achieved at least 3 times - 3 victory points

Achieved at least 6 times - 5 victory points