

OPJH 2019 HoN tournament Rules

The **Game rules** in effect are those of the **Compendium**.

The **Tournament rules**

Gameplay

All players compose a deck of minimum **40** cards.
Players shuffle their opponent's deck before the start of the game,
then each player draws **4** cards from their deck.

Check the scenarios to see if it is allowed to use the "**Scout**" ability.

The following are NOT allowed :

Artillery Battery fire
Air drops
Gliders
Blitzkrieg
Level up and Customisations (white border options)

Duration

The games last for **6 turns** and should take **no longer** than **1 hour** to play.

Recruitment

Each player brings one **Allied** and one **German** army of maximum **250 pts.** each to the table.
These armies shall be used for all the scenarios of the tournament allowing every player
to play the missions once on the Allied and once on the German side.
Incendiary ordnance options (grenades or shells) cannot be chosen.

A maximum of **only 4** orders can be used per turn regardless
if the chosen order of battle provides more than 4 orders.
If orders are lost, any spare ones left in the army can be used to meet the maximum of 4 orders.

It is allowed to recruit units such as :

the **Normandy Elite Squad** (Steiner Kampfgruppe, Miller's Rangers, FFI)
The **Rangers** from the **Pointe du Hoc** expansion
Print & Play **FFI** and **South Lancashire Regiment**

Refrain from mustering into your army :

Karl von Croc **Goering** **Private Bryan** **Kelly's Heroes** expansion units
or anything from **Achtung Minen** (Gazette 1)

This is strictly a **HoN** tournament so do NOT consider picking :

Devil Boy **Dust** **Guardian's chronicles** **Ventura and Smugglers**
or any **SoN** units (including **Achtung! Cthulhu!**)

Tournament score

After checking the scenario's outcome, players are given their Tournament points :

Major Victory, ALL Objectives taken, **5** points
Most Objective VP, **4** points
Most enemy casualties VP, **3** points
Draw, **2** points
Defeat, **0** points