

Tasmanian Warhammer 40,000 State Championship

15 & 16 July 2006

Mercure Hotel, 156 Bathurst Street, Hobart

Welcome to the second Tasmanian Warhammer State Championship, made possible by Area 52 with the generous assistance of Games Workshop.

This event will feature 5 games over 2 days, with the overall winner being crowned the 2006 Warhammer 40,000 Tasmanian State Champion.

This is an NTS1 event, meaning that only 40% of your overall score will come from the results of the 5 games that you will play. The other 60% will come from your painting, army selection and sportsmanship. In other words, this is a total hobby event.

Neither is this just a tournament. On Saturday night there will be a dinner and quiz, hosted by Games Workshop staff. We hope that most, if not all players will attend and make this a total hobby weekend!

If you have any questions about anything in this rules package please contact Area 52 on 03 6234 2465 or email info@area52.com.au

Good luck!

Damon Hawker
On behalf of the organising committee



PART 1 – BACKGROUND INFORMATION

Tickets

Tickets go on sale at 12 noon on Tuesday 16 May 2006.

Day Player Registration - \$65.00

Includes entry to the tournament, and light lunch and afternoon refreshments on both days.

Enthusiast Registration - \$95.00

Includes entry to the tournament, light lunch and afternoon refreshments on both days, a buffet dinner on Saturday night at the Mercure Hotel hosted by Games Workshop and a chance to test your knowledge in the GW quiz.

The venue

The Mercure Hotel is a 4 ½ star hotel located at 156 Bathurst Street only a few minutes walk from the Elizabeth Street mall. Guests at the hotel have access to secure off-street parking. Visitors are advised to use the Hobart City Council car parks at Centrepont or Melville Street. As both lunch and afternoon tea are part of all tournament tickets, players are requested to not bring food or drink into the venue. Drinks and snacks will be available from the bar all day at additional cost.

Programme

The following timetable will be STRICTLY adhered to. Players who are more than 15 minutes late for the official start any round, no matter how good the reason, will forfeit that game. Their opponent will play one of the official bye-busters, and that the results of that game will contribute to their overall score. Players who forfeit two games in this manner will be disqualified from the tournament. Games that do not finish within the 2 ½ hours allowed will be stopped by the judge.

Saturday 16 July

8: 30 – 10:00	Registration
10:00 – 12:30	Game 1
12:30 – 13:00	Lunch
13:00 – 15:30	Game 2
15:30 – 16:00	Afternoon tea
16:00 – 18:30	Game 3
18:30 – 19:30	Drinks at bar
19:30 – 22:30	GW hosted buffer dinner & quiz

Sunday 17 July

9:00 – 10:00	Army display (for Player Choice awards)
10:00 – 12:30	Game 4
12:30 – 13:00	Lunch
13:00 – 15:30	Game 5
15:30 – 16:00	Afternoon tea and packing up
16:00 – 17:30	Prize presentation and close

PART 2 – THE RULES OF ENGAGEMENT

This is a 4th Edition Warhammer 40,000 Tournament. You may spend up to, but no more than, 1,500 points on your army. As per the usual rules, this army list must meet the following criteria:

- At least 2 and no more than 6 Troops choices.
- Between 1 and 2 HQ choices.
- Between 0 and 3 Elite choices
- Between 0 and 3 Heavy Support choices
- Between 0 and 3 Fast Attack choices

Please note the following additional rules:

- All armies must use a codex that has been published and released in Australia prior to 30 June 2006.
- Only fully painted armies will be allowed to compete. Players who turn up with unpainted models in their army, will, at the judge's discretion, be immediately disqualified.
- All models used must be painted Citadel miniatures of the appropriate type for the troops they represent. Models should also be appropriately based. Weapons, armour options and upgrades chosen from the army list must be shown on the models in a unit. See notes under "Army appearance".
- Equipment detailed only in ForgeWorld's Imperial Armour publications may not be used.
- Vehicle design rules from any race may not be used.
- Each army may have ONE special character worth no more than 150 points (Special Characters that come in pairs for a single points cost may be used). The EXACT model must be used if a Special Character is fielded.
- If your list specifically allows allies, either in its codex or as a result of supplementary list published in another Codex, or Chapter Approved, then they can be used. However, Kroot mercenaries (you can take them as a stand alone force or normally as described in the Tau codex) and Deathwatch Space Marines are not allowed.
- Imperial Guard Armoured Company, Kroot Mercenary and Feral Ork armies are allowed.
- The new Space Marine codex replaces the old one as well as all of the rules contained in Index Astartes Volumes 1-3, but DOES NOT replace the individual Space Marine chapter codices (ie Blood Angels, Dark Angels, Space Wolves and Salamanders).
- No more than one detachment may be used and all armies must use the Standard Mission force organisation chart unless specifically allowed to use an alternative, such as the Saim-Hann as described in Codex Craftworld Eldar.

Army Roster

You must hand in a legible copy of your army roster to Area 52 no later than 30 June 2005. Just be sure that the roster is clear and legible, includes all of the models in your army, their points value, the points value of any equipment, and must specify which models are carrying any wargear that you decide to take. In addition you can provide up to one page on the background or theme of your army.

What to bring

You must bring with you your army list, all the rules covering your army, the 4th Edition Warhammer 40,000 Rulebook, your dice, all the templates that you might need, a tape measure...and your army!

You might also want to bring glue and other repair materials in case of accidents.

Judging

The formal tournament judges will be provided by Area 52 and Games Workshop. There will also be a number of 'floor judges' on the day. These are experienced players who will be able to give you a word of advice on how to interpret a particular rule. However, these floor judges will not be allowed to adjudicate on game that they are playing in, and will always defer to the formal judge.

Please keep in mind that at this level of competition, it is expected of all players that they know both the rules and their armies well enough to not have to ask for adjudication. We strongly recommend the d6 rule when undecided about a particular situation.

The draw

The draw for the first round of the tournament will be random. After that, players will be matched against players with a similar Generalship score – also known as the "Swiss chess" system. The only exception to this rule will be to avoid two players playing each other twice.

Pre-game procedure

In order to make this event as enjoyable and relaxed as possible for all players, we expect everybody to follow this procedure before each of their games.

1. Once you have found your opponent and table, exchange army lists so you are both aware of each other's armies.
2. If at any time during the game your opponent asks to see your army list, codex or an army-specific rule, promptly and politely show it to them.
3. Before deployment, discuss the terrain and agree on the effect of each piece of terrain on game play – particularly with regards to movement and line of sight.
4. When deploying each unit/character/vehicle, clearly state what it is and its main attributes to ensure that there is no confusion, particularly if the model or unit is a conversion or unusual in some other way.
5. Before the game begins, shake hands and wish your opponent luck.

PART 3 - SCORING

The winner of the Tournament will be the player who scores the most points in the 4 categories described below. The points scored in each category will be added together, and the player with the highest total will be the winner. In the case of a tie, the winner will be the player who scored the most points in the Generalship category. If still tied, the prize will be awarded to the player who has scored the most Gamesmanship points.

Overall Score Breakdown

40% Generalship – maximum of 100 points

20% Army Appearance – maximum of 50 points

20% Army Composition – maximum of 50 points

20% Gamesmanship – maximum of 50 points

Prizes will be awarded for the following categories:

- 1st Overall
- 2nd Overall
- 3rd Overall
- Best General
- Best Gamesman
- Best Painted army
- Players choice

Army Appearance

Your army will be judged on its appearance by an independent and experienced judge using a number of set criteria. The things that this judge will be looking for will include:

- The whole army has been painted and based.
- There is a consistent scheme used across units and the army.
- Detail has been added, such as decals and/or conversions.
- Do characters and other army centrepieces stand out?

Although Golden Demon standard armies will obviously do very well in this category, it will be structured so that even an army that has only an average paint job should score well as long as it is completely painted and based with a consistent theme. The winner in this category will be finalised with the assistance of Games Workshop staff.

Note that for one of the scenarios you are required to provide 5 'loot' counters. These will be considered when your army is being scored. If you have gone to the trouble of preparing these counters, you will be eligible for a small number of bonus points.

Some players use armies that have been painted by other people. There is no penalty for this, by any such army is ineligible for the best painted army award, even if it scores the most points. We are relying on you to be honest about whether or not you painted your own army, and hope that you will not let us or the system down.

A note on “What you see is what you get” - WYSIWYG. It is very difficult to provide hard and fast rules on this, given the range of miniatures and options that are available, differing interpretation and perceptions, and the fact that often players use unusual conversions or miniatures from another race or system to customise their army. What WYSIWYG is meant to ensure is that models on the table top are as close as possible to what is on the army list and that there is as little opportunity for confusion as possible. This is far more likely to be an issue with common equipment than exotic items. For example, if a unit is listed as having a heavy weapon, then there obviously should be a heavy weapon model in the squad, not some strange justification as to why there is a super-powered basic weapon. Similarly, a rocket launcher should not be substituted for a las-cannon, and so on. If in doubt, please seek clarification prior to the tournament.

Army composition

Your army will be scored against the following set of questions. Your starting score is 50 points. Yes, it is possible to get a negative score!

1. Deduct 10 points if you have spent less than 500 points on Troops choices.
2. Deduct 5 points if you have spent more than 500 points on Heavy Support.
3. Deduct 5 points if you have spent more than 500 points on Elites
4. Deduct 5 points if you have filled all Elites AND Heavy Support choices.
5. Deduct 3 points for each vehicle beyond the first that has at least one armour value greater than or equal to 13.
6. Deduct 5 points for each model beyond the first with Toughness greater than six.
7. Deduct 5 points if you have spent more than 250 points on upgrades/wargear from the “Armoury” section of your Codex. This includes everything that is not dealt with specifically under the relevant unit entry, and includes psychic powers, vehicle upgrades, hard-wired systems etc etc, with the following exceptions:
 - Daemonhunters and Witchhunters Codices: The mandatory 3 henchmen for Inquisitor Lords do not count towards this total, but any additional henchmen taken for an Inquisitor Lord above 3 and all henchmen taken for an Inquisitor Champion do count towards this total.
 - Chaos Space Marines Codex: Marks of Chaos given to models from the Troops section do not count towards this total IF (and only if) there is at least one HQ model with exactly the same Mark of Chaos.
 - Tau Empire Codex: All upgrades selected from the *Battlesuit Weapons Systems* list in the Tau Empire codex do not count towards this total.
 - Tyranids Codex: Options chosen for the following units from the specified lists count towards this total:
 - Hive Tyrants: Biomorphs and Hive Mind Powers
 - Broodlord: Biomorphs
 - Tyranid Warrior Brood (only if chosen as an HQ choice) : Biomorphs
 - Carnifex: Biomorphs

Generalship

Generalship is the score the you get for each game. The Victory Points scoring method (as described on page 85 of the Warhammer 40,000 Rulebook and summarised below) will be used. A number of scenarios will have special bonuses. Once Victory Points have been calculated, refer to the table below for each player's score:

Difference in points	Winners score	Losers Score
0 - 300	10	10
301- 450	11	9
451 – 600	12	8
601 – 750	13	7
751 – 900	14	6
901 – 1100	15	5
1101 – 1300	16	4
1301 – 1500	17	3
1501 – 1750	18	2
1751 – 2000	19	1
2001 +	20	0
One player concedes	20	0

Victory Points Table

Unit type	Condition at end of game	Scoring unit?	Victory Points
Non-Vehicle Unit	At least 50% strength	Yes	None
	Less than 50% strength	No	½ points
	Destroyed, off table or Falling back	No	Full points
Vehicle	Mobile	Yes	None
	Immobile	No	½ points
	Wrecked, exploded etc	No	Full points
Dedicated Transport Vehicle	Mobile	No	None
	Immobile	No	½ points
	Wrecked, exploded etc	No	Full points
Vehicle Squadron	At least 50% mobile	Yes	None
	Less than 50% mobile	No	½ points
	All destroyed	No	Full points
Independent Character	Unwounded	No	None
	Wounded	No	½ points
	Destroyed, off table or Falling back	No	Full points
Artillery Unit	At least 50% strength	Yes	None
	Less than 50% or all guns destroyed	No	½ points
	Destroyed, off table or Falling back	No	Full points

Gamesmanship

Gamesmanship is where you get to rate each of your opponents on their conduct and their army – and each of your opponents will also get to rate you! There are 2 components to Gamesmanship – sportsmanship and army balance and character.

Sportsmanship scoring

We've included this category to encourage players to take part in the tournament in the right spirit. Obviously, we deplore rude or unsporting behaviour and we hope that the points that can be earned for being a sporting and friendly opponent will discourage players from even thinking of acting in this manner. After each game you will be asked to rate the opponent in the following manner, recording the result on your Results Card:

5 - Top Sport

We had the best fun and it didn't matter in the end who won. This person was outstanding to play. I'd pick them as the best sportsman here.

4- Great Sport

This game was really enjoyable. We worked through everything as far as rules and I would play them again any time.

3- Good sport

This was a good person to play against. We had a few disagreements but they didn't let the roll of the dice not always going their way upset them too much. I'd play them again.

2- Poor sport

This person wasn't the most sporting player. They argued over little things and wanted every rule to be to their advantage. I would hesitate to play this person again.

1- Bad sport

This person was no fun to play at all. They were too competitive and where here to win not have fun. Or, they bent the rules to their advantage. I wouldn't want to play this person again.

This is not an opportunity to downgrade the opposition. Try and judge each of your opponent's fairly and honestly, and hopefully they will do the same to you. Players who consistently mark down their opponent will risk a penalty.

Army Balance scoring

You will also be asked to rate the character and balance of your opponent's army. Did it have a believable background? Was it balanced? Was there a theme? Was there a reason for the presence of powerful characters and units? (besides the fact that they are powerful!). Was it unusual in any way? Try not to let the result of the game or your personal likes or dislikes overly influence your score.

5- A fantastic army

This was one of the most interesting, characterful and balanced armies that I have ever encountered.

4- A good army

This was a really good army, quite balanced and quirky.

3 – an average army

This army was a good example of its type, but nothing out of the ordinary.

2 – an ordinary army

This army was somewhat unbalanced and bland.

1 – a poor army

This army seemed to have no real character, it was just a bunch of powerful units and characters.

PART 4 - SCENARIOS

Round 1 - Cleanse

Both sides are attempting to sweep the area clean of opposing troops.

Objective: Table Quarters

Both forces are seeking to clear the enemy from the area. This is achieved by controlling table quarters. The table is divided into four quarters which meet in the centre point 2' from each edge. To control a table quarter there must be no scoring enemy units and at least one scoring unit of your own in the quarter – if it is spread over more than one quarter, roll randomly to see which it is in.

Special Rules

Infiltrate, Deep Strike, Dusk & Dawn

Set-up

1. Divide the board into four quarters. Both players roll a dice, highest score picks which quarter to deploy in. The other player's deployment zone is the opposite quarter.
2. Starting with the player that scored lowest, the players take it in turns, deploying a unit at a time until both armies are fully deployed in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack.
3. No unit can be deployed within 18" of the enemy or within 6" of the centre of the table at the start of the game.
4. Roll a D6. Highest score may choose whether to go first or second.

Game Length

The game lasts for 6 turns.

Victory Conditions

The Victory Points scoring method as described on page 85 of the Warhammer 40,000 Rulebook is used. Additionally, bonus Victory Points are awarded for securing table quarters as described under Objective: Table Quarters on page 86 of the Warhammer 40,000 Rulebook.

Round 2 - Seek and Destroy

There is only one objective– find your enemy, crush him utterly and take away his means to mount further resistance.

Objective : Annihilation

Special Rules

Infiltrate, Deep Strike, Dusk & Dawn

Set-up

1. Both players roll a dice, the winner chooses which long table edge to deploy in. His opponent gets the opposite deployment zone.
2. Starting with the player that scored the lowest, the players take it in turns deploying a unit at a time in their deployment zone, until all their available models are on the tabletop. No unit may be deployed within 24" of the enemy or more than 15" from their deployment edge.
3. Players must deploy their units in the following order - Heavy Support, Troops, Elites, HQ, Fast Attack.
4. Roll a D6. Highest score may choose to go first or second.

Game length

The game lasts for 6 turns.

Victory Conditions

The Victory Points scoring method as described on page 85 of the Warhammer 40,000 Rulebook is used. Additionally, you receive Victory Points for each scoring unit (as defined on the same page) that you have remaining.

Round 3 – Take and Hold

Both sides are attempting to secure the battlefield prior to the arrival of reinforcements.

Objective : Field of Battle

Special Rules

Infiltrate, Deep Strike, Dusk & Dawn

Set-up

1. Both players roll a dice, the winner chooses which long table edge to deploy in. His opponent gets the opposite deployment zone.
2. Starting with the player that scored the lowest, the players take it in turns deploying a unit at a time in their deployment zone, until all their available models are on the tabletop. No unit may be deployed within 24" of the enemy or more than 15" from their deployment edge.
3. Players must deploy their units in the following order - Heavy Support, Troops, Elites, HQ, Fast Attack.
4. Roll a D6. Highest score may choose to go first or second.

Game length

The game lasts for 6 turns.

Victory Conditions

The Victory Points scoring method as described on page 85 of the Warhammer 40,000 Rulebook is used. Additionally, you receive Victory Points for each of your scoring units (as defined on the same page) that is FULLY within 12" of the exact centre of the table.

Round 4 - Secure and Control

The battlefield is strewn with discarded equipment, wounded comrades, supplies and other detritus of war that, for various reasons, you wish to recover.

Objective: Loot

The items to be secured are represented by 5 loot counters. Each player is required to bring these along, and players should decide whose set of loot counters will be used (if necessary, roll). If for some reason neither player has a set of loot counters, borrow a set from a table near you. These can be anything appropriate, but ideally should be about 25 mm wide and 25 mm high. Each player alternates placing a loot counter until they are all on the table. Roll a D6 see who places a counter first – highest goes first. A counter may not be placed in impassable terrain, nor may it be placed within 8" of a table edge, or another counter. At the end of the game you control a loot counter if there is at least one of your scoring units (as defined on page 85 of the rulebook), and no enemy scoring units within 6" of the loot.

Special Rules

Infiltrate, Deep Strike, Dusk & Dawn

Set-up

1. Place Loot counters on the battlefield, as described above
2. Both players roll a dice, the winner chooses which long table edge to deploy in. His opponent gets the opposite deployment zone.
3. Starting with the player that scored highest, the players take it in turns deploying a unit at a time in their deployment zone, until all their available models are on the tabletop. No unit may be deployed more than 12" from their deployment edge.
4. Players must deploy their units in the following order - Heavy Support, Troops, Elites, HQ, Fast Attack.
5. Roll a D6. Highest score may choose to go first or second.

Game length

The game lasts for 6 turns.

Victory Conditions

The Victory Points scoring method as described on page 85 of the Warhammer 40,000 Rulebook is used. Additionally, 300 Victory Points are awarded for securing loot counters as described above

Round 5 - Assassination

It's been a long weekend – time to get personal.

Objective: Enemy Commanders

Both forces are seeking to eliminate the enemy HQ.

Special Rules

Night Fighting

Set-up

1. Divide the board into four quarters. Both players roll a dice, highest score picks which quarter to deploy in. The other player's deployment zone is the opposite quarter.
2. Starting with the player that scored lowest, the players take it in turns, deploying a unit at a time until both armies are fully deployed in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack.
3. No unit can be deployed within 18" of the enemy or within 6" of the centre of the table at the start of the game.
4. Roll a D6. Highest score may choose whether to go first or second.

Game Length

The game lasts for 6 turns.

Victory Conditions

The Victory Points scoring method as described on page 85 of the Warhammer 40,000 Rulebook is used. Additionally, players receive a bonus of 200 Victory Points if the enemy HQ model (not counting vehicles) worth the most points is killed (in addition to the normal points value for that model). Falling back does not count as slain for the purposes of this bonus.

FINALLY - THINGS TO REMEMBER

1. **Army lists must be submitted to Area 52 by 30 June. Penalties will apply to late lists!**
2. **You are required to bring 5 appropriate, painted loot counters for Game 1 on Day 2. These can be anything, but ideally should be about the same size as a 25 mm round base.**
3. **Make sure to bring this rules pack with you on the day.**
4. **It is only a game of toy soldiers. Don't forget to relax and have fun!**