



Tasmanian State Championship

16th & 17th July 2011

Mecure Hotel Hobart

SUMMARY

This is a 5th Edition Warhammer 40,000 Tournament. You may spend up to, but no more than, 1,850 points on your army. Players will fight five battles over the two days

Programme

Saturday 16 July

8: 00 – 9:00 Registration
9:00 – 12:00 Game 1
12:00 – 12:30 Lunch
12:30 – 15:00 Game 2
15:00 – 15:30 Afternoon tea
15:30 – 18:00 Game 3

Sunday 17 July

8: 00 – 9:00 Army Display (for Player Choice Awards)
9:00 – 12:00 Game 4
12:00 – 12:30 Lunch
12:30 – 15:00 Game 5
15:00 – 15:30 Afternoon tea/Presentation
15:30 – 16:30 Prize Presentation and Close

There will be no Army Composition penalty points system. The composition of your army will be entirely peer judged. Any legal army, under the constraints set below, will be allowed.

All armies **must** comply with the Standard Force Organization chart found in all codices. Please note the following additional rules:

VALID ARMY LISTS

- All armies must use a codex that is currently in print and has been released in Australia prior to 1st July 2011. (If in doubt, please ask)
- Witch Hunters Armies will be allowed, using only units from the Witch Hunters Army List PDF Document. No allied Space Marines or Conscripted Imperial Guard.
- Super heavy vehicles, flyers & equipment rules detailed in Forgeworld's Imperial Armour or Games Workshop Apocalypse publications may not be used.

- Special Characters are allowed, but...

(Please note. Unless your army has an extremely good reason for having the Special Character, do not be surprised if you take a comp hit!)

- Vehicle design rules from any race may not be used.
- No creature features!
- No Spearhead formations.

All models used must be painted Citadel miniatures of the appropriate type for the troops they represent. 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. 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 (with the exception of grenades). See notes under "Army appearance".

You must hand in a legible copy of your army roster to Area 52 no later than 1st of July 2010. 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

- A printout of this player pack
- You're fully painted army (Duh!)
- Tape measure
- Dice + Scatter dice
- Templates
- The codex you're using and any FAQ, white dwarf articles, rules.
- Warhammer 40,000 5th Ed Rulebook
- 3 x 40mm based objectives
- Multiple copies of your army list for your opponent's perusal or just in case you lose things easily.
- You might also want to bring glue and other repair materials in case of accidents.
- A good attitude towards other gamers and the organizers.

Judging

The formal tournament judges will be provided by Area 52. 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 a 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, except where a Grudge Match has been organized as explained below. 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.

Grudge matches and Blood Rule

Two players can arrange to play each other in the first round of the tournament by declaring a Grudge Match. Both players must agree to this, and notify the organizers by 1st July 2010. All players not involved in such matches will have their opponents randomly determined. All subsequent rounds will be drawn using the method described above. On the flip side, we urge any player who feels they could be in line for the Blood Rule (specifying one player you won't play in the first couple of rounds) to drop an email to: area52.contact@gmail.com

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. At this point in time we expect people to mark down on their "Peer Judging Form" what they think of their opponent's army and have them ready for one of the organisers to collect shortly.
3. Don't forget to choose which Secondary Objective you're going to play this round, initial, sign it and get your opponent to sign it too.
4. 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.
5. Before deployment, discuss the terrain and agree on the effect of each piece of terrain on game play – particularly with regards to movement.
6. When deploying each unit/character/vehicle, clearly state what it is and it's main attributes to ensure that there is no confusion, particularly if the model or unit is a conversion or unusual in some other way.
7. 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 3 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

- 50% Generalship – maximum of 100 points
- 25% Army Appearance – maximum of 50 points
- 25% 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 centerpieces 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.

Note that for at least one of the scenarios you are required to provide 3 'objective' Markers.

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, but 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 las-cannons, and so on.

If in doubt, please seek clarification prior to the tournament.

Battles Points

Players will fight out 5 battles over the two days, with each battle worth up to 20 points. The Player with the most points is declared the winner. In each of the 5 rounds the scenarios are Pre-determined and the organisers will determine which mission is to be played.

Each player's objective envelope will contain 6 secondary objectives. When they are used they are to be signed by yourself and your opponent. Players are required to retain these signed objectives as proof of which ones they have used and which are available for the remaining battles.

The **Victory Conditions** given in each mission will determine the result of the game: win, draw or loss. A win is worth 15 points, a draw is worth 10 points and a loss is worth 5 points. In addition, the players can receive the following (cumulative) bonus points during the game:

+2 for achieving their secondary objective

+2 for preventing their opponent from achieving their secondary objective

+1 for achieving their secondary objective and preventing their opponent from achieving their secondary objective (**moral victory**)

Example: Player 1 holds 3 of the 4 objective markers in a **Seize Ground** mission, so is declared the winner and gets 15 points. She did not achieve her secondary objective, nor did she stop her opponent from achieving theirs, so she can gain no further points. Player 2 lost the mission so he gets 5 points, but he did get his secondary mission (2 points) and stopped his opponent from getting hers (2 points). Player 2 also gets another 1 point for dominating the secondary objectives and achieving a moral victory.

Player 1 walks away with the win as she scored 15 points. Player 2 walks away with a solid 10 points for a moral victory.

Day One

Round 1 – Dawn of War

A clash of patrols escalates into a major engagement as the sun rises and reinforcements begin to pour in.

This scenario utilises the Dawn of War deployment rules (W40K p93).

Round 2 – Spearhead

Both armies are trying to outflank the enemy, when contact is made and battle erupts.

This scenario utilises the Spearhead deployment rules (W40K p93).

Round 3 – Pitched Battle

In the most classic style of engagement, the two opposing forces deploy in battle formation and advance head-to-head, guns blazing.

This scenario utilises the Pitched Battle deployment rules (W40K p92).

Day Two

Round 4 – Spearhead

Both armies are trying to outflank the enemy, when contact is made and battle erupts. This scenario utilises the Spearhead deployment rules (W40K p93).

Round 5 – Pitched Battle

In the most classic style of engagement, the two opposing forces deploy in battle formation and advance head-to-head, guns blazing. This scenario utilises the Pitched Battle deployment rules (W40K p92).

Mission Selection:

The Primary Objective for each round will be decided by the organizers. You will be notified before your game begins.

Annihilation

Victory conditions for Annihilation are modified slightly from the ones presented in the rule book. Kill Points (KPs) are worked out as normal (per W40K p91), but the victor is determined by who has the highest percentage of the opponents force destroyed. To work out the percentage, divide the number of kill points you've claimed by the total number of kill points in your opponents list.

Example:

If Player 1 scores 13 KPs out of a possible 25 KPs they get:

$13/25 \times 100 = 52\%$ of the opponent's army destroyed

Player 2 scores 6 KPs out of a possible 10 KPs they get:

$6/10 \times 100 = 60\%$ of the opponent's army destroyed

Therefore Player 2 wins despite only getting 6 KPs to his opponent's 13 KPs.

It would be useful to tally up the total number of kill points your army is worth beforehand. If you have any questions about what is worth a kill point and what is not (i.e. Q: Is a dedicated transport worth a KP? A: Yes) please ask for assistance from the organizers.

Capture and Control

The victory conditions for holding objectives are given in the rule book (W40K p91). When it comes to determining who is contesting or controlling an objective **vertical distance will not be considered**. Only the horizontal distance to the objective will be eligible. What this means is that a little more care and consideration is required when placing objectives.

Seize Ground

The victory conditions for holding objectives are given in the rule book (W40K p91). When it comes to determining who is contesting or controlling an objective **vertical distance will not be considered**. Only the horizontal distance to the objective will be eligible. What this means is that a little more care and consideration is required when placing objectives.

Gamesmanship

Gamesmanship is where you get to rate each of your opponents on their conduct and their army. Don't forget that each of your opponents will also get to rate you! So play nice.

There are 2 components to Gamesmanship – Army Balance/Composition and Sportsmanship.

Peer Judged Army Composition

At the beginning of every round, after swapping and reading army lists, players will be asked to rate their opponents list in terms of how tough they think it is. In order to simplify this, players will be provided with a sheet with the following five options, and be asked to tick which most represents their feelings about the list they've just read:

5 - This army is the best I've ever seen. It is balanced, competitive, fits in to my understanding of the 40k universe and will be a real joy to play

4 - This army is great, well rounded, and competitive. It's the kind of list that I built mine like to fight.

(Ed - This is what we're hoping most lists will get over the weekend - we don't want a situation where everyone gets 25's (as I doubt the 5 best lists someone has ever played will all be at TWSC!) but this is something to really aim for).

3 - This is a pretty standard tournament army. It's not an overly inspiring list, or there are a couple of things that could be done to improve it (make it a little tougher or softer, one too many monstrous creatures, one too many lashes of Slaanesh, vary the squad sizes or weapons fit).

2 - This list smells a bit. It's hard, a bit scary (as in I can't see where its weaknesses are). It's not what I came here to fight.

1 - Utter crap. This army is built to pound the snot out of everything and everyone: Thankfully the codices don't really (with some notable exceptions) allow for this kind of list anymore.

It has been noted that some players may not have the experience or knowledge to confidently mark their opponents list. This is ok, so long as the player is honest enough to admit it. There will be an extra box on this page for these players to tick. For lists marked in this way, the organizers will provide the score for the list this round.

After the game, on the Sports scoring sheet, players will have the opportunity to modify slightly their original assessment of their opponents list. There will be a box to either move up the list once (+1) or down the list once (-1). This gives players the chance to decide if their original assessment was fair after seeing the army in action.

Sportsmanship

At the end of every round, players will be asked to rate their opponents in terms of how sportsmanlike they are. In order to simplify this, players will be provided with a sheet with the following five options, and be asked to tick which most represents their feelings about the game they've just played:

5 - This game represents the pinnacle of my gaming experiences. I have played very few games which have matched this in terms of friendly competitiveness, open and easy rules resolution, and pure fun.

4 - This game is right up there, but not in the top 5% of games that I've played. Rules resolution was easy, the game was competitive, and friendly, but there was just something missing that robbed it of being titled the best! (This is what we're hoping most games will be over the weekend - We don't want a situation where everyone gets 25's (as I doubt the 5 best games someone has ever played will all be at the tournament but this is something to really aim for).

3 - This game has been better than most that I've played over the journey. There were something it lacked, but rules resolution was easy.

2 - Most of the games I've played have been better than this one. This game had some rules resolution issues that got a bit testy, or my opponent did a few things that were a bit dodgy.

1 - This was one of the worst games I've ever played. My opponent and I nearly came to blows it got so fiery. (If there are any of these, there will be issues. Big big issues...)

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.

FINALLY - THINGS TO REMEMBER

1. Army lists must be submitted to Area 52 by **30 June**. Penalties will apply to late lists!
2. Make sure to bring this rule pack with you on the day.
3. Don't forget your Army!
4. It is only a game of toy soldiers. Relax and have fun!

Get the big ones!!

Kill the most expensive enemy unit.

Your initials here:

Your opponents name and signature:

Remove the head and the body dies!!

Kill the most expensive enemy HQ unit.

Non-Retinue

Non-Vehicle

Your initials here:

Your opponents name and signature:

Hold the line!!

You must be in control of an objective you selected prior to the start of the battle at the end of the game.

You have to declare which objective you select to your opponent after placement of objectives.

Your initials here:

Your opponents name and signature:

Look out sir!!

Your most expensive HQ unit must survive the game.

Your initials here:

Your opponents name and signature:

Vendetta

Before deployment, nominate one scoring unit in the opposing army. This unit must be destroyed or broken at the end of the game.

Behind You

One of your scoring units must be in the enemy deployment zone at the end of the game.