

Kingston Warhammer Club Championships 2016 Player Pack

This event is a six round, two day Warhammer 40k tournament at the Kingston Gaming Nexus: 270 Bagot St. Kingston, ON. Admission to the tournament is \$40. Sign up is in advance at Kingston Gaming Nexus. Full payment is required to reserve your spot at the tournament. If the 32 reserved spaces all fill up a waiting list will be formed, and we will look at bringing in additional tables to accommodate. Please note, that if you do not sign up to the waiting list and show up on the day of the tournament, you are not guaranteed a spot to play. We can only bring in additional tables if we know ahead of time that they are required! A copy of the signup list will be posted on the Kingston Warhammer forum; however you cannot sign up via the forum, only at the store or online at the Kingston Gaming Nexus website.

The date of the event is Saturday February 18, 2015 and Sunday February 19, 2015. Doors open by 9 AM at the latest. Confirmation of signup (so we are aware you've arrived!) begins at 9 AM. Dice roll at 9:30 AM. If you are late, please refer to Section 9 below.

Schedule is as follows:

Saturday February 18, 2015

9:00 AM – Sign in

9:30 AM to noon – Game One (at end of game your army is displayed for paint scoring)

noon to 12:30 PM – Lunch → paint judging occurs

12:30 PM to 3:00 PM – Game Two

3:15 PM to 5:45 PM – Game Three

Sunday February 19, 2015

9:00 AM – Sign in

9:30 AM to noon – Game Four (at end of game your army is displayed for paint scoring)

noon to 12:30 PM – Lunch → paint judging is completed

12:30 PM to 3:00 PM – Game Five

3:15 PM to 5:45 PM – Game Six

6:00 PM – Awards and Prizes

Scoring:

Battle Points	78
Painting	40
Sportsmanship	30
Early Bird Army List Bonus	12
Comp Scoring (max)	20

Total points available for tourney: 180

1. Painting:

- All models must be fully painted to a three colour minimum.
- Paint judging will occur during the lunch break on both days.
- During times when painting is being judged, please have your army arranged on its display board or otherwise arranged so that your models can be easily assessed. I will not score your army if you are standing by it. I don't have time to debate the process/score.
- Any model that does not meet the standard of fully painted will not be allowed to play and must leave the table, see first section of "initial overall impression" for the score.

Paint scoring:

Initial Overall Impression	Points
There is at least one model in the army unfinished. If something is unfinished favor this one.	0
The army is fully painted, but only to the most basic of tournament requirements. There is still the possibility of impressive basing or conversion work.	6
Army is fully painted and there has obviously been effort put into detailing the army beyond the minimum tournament standard. Give benefit toward this choice unless unfinished models.	12
Display Base	
No display base, Rubber Maid lid, etc.	0
Basic, just one flock.	1
Multiple flock, or painted with highlights one flock, framed edge.	2
Multiple flock, or painted with highlights one flock, terrain elements, shading and highlighting of elements.	3
Intricate diorama that just 'wows' the judge.	4
Model Basing	
Bare plastic bases.	0
Basic one flock, no paint.	1
Multiple flock, or painted with highlights one flock, no painting.	2
Multiple flock or painted with highlights one flock; with clean painted edges.	3
Diorama-like bases with high attention to detail.	4
Conversions	
No conversions.	0
Minimal: The army has some elementary conversions (head/weapon swaps, arm rotations) or a couple interesting swaps.	1
Minor: Units have multi-kit conversions including head and weapon swaps. This is for more than a few models such as a unit.	2
Major: The army has some difficult conversions that use things such as putty, plastic card, drilling, sawing, minor sculpts, etc. This could also apply to the entire army having very well done multi-kit conversions (see above)	3
Extreme: The army has some extreme conversions, which could be: a scratch built conversion or sculpt of an entire model, a large amount of models with difficult conversions (see above), or the entire army is	5

Initial Overall Impression	Points
extremely converted.	
Advanced Skills: ONLY judged if 12 points were awarded on Initial Overall Impression	
No advanced techniques.	0
The models have a basecoat with a shade and highlight color.	1
The models have been shaded using layering with highlights or blending (but the blending is not seamless)	3
The models have been shaded using seamless blending	5
Exceptional Extras: ONLY judged if 12 points were awarded on Initial Overall Impression.	
No extras.	0
The army has rough freehand work, simple unit/army markings, and/or basic vehicle weathering.	1
The army has quality transfer work and clean unit/army markings and or vehicle weathering.	3
The army has stellar freehand detail work (banners, army/unit symbols, etc.) and/or realistic equipment weathering.	5
Judges discretion (1-5 points): awarded for anything not covered above. Killer theme, army display list, army shirt/costume/makeup/hair. Give me any reason to give you points here and you'll get some!	1-5

2. Conversions:

- Although converted and creatively modeled miniatures may be used, you may suffer penalties as a result of how they are modeled (ie: not being able to claim a cover save if you've modeled it twice as big) and may never gain a benefit (ie: modeling a double sized truck and claiming your battlewagon behind it is completely out of LOS). No unfair advantage can be gained for models being larger, smaller or a different shape and size than their unit's official miniatures.
- Models must be played on the bases provided for them, or a scenic base of the same size. A model cannot gain any advantage for being on a different scenic base size but incurs all penalties.
- The "what you see is what you get" (WYSIWYG) rule is in effect. That means all units must be easily identifiable as the particular unit in the army choice they represent. Any and all weapons / options taken for the unit must be clearly represented on the model.
- Counts as armies are allowed as long as they follow all of the above rules and restrictions. It is up to the owning player to alleviate any confusion that may result from using counts-as models/armies.
- Special characters are allowed but must be represented by the actual model or a reasonable conversion.

3. Army Lists:

- You must bring 7 copies of your army list, which MUST be identical. One is given to the tournament organizers at the beginning of the tournament. This is the list you are expected to play both days in every game of the tournament. You must have one copy of your army list to provide to each of your opponents.
- Army lists must be either typed or printed out from software such as army builder (don't make me try to read your handwriting!)
- All army lists will be verified.
- If your list is illegal, it will be amended prior to your being able to play. If there is an issue with models which are not on your army list being played in a game these models will be removed from the table.
- There will be a point bonus for submitting your list prior to the early bird submission deadline January 30, 2015. Those who submit their lists and are registered and paid for the tourney by this deadline will receive 12 points towards their final score AND an awesome t-shirt! Preferred method of submitting is my email: smcleod11@bell.net
- You must indicate on your army list who your warlord is (must be the same throughout the whole tourney) and what their warlord trait is. You must use the same warlord trait throughout the entire tourney. (see section 7 below)

4. Dice:

- Dice must be rolled on the table surface in plain view of the opponent
- If you wish to use dice with special symbols or icons in place of one of its facing that's fine, however ALL the dice must use the same number replaced (ie: half can't replace the 1's and half the 6's!)
- If your opponents wish, they may be permitted to use your dice for any or all of their rolls.

5. FOC

- Fortifications cannot be used if their AV is greater than 14 or if they are equipped with D-weaponry. All Fortifications will be subject to the restriction of size. We use preset terrain at this event. If your fortification is too large to be accommodated in your deployment zone it may not be placed (ie: fortress of redemption). If you are planning on using a fortification other than the standard aegis defense line, bastion, bunker or skyshield landing pad, please check with the tournament organizer first. Official rules MUST be brought to the tournament for your fortification.
- A fortification cannot be placed on any pre-placed tournament terrain.
- Aegis Defense Lines which purchase gun emplacements must ensure the gun emplacement is touching the Aegis at some point

- Allied detachments are allowed as per the restrictions in the 40k Rulebook. Come the apocalypse allies are permitted, however all restrictions MUST be followed.
- Dataslates and formations are permitted. There is no limit beyond that within the main rulebook. If you are using multiple sources from different factions then the allies matrix restrictions apply.
- This will be a 2,000 point tournament. No list can be submitted with points above this limit at all - even a 2,001 point list is not allowed!
- Unbound armies are by prior permission only and are the exception not the rule. Note: armies created using a cool theme which cannot be accomplished normally but are generally underpowered are the most likely to be approved. Trying to create an unstoppable crazy combo will be automatically rejected. Unbound is NOT a power play for a list - it is for fun themed armies only.

6. House Rules

Destroyer Weaponry

D weapons always inflict only D3 Wounds or Hull Points (except on a "6" result).

Therefore the chart would be:

- 1 - no effect
- 2-5 - D3 wounds/HP with invuls & cover allowed
- 6 - 3 wounds/HP with no saves of any kind allowed

Stomp attacks cannot harm an unengaged model.

Superheavy / Gargantuan Monstrous Creatures

All superheavy/gargantuan monstrous creature LOW's are 0-1 choices per army, regardless of formations or any other method of allowing more than one in a list.

The exception to this rule is a pure imperial knight army. So long as the imperial knights include NO additional detachments (CAD/allies etc.) they can run a pure knight force. Otherwise Imperial knights follow the same restriction as above when played in a mixed force. Admantium Lance is not a legal formation for our local tournies.

The list of legal Lord of War / Superheavy / Gargantuan Monstrous Creatures currently allowed is:

all Character LOW's (Dante etc.)
 Imperial knights (including Chaos/Renegade knights)
 Baneblade variants
 stormsurge
 wraithknight
 Typhon
 Barbed Heirodole
 Scythed Heirodole
 Brass Scorpion
 Lord of Skulls
 Necron Obelisk
 Orc Squiggoth
 Stompa

Errata

When a rule allows a psyker to reroll psychic dice, if they choose to reroll, they must reroll all the dice.

A 2+ rerollable invulnerable save only succeeds if the second roll is a 4+

An unit that is invisible means that opponents shooting is BS1 against it (ie: templates can still be used) and WS1 in combat.

In the Legion of the Damned and Inquisition Books - "Scoring" = objective secured.

Apocalypse templates

Whenever a template weapon calls for using a **BLAST** template greater than 5" (apocalyptic blasts) **AND HAS THE IGNORE COVER SPECIAL RULE** you must use the smaller 40k template to resolve the effect. ie: a 10" or 7" template uses a 5" large blast. Nova powers are not affected by this, as they do not use a blast template. **THE SOLE EXCEPTION IS THE DEATHSTRIKE MISSILE LAUNCHER WHICH IS PLAYED AS WRITTEN.**

7. Warlords

- You must indicate which model is your warlord on your army list, and identify this model to your opponent at the start of the game. Your warlord must be noted on your army list.
- You may **PICK** your warlord trait for this model, which must also be clearly identified on your army list. You must use the same warlord trait throughout the tournament and you cannot change it.
- Warlord traits that allow you to gain extra victory points (ie: for killing HQ's etc.) are not permitted, as it skews the results and provides an unfair advantage in scoring. If your warlord is forced to take such an ability (ie: special character) you may **CHOOSE** another instead for them.
- The maximum reserve penalty you can impose upon a person is -1 to reserves. We use several scenarios that do not allow your entire army on the table to begin. Stacking reserve penalties is just too unbalancing (therefore no master of the fleet + warlord trait imposing -2 reserve penalty)

8. General Rules:

- You must use the current codex available for your army. You must have the codex available (hardcopy or digital) to provide to your opponent.
- All players are expected to bring all the material needed to play (dice, rulebooks, measuring tapes etc.)
- Official unit updates in White Dwarf are permitted.

- Forge world models and rules which are stamped for 40K play are permitted. However, you must have the rules available to provide to your opponent as required. You also **MUST** advise your opponent **BEFORE** the game begins what units are forge world and what they do, providing the relevant rules to be checked if requested.
- All current Games Workshop FAQ's will be in effect for the tournament.
- If a new codex is released within 30 days prior to the tournament, either book is acceptable, however you must only use **ONE** version of the rules and you must make your choice clear to the organizers, and to your opponents each round.
- In the event of a dispute which cannot be answered by the rules, please call over a tournament judge to have a decision rendered. All decisions are final.

9. Conduct:

- Games should be played in a timely fashion. Stalling is not the mark of a good general or an honorable and worthy opponent. Intentional slow play will be monitored and appropriate action taken if this becomes an issue, which could include a loss of points for the offending player.
- Late for your game - If you are not at your table after fifteen minutes past the time a round starts you will forfeit your game. This can be overturned **if your opponent agrees** to play in the remaining time, however if you are 30 minutes late you are disqualified from the round and your opponent receives maximum points.
- Dice down means dice down. Do not begin a turn unless both players have time to complete it (if both do not agree call a judge over). Once the final 15 minute warning is called, no game turn is to be started. This time is for the players to finish the game turn they are on so both players get equal turns. Once dice down is called, that's it. Not one more roll can be made. It's over. It's **your** responsibility to manage your time.
- Sportsmanship is expected at this event. Throwing a fit, acting out against your opponent, incessantly arguing with rulings or any other manifestation of poor sportsmanship will not be tolerated. This can result in warnings, loss of points, or if it's really bad you'll have to leave the tourney with no refund of your entry fee. Don't be 'that guy'.
- Quitting – if you choose to leave the event once it has begun, your entry fee is not refunded.
- Rules disputes should first be handled at the table by the players using the appropriate codex, rulebook FAQ (that's why you have to bring a copy!). If this cannot be handled this way, please call over a judge to have the issue worked out. Judges' decisions are final.
- Cheating is not tolerated. In the extremely rare occasion where cheating is suspected, please call over a judge right away to have this assessed. It's pretty difficult to try to determine what's occurring after the fact. Action if this is discovered may result in anything from a warning to expulsion to melting the offending player in a vat of acid. Claiming someone is cheating to try and get an advantage is cheating in and of itself. See vat of acid above.
- If you are observing a game this is fine but refrain from interjecting your own commentary, rules interpretations or tactical advice to either player. Do not stand there

talking beside someone else's game!!!! Violating this rule will result in you having to leave the area of the game. Don't be a distraction!

- **Pick up after yourself. Clean up your trash!**

10. Missions:

- Please read your missions carefully. There are custom scenarios being used at this tourney, and therefore often specific things you need to do to achieve victory, or battlefield events that might affect game play.
- If you manage to table your opponent you **do not** automatically score a massacre. You still have to achieve the victory conditions in the scenario! Once a person is tabled the game is over. If you have not achieved your mission parameters, the fight still ends if the other person is completely wiped off the board – you do NOT score full points automatically!

11. Comp Scoring Matrix

Your list will be scored upon submission with respect to a comp score, out of a maximum of 20 points. Should you have any issue with the comp score that you are given, please discuss with the tourney organizer prior to the tournament! There is a LOT going on during this tourney, and I cannot re-score everyone's list. There's just not enough time. If you believe that the score is incorrect, please have your reasoning worked out and present your case. I can certainly make mistakes so want to make sure you're getting a fair and accurate score! Judges discretion points are non-negotiable however.

COMP Scoring for lists

Starting comp score for everyone would be 20.

- 1 : Duplicate UNITS of Monstrous creatures (a single MC would count as an MC unit in this regard)
- 1 : Duplicate vehicle squadrons. (TROOPS dedicated transports are exempt up to 3, then are subject to the rule. And yes a single Vehicle would count as a Vehicle squadron choice in this regard.)
- 1 : Each duplicate unit after the first two in same FOC category. (Troops are exempt unless if possessing a Rate of Fire above 2.)
- 5 : Super Heavy Vehicle or GMC present in list. (This way a basic Imperial Knight list would start at a 15 by default and would be subject to other minor point drops as the list is constructed.)
- 2 : If you have a non CAD Detachment or formation in your list. This way it isn't too punishing to make a formation because it's fun to create flavorful themed lists that gain the benefit of a formation, but generally most are pretty much CADs with extra benefits tacked on. ie: decurion is -2 right off the bat.
- 1 : Each subsequent Formation after the second. (So if you make a list with 2 formations in it you'll only be dinged the 2 comp listed above for having a Formation present, this additional -1 for people with each Formation after the 2nd will help avoid abusive Formation spamming.)
- 1 : A Fortification is present in the list
- 2 to +1 based on judge's discretion.

EXCEPTION: A tyrannid Tyrannocyte counts as the dedicated transport limit (same as a rhino) to the limits above of 3 and NOT an MC unless you exceed three in a list.

Also in response to the Vehicle / MC spam being doubled down by two different comp hits it was intentional as MCs and Vehicles are some of the more efficient ways to spam out high strength low AP shots, or in the case of Forgeworld can get pretty abusive.

Three squadrons of any vehicles or MC (required as part of a formation or not if all duplicate) would be an intended comp hit of 3 by itself. This is primarily to try to incentivize a variety of MCs / Vehicles being the choice if that's what you wanted to do- trying to incentivize people into bringing balanced lists with a variety of units if they want to maximize their comp score.

CLARIFICATION: For the purposes of the duplication comp above, if an MC or Vehicle is essentially identical regardless of weaponry (ie: a Leman Russ with different weapons, carnifex armed differently, variant riptides, different daemon princes) then it counts as a duplicate choice, regardless of FOC slot or armament.

Example 1: Tetrad/CAD list for daemons

CAD

Great Unclean One

nurglings

nurglings

Chaos knight paladin (-5 for LOW)

Tetrad formation (-2 for being a formation)

Daemon Prince of Tzeentch

Daemon Prince of Khorne (-1 MC)

Daemon Prince of Slaanesh (-1 MC -1 duplicate)

Daemon Prince of Nurgle (-1 MC -1 duplicate)

Comp: 8

Example 2: Tyranids

CAD

Flyrant: e-grubs/devourers

Flyrant: e-grubs/devourers (-1 MC)

mucolid spore

mucolid spore

Malanthrope

2x carnifex: devourers

2x carnifex: devourers (-1 duplicate MC unit)

Tyrannocyte

Tyrannofex: egrubs/acid spray

CAD2

Flyrant: egrubs/devourers (-1 MC, -1 duplicate past the second)

Mucolid spore

Mucolid spore

Venomthrope

Venomthrope

Tyrannofex: egrubs/acid spray (-1 MC)

Comp score:16