

# **KINGSTON WARHAMMER CLUB CHAMPIONSHIPS 2018 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. This tournament is limited to 40 players maximum. 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 24, 2018 and Sunday February 25, 2018. Doors open 9 AM. 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 8 below.

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! A maximum of three detachments may be used.

Schedule is as follows:

## **Saturday February 24, 2018**

9:00 AM – Sign in

9:30 AM to 12:00 PM – Game One (at the end of game your army is displayed for paint scoring)

12:00 PM to 12:45 PM – Lunch → paint judging occurs

12:45 PM to 3:15 PM – Game Two

3:30 PM to 6:00 PM – Game Three

## **Sunday February 25, 2018**

9:00 AM – Sign in

9:30 AM to 12:00 PM – Game Four (at the end of game your army is displayed for paint scoring)

12:00 PM to 12:30 PM – Lunch → paint judging is completed

12:45 PM to 3:15 PM – Game Five

3:30 PM to 6:00 PM – Game Six

6 PM – Awards and Prizes

Scoring:

Battle Points	78
Painting	40
Sportsmanship	30
Early Bird Army List Bonus	12

**Total points available for tourney: 160**

The following BETA rules will be in place for this tournament:

## CURRENT PSYCHIC FOCUS

With the exception of *Smite*, each psychic power can be attempted only once per turn, rather than once per psyker per turn.

## BETA PSYCHIC FOCUS

With the exception of *Smite*, each psychic power can be attempted only once per turn, rather than once per psyker per turn. In addition, subtract 1 from the result of any psychic test taken when attempting to manifest *Smite* for each other attempt (whether successful or not) that has been made to manifest *Smite* during this Psychic phase.

For example, if a psyker attempts to manifest *Smite* during a Psychic phase in which two other psykers have already attempted to manifest *Smite*, then you would subtract 2 from the result of the psychic test.

## CURRENT TARGETING CHARACTERS

An enemy **CHARACTER** with a Wounds characteristic of less than 10 can only be chosen as a target in the Shooting phase if it is both visible to the firing model and it is the closest enemy model to the firing model. This means that if any other enemy model is closer, whether it is visible or not, then the enemy **CHARACTER** cannot be targeted.

## BETA TARGETING CHARACTERS

An enemy **CHARACTER** with a Wounds characteristic of less than 10 can only be chosen as a target in the Shooting phase if it is both visible to the firing model and it is the closest enemy unit to the firing model. Ignore other enemy **CHARACTERS** with a Wounds characteristics of less than 10 when determining if the target is the closest enemy unit to the firing model.

This means that if any other enemy units (other than other **CHARACTERS** with a Wounds characteristics of less than 10) are closer, whether they are visible or not, then the enemy **CHARACTER** cannot be targeted.

## 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
<b>Display Base</b>	
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
<b>Model Basing</b>	
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
<b>Conversions</b>	
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 extremely converted.	5
<b>Advanced Skills: ONLY judged if 12 points were awarded on Initial Overall Impression</b>	

Initial Overall Impression	Points
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
<b>Exceptional Extras:</b> 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 and have your name on it. One is given to the tournament organizer 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 battlescribe (don't make me try to read your handwriting!)
- All army lists will be verified prior to the tourney – you **MUST** play the same list as you've submitted to the tourney organizer.
- 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 27, 2018. 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! Submit your list via 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)
- Your initial relic that everyone (mostly everyone) gets must be noted on your army list. Should you decide to spend command points for additional relics, (if you have that option) you can decide this before your game begins after you see your opponents list. You are **NOT** forced to buy extra relics with command points – this is a choice you make before the game begins.

#### 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. Fortifications

- 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).
- 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
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#### 6. 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.

## 7. 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 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 after you've submitted your list to the tournament organizer you may change your list without losing early bird bonus – however please submit your revised list as quickly as possible.
- If you choose to use command points to purchase an extra relic, you may choose to spend the command points to do so once you see your opponents' list. This choice is made before the battle, which is defined as before first deployment. You are free to spend this command point or not for each game. You are not required to keep this choice for the entire tournament.
- A relic may not be used prior to the character being on the board. In the case of the relic which gains command points when a stratagem is used, the character with the relic must be deployed on the board and not in a transport (as defined in FAQ character is not on the battlefield while inside a transport) to use this.
- No relics or warlord traits which gain command points can be used before the first deployment, and may only be used once the character who has them is on the table and not in a transport.
- 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.

## 8. 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!**

#### 9. 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 maximum points. You still have to achieve the victory conditions in the scenario! Once a person is tabled the game is immediately 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!