

Kingston Warhammer Club Championships 2023 Player Pack

This event is a five round, two-day Warhammer 40k tournament at the Kingston Gaming Nexus: 270 Bagot St. Kingston, ON. Admission to the tournament is \$50. Sign up is in advance at Kingston Gaming Nexus. Full payment is required to reserve your spot at the tournament.

This tournament will have a maximum limit of **32 players**. There will be a waiting list created.

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, 2023 and Sunday February 19, 2023. Doors open 8:30 AM. Dice roll at 9:00 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!

Players must construct their list using an Arks of Omen detachment with a maximum of one allied detachment.

Schedule is as follows:

Saturday February 18, 2023

8:30 AM – Sign in

9:00 AM to 11:30 AM – Game One

11:30 AM to 12:30 PM – Lunch

12:30 PM to 3:00 PM – Game Two

3:15 PM to 5:45 PM – Game Three

Sunday February 19, 2022

8:30 AM – Sign in

9:00 AM to 11:30 AM – Game Four

11:30 AM to 12:30 PM – Lunch

12:30 PM to 3:00 PM – Game Five

3:30 PM – Awards and Prizes

Scoring:

Battle Points 450

Painting 95

Sportsmanship 55

Total points available for tourney: 600

1. Painting:

All models must be fully painted to a three colour minimum. Any model that does not meet the standard of fully painted will not be allowed to play and must leave the table.

Paint scoring:

The painting rubric includes a portion that YOU score yourself prior to the tourney and submit your score when you sign in on day one. **NOTE: this portion of your score may be checked at any time by the tournament organizer to ensure that you have reflected your score accurately, and if a discrepancy occurs, the TO's score will take precedence over the player's score.** There will likewise be a portion of the points for painting which will be scored by the players at the end of each day. Players will be given a score sheet to rank Sportsmanship and Painting for the three opponents they faced throughout the day, ranking from 1st to 3rd. So for the painting portion, every 1st place you receive is worth 5 points, every second is worth 4 points and every third is worth 3 points added to your score. Therefore this will add anywhere from 15 to 25 points to everyone's total painting score. Before you arrive on the morning of **day one**, you will need to submit your painting score from this painting rubric. Go through the form and add up the various sections to determine your score. The maximum score that is possible on this rubric is 70

Painting Rubric (add up all your points for the following sections)	Points
Initial Presentation (maximum 10 points – score each of these and add together)	
Every model in my army has paint on it (no primer or grey plastic is showing)	3
Every model in my army has at least three colours used on each model	3
My army is painted to the best of my ability and is a good representation of my painting skills	4
Display Board (maximum 8 points – take only the HIGHEST number you achieved)	
I do not have a display board for my army	0
My display board is not detailed at all, is a tupperware lid or blank piece of board etc.	1
My display board is fully painted and/or has flock on it	3
My display board has multiple terrain elements and/or different levels, fully painted and/or flocked	5
My display board has multiple terrain elements, different levels, fully painted and has lighting or other special effects	8
Model Basing (10 points total – score EACH of these and add together)	
My bases have all been painted	2
My bases have all their rims painted	2
My bases have flock or rocks or some other gradient material on them	2
My bases all have some extra details on them (water, lava, snow, tufts, etc.)	2
My bases have all of the above features AND they integrate seamlessly into my display board	2
Conversions (10 points maximum – score EACH of these and add together)	
I have done at least some minor drilling (gun barrels etc.) or cutting (battle damage) to my models	2
I have changed some small features of my models – heads/ weapons/posing	2

I have used green stuff, plasticard or other sculpting on some of my models	2
I have used LED lights or other cosmetic effects (smoke etc.) to convert at least some models	2
I have entirely scratch built one or more models in my army	2
Advanced Brushwork skills (24 points max – score EACH of these and add together)	
I have used washes / shading with my models with a highlight colour	3
I have put at least two highlights on every model (ie: basecoat highlight and edge highlighting)	3
I have used blending techniques (two brush blending or airbrush) on my models	3
I have used OSL (object source lighting) on at least some of my models	3
I have used weathering on my models or some other technical paint (blood, slime etc.)	3
I have used freehand on my models (ie: banners, script, chitin markings etc.)	3
I have used unit markings (brush/transfer)	3
I have used a non-metal metallic technique on one or more of my models	3
Miscellaneous Extras (8 points maximum – score EACH of these and add together)	
I have removed all of the mold lines from my models.	2
I have a distinct theme (matching colours, markings etc.) throughout my army	3
My squad leaders, heroes, leaders etc. Are all easily distinguishable on the table	3
Total Score out of a possible 70 Points:	

2. Conversions:

- Although converted and creatively modeled miniatures may be used, you may suffer penalties as a result of how they are modeled 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.

- 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 email a copy of your final list to the tournament organizer before the tournament starts. 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 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.
- 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 if they have one. You must use the same warlord traits throughout the entire tourney. (see section 6 below)
- All relics, equipment, additional warlord traits (through stratagems such as “hero of the chapter”) must be identified clearly on your army list and are set for the entire tourney and cannot be switched between games.

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!)
- You may not touch your opponents' dice (or models) without their express permission beforehand.

5. Fortifications

- We use preset terrain at this event. If your fortification is too large to be accommodated in your deployment zone terrain may be shifted to accommodate, however put the terrain back to it's original position afterwards. You can only shift terrain if there is NO legal spot to put the fortification.
- A fortification cannot be placed on top of any pre-placed tournament terrain.

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.
- Any warlord traits that you pick for your models must be clearly identified on your army list and cannot be changed throughout the tournament.

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 as needed.
- All players are expected to bring all the material needed to play (dice, rulebooks, measuring tapes etc.)
- Forge world models and rules are permitted. However, you must have the rules available to provide to your opponent as required.
- 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 – however please submit your revised list as quickly as possible.
- A relic may not be used prior to the character being on the board. In the case of a 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 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 a 75 point win for the round.
- 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. I'm NOT going to have a FAQ print out of every army (that's a book in itself!) so have your relevant FAQ for your army on hand.... Especially if you want to rely on it!

- 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 occurred 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.

- Once your game is completed you must leave the play area (bring your score sheet up to the front as soon as possible). Do not stand there talking beside someone else's game!!!! Don't be a distraction!

- Pick up after yourself. Clean up your trash!

9. Missions:

- 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! You have the rest of your turns (unless time runs out) to score victory conditions.

10. Sportsmanship:

At the end of each day, you will grade your opponents on their sportsmanship, ranking each person you play as 1st, 2nd, 3rd (day one) and 1st, 2nd (day two). For each first place vote you receive it is worth 11 points (maximum sportsmanship is therefore 55), each second place is worth 7 points and each third place 3 points.

11. Standings:

Best Overall award is the sum of Battle points, Painting points and sportsmanship.

Best General award is the player with the most **WINS** throughout the tournament

Best Painted award is **Painting** points only.

Best Sportsmanship award is **sportsmanship** only.

In the case of ties for best overall or general, strength of schedule is the tiebreaker.

There will be trophies for best overall, best general and best painted.

Best sportsman is immortalized on our Mark Figge Memorial Trophy at Kingston Gaming Nexus.