

The WarMaster's 40k Challenge



Player's Guide

September 26-27, 2009

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Welcome to *the Warmaster's 40K Challenge*, one of Canada's finest Wargaming Tournaments. Included in this package is information on the following events:

Warhammer 40,000 Doubles Tournament on Saturday, September 26.

Warhammer 40,000 Rogue Trader Tournament on Sunday, September 27.

Note: Early Theme Entry Bonus: Teams that submit their background and army list by Sept. 18, 2009 will receive 5 bonus points. Send submissions to natan_stevens@hotmail.com.

Location: Royal Canadian Legion, Waterloo Branch 530, 19 Regina St N.

Rules for Both Events (unless otherwise noted)

- All models used **must** be fully-painted (3 colour min + basing) Games Workshop and/or appropriate ForgeWorld miniatures and/or pre-approved scratch built models (contact the organizer for details).
- All models **must** be WYSIWYG (what you see is what you get). Special Characters cannot be represented by "counts as" models unless the player has discussed it with his opponents, and must have a backup "real" model if their opponents insist on its use. Special Characters that do not have official models may be represented through conversion, which must be WYSIWYG.
- All players will conduct themselves in a mature fashion.
- All rules decisions will be based on the new Warhammer 40,000 FAQs from www.gamesworkshop.com and the INAT FAQ available at www.warmasterschallenge.com in the player's resource section of the 40K Challenge.
- The 5th Edition Ruleset and Current Codex books will apply. If a new codex is released within 30 days prior to the event, either book is acceptable, but you must only use **one** version of the rules and you must make your choice clear to the organizers and your opponents each round. (Apocalypse and Imperial Armour rules are not allowed)
- Players are expected to have all the items they need to play Warhammer 40,000 – rulebooks, codex, dice, measuring device, etc.
- Each Team is expected to bring 3 objective markers that are between 25mm and 40 mm in size.

Allowed Armies:

Space Marines	Daemonhunter	Tau Empire
Dark Angels	Witchhunters	Eldar
Black Templars	13 th Company	Necrons
Space Wolves	Chaos Space Marines	Orks
Blood Angels (WD 13 & 14)	Chaos Daemons	Tyranids
Imperial Guard	Kroot Mercenaries	Dark Eldar

- **Note** – The Lost and the Damned list at <http://www.mts.net/~xian/astromicon/websiteV2/files/downloads/Lost%20and%20the%20Damned.pdf> is allowed.

The Doubles Tournament - Saturday, September 26

Size: 1000 points per player – see force organization rules below
for composition restrictions
Rounds: 4 rounds
Entry: \$80 per team
Registration: 8:00 a.m. (Introduction at 9:00)
Lunch Provided
The Event runs until approximately 8:00 p.m.

The Rogue Trader - Sunday, September 27

Size: 1850 points per player
Rounds: 4 rounds
Entry: \$30 per player
Registration: 8:30 a.m. (Introduction at 9:00)
Lunch Provided
The Event runs until approximately 6:45 p.m.

Hotel Information: Is available at www.warmasterschallenge.com

The Doubles Tournament

Full Schedule:

The Tournament

8:00-9:00	Registration
9:00-9:15	Introduction
9:15-11:30	Game 1
11:45-2:00	Game 2
2:00-2:30	Lunch (Pizza Provided)
2:30-4:45	Game 3
5:00-7:15	Game 4
7:45-8:00	Prizes

WMC Painting Contest:

Entry Deadline: 12:00
Judging: 12:00-2:00
Awards: 2:00

Additional Rules

Scenarios: The scenarios for the Warmaster's 40k Challenge feature Primary, Secondary, and Tertiary Objectives. They will be made available at www.warmasterschallenge.com.

Mulligans: each game, each team may use **one** mulligan to re-roll either a single dice roll or a leadership test. This may be the scatter dice.

Early Theme Entry Bonus: Those teams that submit their background and army list by Sept. 18, 2009 will receive 5 bonus points. Send submissions to natan_stevens@hotmail.com.

Army List Guidelines

Force Organization Chart

Each player's Force Organization chart is as follows:

1	HQ
0-1	Elite
1-3	Troops
0-1	Fast Attack
0-1	Heavy Support

In addition, there are three floating slots – one Elite, one Fast Attack, and one Heavy Support – that are available for use by the team. Each player on the team may use **ONE** of these slots. (Both players cannot use the same slot type – i.e. they may not both have floating heavy slots). After combining forces, this gives each team a nearly full Force Organization Chart.

Unit Selections that do not occupy slots in their codex, take up full slots in their Doubles List (i.e. Chaos Space Marines Greater and Lesser Daemons, the Emperor's Champion).

Special Characters – are allowed. However, only one of any special character is allowed per team. Special characters that unlock special force selections (Wazdakka making ork bikers troops) or other special rules (Shrike's Chapter Tactic) only apply to both players if they are both of the appropriate race/marine chapter etc.

Other Limiting Restrictions (0-1 restrictions, max one per army restrictions, etc) - Other than Special Characters (see above), all limiting restrictions are considered on a per player basis. I.E. A dual Necron force could include two Necron Lords, each with a Veil of Darkness.

Each Team is considered to be one 2000 point force for the duration of the Tournament.

This means that many abilities are shared, provided the wording of the specific rule allows it. For example, Necrons from one force are eligible for "We'll be Back" rolls into Necrons from the other force. Tyranid Synapse from one force extends to the other friendly force, if they are also Tyranids. This also means that when designing your list, your army is considered to be worth 2000 points (i.e. yes to elite carnifexes, characters with a 1500/2000 point requirement.) **Exception:** Vehicles with transport capacity may **NOT** carry forces from the other player's army.

Force Selection Notes

Space Wolves may only have one HQ, ignoring their normal requirement.

Black Templars may take the Emperor's Champion as their HQ selection, but may not take both an Emperor's Champion and another HQ.

Chaos Space Marines Lesser and Greater Daemons occupy full slots, counting towards the maximum allowed for the force.

Space Marine Chapter Tactics A Dual Codex: Space Marine force must choose a single Chapter Tactic to use for the entire army.

If you have any questions regarding army composition rules and whether certain effects will carry over, direct them to natan_stevens@hotmail.com.

Scoring

Battle	128
Mulligans	16
Head taking	8
Sportsmanship	64
Appearance	50
Theme	25
Early submission Bonus	5
Total	296

Battles Points	Win	Loss	Draw
Primary Objective	15	5	10
Secondary Objective	10	2	6
Tertiary Objective	5	1	3

Mulligan: If you do not use your mulligan, you gain two points. If your opponent uses their mulligan you receive another two points.

Head-taking: Each team receives one battle point for each enemy commander they kill in battle. If the character has fled off the table, killed himself (via perils of the warp) or is fleeing he still counts as being "killed" by the enemy

Sportsmanship:

There are 10 points per round available or sportsmanship, which are yes or no questions. Also there is a favourite opponent award, worth an additional 6 points per vote.

Sportsmanship (each yes is worth 1 point, except #8 which is worth 3)	
1. Were your opponents fun to play against?	Yes <input type="checkbox"/>
2. Would you play your opponent's army again?	<input type="checkbox"/>
3. Did your opponents arrive on time, ready to play?	<input type="checkbox"/>
4. Did your opponents measure and move fairly and accurately?	<input type="checkbox"/>
5. Did your opponents play in a timely fashion?	<input type="checkbox"/>
6. Did your opponents resolve rules differences easily and quickly?	<input type="checkbox"/>
7. Did your opponents have all the material necessary to play (dice, templates)?	<input type="checkbox"/>
8. In your opinion, is this army representative of a competitive tournament force? (Award 3 points) – Note: This question is meant to be subjective.	<input type="checkbox"/>
Total (out of 10)	<input type="checkbox"/>

Appearance:

There are 50 points available for appearance, which will be divided into 22 points per player, and 6 points combined.

Individual Painting			Player Name
1	Does the Army meet the 3-colour minimum?	6	
2	Is there a common colour scheme for the (individual) army)?	2	
3	Are the models based?	2	
3a	Are the bases exceptional?	1	
4	Is the paint job above average?	2	
5	Is the paint job exceptional?	1	
6	Has detail work been done - eyes, pouches, etc?	1-2	
7	Are there identifiable squad markings/chitin patterns, etc?	1-2	
8	Are there minor conversions?	1	
9	Is the army heavily converted?	1-2	
10	Is the force among the top 10% of armies present?	1	
Total		22	

Team Painting		Points Avail	Points Earned
1	Is there a common colour scheme for the combined armies?	1-3	
2	Is the basing of each army similar?	1-2	
3	Does the army have a display board?	1	
Total		6	

Theme:

There are 25 points available for theme. This will judge how well your two armies fit together. Your display and a written background will heavily influence this score. For example, an Imperial Guard and Tyranid in-play combination is perfectly acceptable, and by developing a display board featuring the two factions battling each other, you will win theme points as well.

Note: It is entirely possible to score more than 25 points. This allows players to build their theme in whatever direction they desire. The Warmaster's Challenge website will feature a player's guide to developing a strong theme, in order to expand on what we are looking for. Feedback on the theme criteria is more than welcome and we will take all suggestions into consideration for future events. This guide will be available in August of 2009.

Note: The Warmaster's Challenge Organizers will not be impressed by cut and paste stories taken directly out of a codex.

Theme			Points Earned
1	Does the Army include a written Background?	0-5	
1a	Is the background of above average quality in presentation?	0-2	
1b	Does the background go the extra mile? (Full colour, uniqueness) . please submit this portion the day of the tournament for judging (without impinging on the early bird bonus.)	0-3	
2	Does the display contain a dynamic element (story/battle)?	0-3	
3	Are there conversions that reflect theme/complimentary forces?	0-1	
4	Do the forces reflect a moment in Warhammer %history?+	0-3	
4	Does the theme represent a plausible story arch in the 40k universe?	0-3	
Allied Path			
6	Do the armies belong together?	0-3	
6b	Heavily justified in the Warhammer Universe?	0-2	
6c	Extremely justified by both background and universe	0-2	
7	Does the Display Board build on the alliance?	0-5	
Adversaries Path			
6	Are the Armies in opposition to each other?	0-3	
6b	Is there a strong Warhammer Universe tie between these forces?	0-2	
6c	Do the Background and Universe build on each other?	0-2	
7	Does the display Board build on the adversarial relationship?	0-5	
Total		25 (32)	

Prize Categories: Prize Support will vary depending on attendance.

If there are fewer than 20 teams:

Overall: A Mega Force or Army Deal per player

If there are 21-39 teams:

Best Sportsman: Choice of One Battleforce per player
Best General: Choice of One Battleforce per player
Best Appearance: Choice of One Battleforce per player

If there are 40 teams:

Best Appearance: Imperial Choice of a tank kit per player
Best Appearance: Chaos Choice of a tank kit per player
Best Appearance: Xenos Choice of a tank kit per player
Best Appearance: Adversaries Choice of a tank kit per player

Tiebreakers: The first tiebreaker is overall rank, the second is sportsmanship, and the third is generalship, followed finally by appearance.

No Team can win multiple awards. The ranking above indicates which prize takes precedence.

The Warmaster's Challenge Overall Prize: The player that has the best combined score over the two days will win a **ForgeWorld: Brass Scorpion**. This person may have won other categories over the two days.

The Rogue Trader Tournament

Full Schedule:

8:30-9:00	Registration
9:00-9:15	Introduction
9:15-11:15	Game 1
11:30-1:30	Game 2
1:30-2:00	Lunch (Player vote for top armies)
2:00-4:00	Game 3
4:15-6:15	Game 4
6:30-6:45	Prizes

The Rogue Trader will be using the Warmaster's Tournament Circuit package, and Advanced Scenarios Package.

The following ruleset will be used

- Generalship Standard
- Sportsmanship Standard
- Painting Advanced

Prize Categories: Prize Support will vary depending on attendance.

If there are fewer than 30 players:

Overall: Choice of One Battleforce

If there are 31+ players

Best Sportsman: Choice of a tank or unit kit

Best General: Choice of a tank or unit kit

Best Appearance: Choice of a tank or unit kit

The Warmaster's Challenge Overall Prize: The player that has the best combined score over the two days will win a **ForgeWorld: Brass Scorpion**. This person may have won other categories over the two days.

For more information, visit www.warmasterschallenge.com

Or e-mail natan_stevens@hotmail.com

Or call 519-897-0796 (after 4:30 p.m.)