

The WarMaster's 40k Challenge



Player's Guide

September 27-28, 2008

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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 27.

Warhammer 40,000 Rogue Trader Tournament on Sunday, September 28.

Note: Early Theme Entry Bonus: Those teams that submit their background and army list by Sept. 19, 2008 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 Warmasters FAQ's.
- 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.
- 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.

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 Warmasters Challenge will be using the Astronomi-con Lost and the Damned list (special thanks to Mike and Christian for the use of this list).

The Doubles Tournament - Saturday, September 27

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 28

Size: 1700 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

Warpstone Painting:

Entry Deadline: 12:00

Judging: 12:00-2:00

Awards: 2:00

Mad Grox Racing:

2:30

Additional Rules

Scenarios: The scenarios for the Warmaster's 40k Challenge feature Primary, Secondary, and Tertiary Objectives available on 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. 19, 2008 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.

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 (Lysander's Teleport Assault) 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, in a dual marine force with a Commander and a Librarian, the entire force would be able to use "Rites of Battle" and be protected by the Psychic Hood. 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.

If you have any questions regarding army composition rules and whether certain effects will carry over, direct them to natan_stevens@hotmail.com. The answers will be placed in an FAQ in the **Player Resources Section** at www.warmasterschallenge.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 7 points per round available or sportsmanship, all of 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?	<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?	4	
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?	1-2	
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?	3	
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 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 15 teams:

Overall:

A Mega Force or Army Deal per player

If there are 16-30 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 31-40 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

If there are 41+ teams:

Fewest Mulligans:

Choice of a regiment box per player

Most Heads:

Choice of a regiment box 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: Greater Daemon of Khorne. 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 a revised version of the Games Workshop Canada tournament package, available in the **Player Resources Section** at www.warmasterschallenge.com

Exception: The points normally awarded in the honour category will be spread out among the others. Sportsmanship will be 0-5 points, Appearance will be 0-7, and Army Selection will be 0-5.

Prize Categories: Prize Support will vary depending on attendance.

If there are fewer than 20 players:

Overall: Choice of One Battleforce

If there are 21+ 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: Greater Daemon of Khorne**. 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.)