

# THE WARMASTER'S 40K CHALLENGE

## *PLAYER'S GUIDE*

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

The 80 team Doubles Tournament on Saturday, November 17.

The 80 player Rogue Trader Tournament on Sunday, November 18.

*There will be a pub night Saturday evening, featuring the dreaded Pub Quiz.*

### **Rules for Both Events**

- All models used **must** be fully-painted (3 colour min + basing) Games Workshop and/or appropriate ForgeWorld miniatures.
- All models **must** be WYSIWYG (what you see is what you get).
- All players will conduct themselves in a manner that will not bring our hobby into disrepute.
- All rules decisions will be based on the Adepticon 2007 FAQ, which can be found at [www.adepticon.org](http://www.adepticon.org) in the downloads section.
- The latest rules set and codex books will apply.
- Players are expected to have all the items they need to play Warhammer 40,000 – rulebooks, codex, dice, measuring device, etc.

**Disallowed Armies:** Armoured Company (any variant, as per GW tournament guidelines). Refer to the Canadian GW list of eligible at <http://ca.games-workshop.com/CommunityNew/HOH/HOHdownload/HoH-PlayersGuide07.pdf>

### **The Doubles Tournament - Saturday, Nov 17**

Capacity: 80 Teams (160 players)  
Size: 1000 points per player  
Rounds: 4 rounds  
Entry: \$50 per player  
Registration: 8:00 a.m.

### **The Rogue Trader - Sunday, Nov 18**

Capacity: 80 Players  
Size: 1700 points per player  
Rounds: 4 rounds  
Entry: \$75 (\$50 with purchase of Team Tournament Ticket) per player  
Registration: 8:30 a.m.

# THE DOUBLES TOURNAMENT

## **Additional Rules**

**Scenarios:** The Adepticon 2007 Team Tournament scenarios will be used for this event. They feature Primary, Secondary, and Tertiary Objectives. Learn them well if you plan to win...

**Mulligans:** each round, each team may use one mulligan to re-roll either a single dice roll or a leadership test.

## **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 player's 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. They are special for a reason.

**Other Limiting Restrictions** (0-1 restrictions, max one per army restrictions, etc) - Other than Special Characters (dealt with above), all limiting restrictions are considered on a per player basis. Therefore a dual Necron force could be lead by two Necron Lords with a Veil of Darkness each.

**Each Team is considered to be one 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. **Exception:** Non-dedicated vehicles with transport capacity may **NOT** carry forces from the other player's army.

# THE DOUBLES TOURNAMENT

## Scoring

Battle	136
Sportsmanship	34
Appearance	50
Theme	25
<b>Total</b>	<b>245</b>

<b>Battles Points</b>	<b>Win</b>	<b>Loss</b>	<b>Draw</b>
Primary Objective	15	5	7
Secondary Objective	10	3	5
Tertiary Objective	5	1	2

**Mulligan:** If you use yours, then your opponent receives two battle points, and vice versa.

**Head-taking:** Each team receives one battle point for each enemy commander they kill in battle.

### **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.

### **Appearance:**

There are 50 points available for appearance, which will be divided into 25 points per player. A dynamic display board will help both players.

### **Theme:**

There are 25 points available for theme. This will judge how well your two armies fit together. Your display and a written background (No more than 250 words, please. We will stop reading at one page) may 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.

# THE DOUBLES TOURNAMENT

## Prize Categories

<b>Overall:</b>	The best overall team
<b>Best Sportsman:</b>	The most sporting team
<b>Best General:</b>	The team with the best generalship
<b>Best Appearance:</b>	The overall best looking army
<b>Best Appearance: Imperial:</b>	The best looking all imperial army
<b>Best Appearance: Xenos:</b>	The best looking alien army
<b>Best Appearance: Chaos:</b>	The best looking all chaos army
<b>Fewest Mulligans:</b>	The team that uses the fewest mulligans
<b>Most Heads:</b>	The team that takes the most heads

**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: Chaos Warhound Titan. This person may have won other categories over the two days.

## THE ROGUE TRADER TOURNAMENT

The Rogue Trader will be using the standard Games Workshop Canada tournament package, with one exception. There will be **no** honour category.

Instead, 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

<b>Overall:</b>	The best overall player
<b>Best Sportsman:</b>	The most sporting player
<b>Best General:</b>	The player with the best generalship
<b>Best Appearance:</b>	The overall best looking army

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

For more information, visit [www.warmasterschallenge.com](http://www.warmasterschallenge.com)

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