

# The WarMaster's 40k Challenge



## *Player's Guide*

September 18-19, 2010

## **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:

- Warhammer 40,000 Doubles Tournament on Saturday, September 18.
- Warhammer 40,000 Singles Tournament on Sunday, September 19.

**Note: Early Bird Bonuses:** There are two early bird options for players. The deadline for both is September 10, 2010. They are detailed in the relevant tournament section.

**Location:** Bingemans Funworx, 425 Bingemans Centre Drive, Kitchener, Ontario

**Rules for Both Events** (unless otherwise noted)

- The Warmaster's Challenge is an "Open List" event.
- 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](http://www.gamesworkshop.com) and the INAT FAQ available at [www.warmasterschallenge.com](http://www.warmasterschallenge.com) in the player's resource section of the 40K Challenge.
- The 5<sup>th</sup> 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 diameter.
- Inquisitorial Allies are permitted, but the player must have the appropriate Codex.
- The Eldar Nightspinner is permitted, but the player must have the WD Article present

### **Allowed Armies:**

Space Marines	Daemonhunter	Tau Empire
Dark Angels	Witchhunters	Eldar
Black Templars	13 <sup>th</sup> Company	Necrons
Space Wolves	Chaos Space Marines	Orks
Blood Angels	Chaos Daemons	Tyranids
Imperial Guard	Kroot Mercenaries	Dark Eldar

### **The Doubles Tournament - Saturday, September 18**

Size: 1000 points per player – see force organization rules below for composition guidelines  
Capacity: 80 Teams  
Rounds: 4 rounds  
Entry: \$80 per team  
Registration: 8:00 a.m. (Introduction at 9:00)  
*Lunch Provided* (2 Pizza Slices & 1 Pop Ticket Provided)  
The Event runs until approximately 8:00 p.m.

### **The Rogue Trader - Sunday, September 19**

Size: 1850 points per player, with the option of the core and support forces format (pg 9)  
Capacity: 100 Players  
Rounds: 4 rounds  
Entry: \$30 per player  
Registration: 8:30 a.m. (Introduction at 9:00)  
*Lunch Provided* (2 Pizza Slices & 1 Pop Ticket Provided)  
The Event runs until approximately 6:45 p.m.

### **Fully Registered Teams, Partially Registered Teams and Warmaster's Refund Policy:**

- *Fully Registered Teams* are teams that have (usually) paid for their entry to the event. Their spot is guaranteed.
- *Partially Registered Teams* are teams that have indicated an interest in attending, but have not paid. These teams may be "bumped" off the registered team listing and onto the waiting list by fully registered (paying) teams with the earliest partially registered teams to sign-up being the last to get bumped.
- *Warmaster's Refund Policy:* Warmaster's will refund any entries up to two weeks prior to the event, less the paypal fees of the entry without question. After that date, Warmaster's will refund entries if the spots occupied by the refunding player(s) are filled.
- *Warmasters* reserves the right to require full registration from players with a history cancelling without notice or on very short notice.
- *Warmasters* also reserves the right to consider players with excellent reputations for reliability to be fully registered without paying in advance of the event.

**Legal Disclaimer:** the Warmaster's Council and its sponsors are not liable for any property that is lost, stolen or damaged or for any injury, accidental or intentional, to any participant of the tournament.

**Hotel Information:** Is available at [www.warmasterschallenge.com](http://www.warmasterschallenge.com)

# The Doubles Tournament

## Full Schedule:

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 (2 Pizza Slices & 1 Pop Ticket Provided)
2:30-4:45	Game 3
5:00-7:15	Game 4
7:45-8:00	Prizes

## Additional Rules

**Scenarios:** The scenarios for the Warmaster's 40k Challenge feature Primary, Secondary, and Tertiary Objectives. Beta Scenarios will be made available at [www.warmasterschallenge.com](http://www.warmasterschallenge.com) in the first week of July, with an update in the first week of September.

**Mulligans:** Each game, each team may use **one** mulligan to re-roll either a single die 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. 10, 2010 will receive 5 bonus points. Send submissions to [natan\\_stevens@hotmail.com](mailto:natan_stevens@hotmail.com).  
*Remember to declare Adversaries or Allies in the submission.*

The Warmaster's Challenge accepts the following formats for early bird submission:

Army List: Word, Excel, Htm, PDF, and Army Builder v3.2d (or newer). Non Army Builder submissions must have each unit, item, and upgrade broken out on a line by line basis and its point value listed clearly.

Theme: Word, Htm, PDF

## 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.

**Other Limiting Restrictions** (0-1 restrictions, max one per army restrictions, etc) All limiting restrictions except for special/named characters are considered on a per player basis. I.E. A dual Necron force could include two Necron Lords, each with a Veil of Darkness.

## Team Interaction

**Each Team is considered to be two separate 1000 point forces for the duration of the Tournament.** This means that abilities are **NOT** shared. Special Characters may override this in certain cases (see below). Examples:

- Necrons from one force are **NOT** eligible for “We’ll be Back” rolls into Necrons from the other force.
- Tyranid Synapse from one force does **NOT** extend to the other friendly force if they are also Tyranids.
- A Kustom Force Field in one army does not protect the other (potentially ork) player
- The Blood Chalice does not provide feel no pain to the other army.
- Imperial Guard orders cannot be given to the other player.
- Chaos Daemons cannot use icons from Chaos Space Marines units to avoid scatter.
- Only Eldar benefit the casting farseer’s force benefit from Doom.

**Special, Named and Unique Characters/models** – are allowed, but because they are unique only one is allowed per team. Because of this, special characters that unlock special force selections (Wazzdakka making ork bikers troops) or other special rules (Shrike’s Chapter Tactic) apply to both team members provided they are using the same Codex army. For purposes of Special Characters that have a minimum point value to be fielded, the army is considered to be worth 2000 points.

**Independant Characters:** May not join units from the other player’s army.

**Transports:** Vehicles with transport capacity may **NOT** carry forces from the other player’s army.

**Multiple Psychic Defences:** Teams may only use/apply one type of psychic defence against any psychic attack. They are free to choose whichever defence they believe will work better for them. Items that operate as an additional layer of defence may be used. *For example, A Space Wolf Rune Priest and a Librarian cannot use both the Rune Staff and the Psychic Hood. Regardless of which standard defence is used, the Wolf-tail Talisman in the unit may still be used.*

## Force Selection Notes

**HQ “Two for One” Slot Deals:** Some armies are able to take two characters for their HQ slot (i.e. Space Wolves and Chaos Daemons). This is permitted, but players must declare their general for the purpose of head-taking at the start of each game.

**Black Templars:** may take the Emperor’s Champion as their HQ selection **OR** may take both an Emperor’s Champion and another HQ selection. If the latter option is chosen, then the Emperor’s Champion cannot be selected as the commander for purposes of head-taking.

**Chaos Space Marines** may not select the Greater Daemon to be their commander for purposes of head-taking. Summoned Greater and Lesser Daemons do not count as force organization slots.

If you have any questions regarding army composition rules and whether certain effects will carry over, direct them to [natan\\_stevens@hotmail.com](mailto:natan_stevens@hotmail.com).

## Doubles Tournament Scoring Breakdown

Battle	128
Mulligans	16
Head-taking	8
Sportsmanship	64
Appearance	50
Theme	25
Early submission Bonus	5
<b>Total</b>	<b>296</b>

### **Battle**

There are three areas that teams earn points through game-play. They are battle points, mulligan use, and head-taking.

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

**Mulligan Use and Points:** Each game, each team may use one mulligan to re-roll either a single die roll or a leadership test. This may be the scatter dice.

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), gets killed by "friendly" fire, or is fleeing he still counts as being "killed" by the enemy.

### **Sportsmanship**

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

#### **Sportsmanship**

##### **Questions 1 & 2 are worth 2 points each**

1. Were your opponents fun to play against?
2. Would you play your opponent's army again?

##### **Questions 3-8 are worth 1 point each**

3. Did your opponents arrive on time, ready to play?
4. Did your opponents measure and move fairly and accurately?
5. Did your opponents play in a timely fashion?
6. Did your opponents resolve rules differences easily and quickly?
7. Did your opponents have all the material necessary to play (dice, templates)?
8. Did your opponents roll their dice in an open manner, giving you time to view their rolls?

## Appearance

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

<b>Individual Painting</b>		Points Available
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

<b>Team Painting</b>		Points Available
1	Is there a common colour scheme for the combined armies? (If Adversaries, consider contrasting colours and relevant background for these forces)	1-3
2	Is the basing of each army similar?	1-2
3	Does the army have a display board?	1
Total		6

## Theme

**Allies and Adversaries Paths:** Each team must decide if their combination of armies follows either the *Allies* path or the *Adversaries* path for their back ground and theme. Each team must include in the header of their submission which path they are following.

There are 33 points available for theme, but teams max out at 25 points, allowing room for flexible background design. This will judge how well your two armies fit together or oppose each other. 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 earn theme points as well.

**Note:** Regarding Adversaries path themes. Warmaster's strongly recommends teams that choose this path to not develop a background that brings the adversaries together for the tournament. Develop a theme that maximizes the adversarial relationship in the context of your story and your display board.

<b>Theme Scoring</b>		
1	Did the Submission include a declaration of <i>Allies</i> or <i>Adversaries</i> as their path?	2
2	Does the Army include a written Background?	0-5
2a	Is the background of above average quality in presentation?	0-2
2b	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
3	Does the display contain a dynamic element (story/battle)?	0-3
4	Are there conversions that reflect theme/complimentary forces?	0-2
5	Do the forces reflect a moment in Warhammer “history?”	0-3
6	Has the team gone the extra mile in team spirit? – This can be things like T-shirts, haircuts, a banner, etc	0-3

<b>Allied Path</b>		
7	Do the armies belong together?	0-3
7b	Heavily justified in the Warhammer Universe?	0-2
7c	Extremely justified by both background and universe?	0-2
8	Does the Display Board build on the alliance?	0-5

<b>Adversaries Path</b>		
7	Are the Armies in opposition to each other?	0-3
7b	Is there a strong Warhammer Universe tie between these forces?	0-2
7c	Do the Background and Universe build on each other?	0-2
8	Does the display Board build on the adversarial relationship?	0-5

<b>Total</b>		<b>25 (33)</b>
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## Prize Categories

Prize Support will vary depending on attendance.

If there are fewer than 25 teams:

<b>Overall</b>	An Army package valued at \$250, usually the two newest armies released.
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If there are 26-45 teams:

<b>Best Sportsman</b>	Choice of One Battleforce per player
<b>Best General</b>	Choice of One Battleforce per player
<b>Best Appearance</b>	Choice of One Battleforce per player

If there are 46+ teams:

<b>Best Appearance: Imperial</b>	Choice of a tank kit per player
<b>Best Appearance: Chaos</b>	Choice of a tank kit per player
<b>Best Appearance: Xenos</b>	Choice of a tank kit per player
<b>Best Appearance: Adversaries</b>	Choice of a tank kit per player
<b>Best Appearance: Other</b>	Choice of a tank kit per player

### **Prize Categories Breakdown:**

<b>Overall</b>	Total Points
<b>Best General</b>	Total Battle
<b>Best Sportsman</b>	Total Sportsmanship
<b>Best Appearance</b>	Appearance and Theme
<b>Best Appearance: Imperial</b>	Appearance and Theme within Imperial Sub-category
<b>Best Appearance: Chaos</b>	Appearance and Theme within Chaos Sub-category
<b>Best Appearance: Xenos</b>	Appearance and Theme within Xenos Sub-category
<b>Best Appearance: Adversaries</b>	Appearance and Theme within Adversaries Sub-category
<b>Best Appearance: Other</b>	Appearance and Theme within Other Sub-category

### **Draw Prizes**

Along with these prize categories, draw prizes will be added at a rate proportionate to attendance.

**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 Tzeentch**. This person may have won other categories over the two days.

# The Singles 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 (2 Pizza Slices & 1 Pop Ticket Provided) (Player vote for top armies)
2:00-4:00	Game 3
4:15-6:15	Game 4
6:30-6:45	Prizes

## Army Selection: Core Forces and Support Wings

Players will have the choice of building a standard 1850 point army OR segmenting their armies in the following way:

1. The army shall consist of a *Core Force* and two *Support Wings*.
2. The *Core Force* shall be no more than 1250 points. The *Core Force* shall contain the army's mandatory HQ and 2 Troop selections.
3. Each *Support Wings* shall consist of no more than 600 points. There are no required selections in each side bar.

***Note:** The 1250 point and 600 point limitations are hard caps. There is no sleeve to tweak your numbers to 1255 in the Core Force and 595 in each Support wing. While Warmaster's wants you to have increased flexibility on army list creation, we need to strike a balance between flexibility and fast markability on our part. With full time jobs and all the other tourney prep that we have, we cannot realistically allow sleeves.*

4. Units in the *Core Force* Section and the *Support Wing* Section are self-contained, including dedicated transport options for the units. This means that you cannot spend support points to bolster a Core unit with additional models or Wargear. You also cannot include dedicated transports in the *Support Wings* that would be assigned to the *Core Force*.
5. When the core component is combined with either sidebar (but not both at once), the force must still adhere to the standard 40K force organization chart (2 HQ, 3 Elite, 6 Troops, 3 Fast Attack, and 3 Heavy Support).

## **Early Submission Requirement**

***Any player that wants to use the Core Force and Support Wing format MUST submit their Army lists by September 10, 2010 to natan\_stevens@hotmail.com. Any list received after that date will follow the standard 1850 list construction rules.***

The Warmaster's Challenge accepts the following formats for early bird submission:

Army List: Word, Excel, Htm, PDF, and Army Builder v3.2d (or newer). Non Army Builder submissions must have each unit, item, and upgrade broken out on a line by line basis and its point value listed clearly.

## Declaring Support Wings in Game

Players will be provided with two cards. One will be labelled "Support Wing 1" and the other will be "Support Wing 2". Before any other action related to the scenario, players will select which wing they will use, and both players will simultaneously reveal their selection to their opponent. If only one player is using the support wing format, then it is selected and revealed by that player before any other game related action takes place.

**Note:** Because this is an open list tournament, players may look at each other's core forces and support wings prior to making their selection.

## Scoring Breakdown

Battle	132	Weighting	60%
Sportsmanship	48	Weighting	22%
Painting	40	Weighting	18%
<b>Total</b>	<b>220</b>		

## Battle Points

Battle Points are scored in the following manner:

- Primary Objective: 15/10/5 – Win/Draw/Loss
- Secondary Objective: 10/6/2
- Tertiary Objective: 5/3/1
- There are 3 bonus points and 3 penalties each round.

## Sportsmanship

- There are 10 points per round available for sportsmanship, which are yes or no questions.
- Also there is a favourite opponent award, worth an additional 2 points per vote.

### Sportsmanship

#### Questions 1 & 2 are worth 2 points each

1. Were your opponents fun to play against?
2. Would you play your opponent's army again?

#### Questions 3-8 are worth 1 point each

3. Did your opponents arrive on time, ready to play?
4. Did your opponents measure and move fairly and accurately?
5. Did your opponents play in a timely fashion?
6. Did your opponents resolve rules differences easily and quickly?
7. Did your opponents have all the material necessary to play (dice, templates)?
8. Did your opponents roll their dice in an open manner, giving you time to view their rolls?

## Painting

Note: it assumed that all armies will be three colour, based, and WYSIWYG.

- There are 10 Points Available per round. Each question is worth 2 Points per round.
- Best Painted Army will be determined by a free vote at lunch.

1. Is the detail work on your opponent's army complete?
2. Are there impressive conversions present in your opponent's army?
3. Does your opponent's army feature advanced painting techniques (shading, highlighting, blending, etc)?
4. Does the army feature a high quality display board?
5. Does your opponent's army have a cohesive and consistent colour scheme?

## Prize Categories

Prize Support will vary depending on attendance.

If there are fewer than 40 players:

**Overall** Choice of One Battleforce

If there are 41+ 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

Prize Categories Breakdown:

**Overall** Total Combined Points

**Best General** Total Battle Points

**Best Sportsman** Total Sportsmanship

**Best Appearance** Winner of Free Vote amongst players.

## Draw Prizes

Along with these prize categories, draw prizes will be added at a rate proportionate to attendance

**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 Tzeentch**. This person may have won other categories over the two days.

**Las Vegas GT Entries:** The top two players for the weekend will earn "Golden Tickets" to the GW GT in Las Vegas in the summer of 2011.

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

Or e-mail [natan\\_stevens@hotmail.com](mailto:natan_stevens@hotmail.com)

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