

# WMC Clarifications and Additions

Updated September 1, 2010:

## General Clarifications:

1. Inquisitorial Allies and the Eldar Night Spinner are allowed, but you must have the appropriate Codex/Article with you at the event.
2. Amendment to the wipe out rule: for Kill Point Objective, a wipe out is automatically a win.

## Doubles Tournament Clarifications and Additions

1. **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.*

2. **Painting Scoring for Combined Presentation:**

Is there a common colour scheme for the combined armies? 1-3

Added: (If Adversaries, consider contrasting colours and relevant background for these forces) *this will ease scoring for mixed armies that are trying to build on a classic rivalry*

3. **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

## Doubles Scenario Clarifications

**Chaos Daemons and assigned items:** Chaos Daemon armies must assign items, such as the field generator or the Flag of Glory, to their preferred half of the army. If they do not get that half, they **MUST** reassign it to a model in the other half of the army.

Scenario 1:

1. Clarification: The normal 18" pushback from enemy units applies as normal.
2. Clarification: The model with the generator must either start the game on the board (or in a transport) or enter play on turn one.

3. Replace Tactical Bonus 2: +1 If your army held the flag at any point in the game

Scenario 2:

1. Clarification: cleaned up language on the flag and the field generator.

Scenario 3:

1. Clarification: cleaned up language on who may be given the detonator.
2. Rule Change: Any Terrain Piece instead of in their opponent's deployment zone may be booby trapped
3. Clarification: a suggestion to mark where the booby trap is on the deployment diagram
4. Rule Change: Detonator Range increased to 18"
5. Addition: Vehicles in the terrain suffer a St 4 hit on their rear armour from the booby trap.

Scenario 4:

1. Rule Change: The flag bearer must either start the game in reserve or enter play on turn one (via drop pod assault or Daemon incursion). *The last thing we want is for the flag to arrive on the bottom of turn 5 and for the game to end without the opposing team having a chance to take it.*
2. Rule Change: the secondary is replaced because it requires too much book-keeping during the game. It is replaced with:  
**Secondary:** *Lose the Fewest Kill Points* – the player pursuing this objective must give up fewer kill points than their opponent pursuing this objective.

## Singles Tournament Questions Clarifications and Additions

### Support Wing Clarification

**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 has been overhauled:

*The quick solution of just doubling the points available for painting and sportsmanship were not sufficient. Therefore, the following scoring system will be used:*

#### 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 Breakdown:

<b>Overall</b>	Total Points
<b>Best General</b>	Total Battle
<b>Best Sportsman</b>	Total Sportsmanship
<b>Best Appearance</b>	Winner of Free Vote amongst players.

**Scenario 4:** Victory Points is now the primary and Kill Points is the secondary.

## Updated August 11, 2010:

### General Clarifications:

1. This is an open list event, meaning your opponent can look at your list at any time.
2. Tervignons and Tyranofoxes may be based on either 60mm bases or the standard Tyrgon Oval base.

## Singles Tournament Questions and Clarifications:

## Scenarios:

With the potential to have 100 players, we have had to overall the scenarios for the singles. Quite simply we needed to increase the means of generating separation. Therefore, the Singles Scenario Package has been produced. We strived to use as much of the standard 40K scenarios as possible for the primary and secondary objectives, with the tertiary coming out of the WMC advanced scenarios package.

The bonuses and penalties are generally based on what survives or not, with a few exceptions.

Finally, we will be doubling the points awarded for painting and sportsmanship to maintain the relevance of each category in relation to each other. **Changed again on Sept 1<sup>st</sup>.**

## Clarifications on Core Forces and Support Wings:

**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.*

*Added Bullet Point 4:*

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*.

## Doubles Scenarios:

### Flags:

1. Amended bullet point #1. The flag may be claimed at the end of any phase, but not during pre-game deployment via scouting or infiltrating.
2. Amended bullet points #1 & #6 regarding bearers. The rule is slightly different for clarity, although it has some impact non-HQ units with the *independent character* USR.
3. Amended bullet point #2. Added: *If that model is removed, simply move it into contact with another model in the unit.* Rationale: The flag is assigned to a unit, not a specific model.
4. Amended bullet point #3. Contesting the flag happens if within 3" of unit bearing the flag, not the flag marker itself
5. Amended bullet point #4. A transport may move flat-out.

Scenario 1:

1. Clarification: *Night Fighting* is in effect on turn 1 as per standard Dawn of War.

Scenario 2:

1. None so far

Scenario 3:

1. Clarification: Recording which piece of terrain is body trapped takes place between rolling for table edge and deploying a unit.
2. Rewrite of the effects of the Booby Trap to:  
When the Booby trap is set off, all models in the terrain piece suffer a St 4, AP – hit. In addition, all models within d6" of the terrain piece suffer a St 3, AP – hit. All models hit are allowed a 4+ cover save from its effects.

Scenario 4:

1. Clarification: a reminder added in the deployment section regarding who can use the flag's ability.
2. Clarification: the Flag of Glory is a flag as per page 2.
3. Clarification: only your side can activate your flag – your opponent cannot capture and then use your flag.
4. Clarification: the tactical bonuses are not contingent on controlling or contest with the flag.
5. Amendment: If the unit bearing the flag is not on the table at the end of the game, your side does not count as controlling their flag, losing the primary objective.
6. Changed the Tertiary objective: Removed the penalty to your side for your flag bearing unit being in your deployment zone.