

Trumpeter Salute 40K Tournament Rules for Saturday, April 5th, 2014

<http://40ksalute.wordpress.com/>

Tournament organiser

Linton Harrison.

Registration and cost of the Tournament

This 24-30 player tournament is a way to promote our hobby and so the cost will be used only for prizes and hall rental. The cost for the 40K tournament is \$7.00 payable in cash at registration on the day, but an e-mail to reserve a spot must first be sent to 40ksalute@gmail.com . An e-mail confirming that you have been registered will be sent back to you. If you have a spot reserved and don't attend without giving two weeks' notice, you will be barred from future events. Please inform us so that your spot can be given to someone else.

Please note that there is a separate \$20.00 charge to enter the Salute convention on Saturday (payable at the door, \$30.00 for the weekend). Many people already have passes for all three days, so we left the entrance fee out. Therefore, actual cost is \$27 if a three day pass wasn't purchased or you are not a Trumpeter Society member. There is open gaming after the tournament and other games to see during the convention.

<http://www.trumpetersociety.com/>

Awards

Once again there will be prizes generously donated by Imperial Hobbies in Richmond. Tickets will be given out to each attendee for a chance for anyone to win them.

Trophies for Best Painted, Best General, Favourite Opponent and Overall Winner will be handed out at the end of the day.

Army lists are due by Friday, March 21st, 2014

You may change your army type up until the army list submission deadline. Everyone meeting this deadline will be awarded 5 bonus points to your overall score. We will accept army lists in the following formats:

- Plain text/RTF
- Microsoft Word
- Microsoft Excel
- Army Builder HTML or text only. Regular Army Builder files can sometimes be difficult to open depending on the version used to create them.

NOTE: While we like Army Builder for the formatting and clean presentation of the army list, it is not an official source of rules or point values and will not be taken in place of the appropriate army codex or rulebook. Make sure that you check all of your points, selections, and stats against your army codex.

Bring at least four copies of your army list, preferably typed. Hand written army lists are difficult to read and this increases the chance of scoring errors.

Army lists are to be submitted to 40ksalute@gmail.com .

A mission package with more details will be made available before the March 21 deadline for army lists.

Gaming requirements

You must conduct yourself in a manner that will not bring our hobby or the Trumpeter Society convention into disrepute.

You must bring all materials needed to play including the basic rulebook for 6th edition, your army codex, the latest relevant FAQ/Errata, dice, measuring device, templates, models, and any additional rules that you will be using.

Also bring 5 distinct objective markers on bases no bigger than 40mm, and if your army includes vehicles, please bring something to represent a crater if your vehicles explode. These may be actual craters or simple cloth or paper cut-outs, but they should approximate the size of your vehicles. If markers are not provided, then you may not place a crater on the table if a vehicle explodes.

And if you do not have a display board for your army, you should have a transport tray.

Schedule

Registration 9am

Game #1 9:30 am to 11:30 am

Lunch 11:30 am to 12:30 pm

Game #2 12:30pm to 2:30 pm

Break 2:30 pm to 3 pm

Game #3 3 pm to 5 pm

Awards 5:15 pm

NOTE – if you are not present by 9:30am, your place in the tournament may be given to another player.

Army Size and Games

Your Warhammer 40K army shall not exceed 1,500 points. This will be a three-round tournament.

Army Restrictions and Rules

The general rules for the Warhammer 40K tournament are straightforward. You must use the same army for each game, and it must not vary from the list you submitted by March 21. The 6th edition set of rules along with the latest codex and FAQ/Errata for your given army must be used. Furthermore, players should know that this tournament is for fun; and that poor sportsmanship will not be tolerated.

You must create your army using the most recent edition of the appropriate Warhammer 40K codex. Your army does not have to be painted but must be fully assembled. Fully painted armies are encouraged and you will not be able to gain painting points if your army is not painted. If you did not paint your entire army

you can still get full appearance scores towards your overall score but you will not be eligible to win the award for best painted.

You must bring a 1,500–point force using the standard force organization chart (rulebook page 109). No other formations or detachments, including Black Library and Escalation Expansion ones, are allowed.

You must have at least 400 points of troops in your army. Dedicated transports may be counted towards that total.

In any of the force slots (combined or individual) except troops and dedicated transports, only two of the same choice may be taken (e.g.: you may have six Marine squads, and up to two Vindicators and a Predator, but not three Vindicators. Two vehicle squadrons or Carnifex broods are OK, but not two troop Tervignons and a third in HQ.).

You may use 40K-approved Forge world models (non-super heavy or gargantuan) in this tournament. If you wish to do so, please contact us before the deadline submission for army lists so that we can check the validity of your unit.

You may use Special Characters.

You may use fortifications from Strongpoint Assault, except for Massive Fortifications with the "Mighty Bulwark" rule and Fortification Networks.

What You See Is What You Get (WYSIWYG)

If a model is armed with an item, it must be shown on the figure. Models for army list choices that are not available must be converted. If you are in any way in doubt about whether your conversion or scratch built piece might not be acceptable please contact us as early as possible before the tournament. We don't want someone to show up with something they can't use! This tournament will have a painting score so painted models are recommended.

You may use non Games Workshop models in this tournament. But they must still be WSIWYG as best as possible.

Best Overall Scoring

Best General, Favourite Opponent, Best Painted and the Army List bonus will combine to decide the Best Overall. Favourite Opponent will be used to determine the winner of any tie.

Battle Scoring (Best General)

The battle score is worth up to a total of 30 points. The victory points for each game will be determined by the instructions for Primary Objectives to be provided for each game in the Mission Package and the regular Secondary Objectives outlined in the 40K rulebook.

Victory point scoring is: Win - 10 points, draw 5 points and loss 3 points.

Favourite Opponent will be used to determine the winner of any tie.

Favourite Opponent Scoring

The favourite opponent score is worth up to a total of 24 points, with each round divided into three categories:

Honour – you may award up to 2 points to each opponent based on how prepared they are, having all of the materials needed to play the game, and being prompt, starting the game and playing their turns on time.

Army Selection – you may award up to 2 points to each opponent based on the nature of their army, a force built purely to win as opposed to being fluffy and having fun, and how well they displayed WYSIWYG on their models.

Sportsmanship – you may award up to 4 points to each opponent based on how they played their game, how they resolved rules disputes, measured distances, rolled their dice, etc., and whether or not you would be happy to play that person again.

The highest overall will be used to determine the winner of any tie.

Paint Scoring

The painting score is worth a possible total of 15 points. After the first game, players will display their armies and then nominate their choices for first-, second-, and third-best painted army on a score sheet to be provided. These will be scored at 5 points, 3 points and 1 point respectively, and will be tallied after voting. The highest overall will be used to determine the winner of any tie.