

Kwinana and Rockingham Armchair Generals Sanctuary

TOURNAMENT OF THE CHAMPION



7th Edition

Presented by



Participant Information Pack

By Gavin Tennent

Saturday 20th of May 2017 – Thomas Kelly Pavilion

Tournament of the Champion Warhammer 40,000 2017
Warhammer 40,000 7- Edition

Kwinana and Rockingham Armchair Generals Sanctuary

Basic Tournament Details

Date: Saturday 20th of May 2017

Time: Registration begins at 7:45am and closes at 7:55am

Location: Thomas Kelly Pavilion

Cost: \$35.00 for KRAGS Members, lunch included

Cost: \$40.00 for all other entrants, lunch included

Army Size: 1750

Gaming tools. Dice, Tape measures and templates will be supplied, for those that wish to use them. Tools provided must be returned at the end of the day. If you prefer to use your own that's fine as well.

Army List Submission Date: All lists and names of participants must be submitted by **safe hand (paper copy into TO's hands)** or **email** by 5pm 14th May, if your list is incorrect or late there may be a penalty applied!

You must bring 2 hard copies of lists on the day.

Lunch: Subway lunch platters and a bottle of water provided. Please note if there are any specific dietary requirements a \$2.50 surcharge may apply. Gamers will also receive a visit from the KRAGS Doughnut fairy to keep your energy levels up... **(Please note this is an Alcohol free event.)**

Contact Details

KRAGS President / TO

Name: Gavin Tennent

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Westgamer: hakon

The details for the tournament accounts are as follows:

Account Name = KRAGS Inc.

BSB = 302-162

Account Number = 0449341

Just make sure your name is in the notes or some place so we can identify your payment.

Judges

A panel of 3 KRAGS members will make up the judges panel.

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Time Table

Order of events

7:45 am Doors Open, Registration Opens
7:55 am Registration Closes
8:00 am Game 1 Commences
10:15 am Game 1 Finishes
10:30 am Game 2 Begins
12:45 pm Game 2 Finishes, Lunch Starts
1:15 pm Game 3 Begins
3.30 pm Game 3 Finishes
3.45 pm Game 4 Begins
6.00 pm Game 4 Finishes
6:15 pm Honours and Awards
6:30 pm Doors Officially Close

Introduction

Welcome to *Tournament of the Champion Warhammer 40,000 2017*. This event has run many times in the past starting it's life as a club teams event then becoming a mini ATC stylised event eventually becoming a single player event. In its return after not running in 2016 it ushers in a change of thinking for the KRAGS tournament team. In an effort to help make tournament play seamless across Perth we have opted to embrace the ITC Army List Composition Guidelines for the ITC 2017 40K Season and FAQ.

We are excited to offer our Third Warhammer 40,000 event for 2017, we hope your entire experience with *Tournament of the Champion* is both enjoyable and successful. Like previous other KRAGS events, we are aiming for hard but fair armies to create a challenging and competitive environment.

In this player pack you will find all the important information you require to compete at our tournament from important dates, tournament rules, scoring and other pieces of useful information. Please feel free to email your comments or questions to Gavin or Tristan at krag@live.com.au

The Full ITC guidelines can be found here:

<https://www.frontlinegaming.org/community/frontline-gamings-independent-tournament-circuit/itc-2015-season-40k-tournament-format/>

NOTE: The Modelling and Painting / Sportsmanship and ITC scenarios will not be used.

Sportsmanship

All players will be expected to conduct themselves in a polite and civil manner. Should players behave in a manner that is deemed unsuitable, they will be issued with a yellow card and a penalty which will be up to the judge's discretion from 0 to 20 points

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Army Lists Submission Requirements:

All lists must be submitted by 5pm 14th May, if your list is incorrect or late there may be a penalty applied!

You must bring 2 hard copies of lists on the day.

You are expected to bring copies of all rules you intend to use (Codex's, Data slates, Army Lists etc.)

When submitting your Army list, make sure you include:

- Please put your full name on all copies of the Army list.
- Codex Names and detachments in use.
- A breakdown of all point values.
- Army list must list all the models in your army, their points value, the points value of any equipment, and must specify which models are carrying any relics or similar that you decide to take
- Though the judges will be scrutinizing rosters closely prior to the event and informing players of any inconsistencies in their Army list. **We take no responsibility for any errors that escape our initial notice.** Please make absolutely certain that the Army list you submit is correct and conforms exactly to the army you will be using. Errors discovered during the course of the tournament will result in the offending lists creator losing up to 5 points from the Generalship score for each game in which that army has been used. **Double-check your calculations.** If you make a mistake and it is detected during the tournament you will lose points, even if the mistake was an honest one.

Detachment Rules

Lists are to be up to 1750 points. No more.

- Below is Basic Army List Composition Guidelines.
- Battle Forged armies only. No Unbound lists are allowed.
- An army may be built using up to three Detachments.
- An army may duplicate a single Detachment, one time.
- A Detachment may not be included in an army if it is Come the Apocalypse allies with another Detachment in the army.

Source Material Allowances and Restrictions

(Only source material released before the 1st of May will be used)

All current source material (excepting what is restricted below) is allowed including GW Codex's, Dataslates, Formations, and current and experimental Forge World units and detachments. All units in these Army Lists are played exactly as they are listed for points cost, stats, etc. out of their respective books. You cannot use the stats or points cost listed in the base GW Codex's when using FW rules, even in the case where a unit has the same name unless specifically noted otherwise. In instances there are two versions of the same rules as

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with the Inquisition/Imperial Agents, you may use either book. However, you must note on your army list which rules you are using and may not use both in the same list.

Neither the Imperial Space marine or the Death from the Skies Supplement are being used

The Forge World army lists below are not allowed. Please note, Horus Heresy/30K units are not allowed.

- The Dark Harvest army list is not allowed, although 40k approved units in it that can be purchased outside of the Dark Harvest detachment are allowed.
- Army lists in Imperial Armor 1, 2nd Ed: Armoured Battle Group. Note: All units in this Army List are played exactly as they are listed, points cost, stats, etc. You cannot use the stats or points cost listed in Codex: Astra Militarum even in the case where a unit has the same name.

Reference the ITC Imperial Armor Unit Index for the most recent rules for Forge World units.

All fortification data slates and upgrades from the Stronghold Assault book and data slates such as the Plasma Obliterator are allowed. The Macro Cannon Aquila Strongpoint and the Vortex Missile Aquila Strongpoint are not allowed.

- No Fortification Networks may be taken. We define a Fortification Network as those listed as such in their dataslate or a dataslate with more than 1 Fortification in it such as the Tidewall Gunfort.

Regardless of Detachments, no more than 2 Fortifications and/or 1 Super Heavy/Gargantuan Lord of War may be taken from the allowed LoW list with the following exceptions:

- One detachment in your army may include an Imperial Knight or Renegade Knight. So long as the detachment restrictions allow for multiple LoW, you may exceed the 0-1 LoW restriction within this detachment so long as all other LoW are also Imperial Knights or Renegade Knights.
- One detachment in your army may include a unit of Tau Stormsurges. This unit may contain more than one Stormsurge model.

Selection Criteria: ITC use the following guidelines to determine which Super Heavy/Gargantuan Creature LoW are allowed into the ITC format. For a list of allowable LoW by faction, see Appendix 1 at the end of this player pack.

A LoW choice is allowed so long as it does not violate any of the following:

- It has a larger than 5" blast D Weapon.
- It has a Hellstorm Template weapon with Torrent.
- It has a larger than 5" blast weapon that ignores cover.
- Is a Super Heavy Flyer or Flying Gargantuan Creature
- It has a "Titan" stat line. We mean by this LoW that have a stat line similar to or better than any of the Titan class Super Heavy Vehicles (Warhound, Revenant, etc.), Titan class Gargantuan Creatures (Hierophant, Tau'nar), or Daemon Lords.

If a LoW has easy access to means to violate the above criteria such as through Psychic Powers, or wargear such as Marker Lights paired with a LoW with a larger than 5" blast weapon, etc. In the case that we can simply disallow the wargear item we do that instead such as with the Battle of Keylak Legacy of Glory on Imperial LoW.

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- Exception: We allow units that violate one or more of the above guidelines in if they prove to not be overwhelming in power. To date, this has only been done to allow in some Super Heavy Flyers.

If one player has a Super Heavy/Gargantuan LoW and the other does not, the player without can roll on the Escalation Warlord Table and gains +1 to Seize the Initiative.

All non-super heavy/gargantuan LoW are allowed, such as Dante or Azrael.

Tables

Games are played on a 6'x4' table.

Mysterious terrain will not be used at this event.

All terrain on the table will be fixed and cannot be moved UNLESS at the start of the game you wish to replace a piece with a fortification at which time you should call over a "TO" to witness it. (And replace it at the end of the game)

All Buildings are counted as sealed and cannot be entered or deployed in/on (common sense will need to prevail as some building such as the Fortress of Redemption have outside areas which can be accessed without entering the building. If in doubt our dispute, dice it off or call over a "TO")

Except when bought as part of a Fortification, all weapons attached to any "terrain" feature are considered destroyed and cannot be repaired/used. Any landing pads such as the Sky Shield landing pad are considered to have their sides down and cannot be changed

Fortifications may not be placed within 3" of a board edge or another piece of terrain. If a Fortification cannot be placed under those guidelines, move a piece of terrain. If it is still not possible to place a Fortification, remove a piece of terrain to make room for it.

- Fortifications may not be placed on top of an Objective Marker.
- A "Counts As" fortification must be the same general size and shape as the model it is meant to represent.
- Exception: Aegis Lines may be placed anywhere on the table disregarding the 3" rule.
- Exception: The Skyshield landing pad can be placed closer than 3" to a table edge, but not another piece of terrain.
- Note: A Fortification does not count as a model in your army for the purposes of gaining detachment special rules unless that detachment specifically mentions Fortifications as benefiting from them.

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Awards for *Sudden Encounters* Warhammer 40,000 2017

In order to allow for as many awards to be distributed as possible you will only win a prize for one category. The next category winner will receive the award. You will still be acknowledged as the winner at the end of the event.

Overall Winner, Best General and Best Painted

Overall winner

- The combined score from Best General (80) and Best Painted (38) will determine result for the event.
- Tie breaker will be Painted Score followed by Generalship Score.
- **Best General (80 points)**
 - This is based on the highest number of battle points.
 - Tie breaker will be Highest Primary then Secondary then Tertiary Victory Points

Best Painted (38 points)

- Is only opened to those people that paint their own army.
- In order to be eligible for best painted, all models in your army must be painted to a 3 colour minimum
- All armies will be judged on painting as part of the overall score.
- Will be judged by the painting matrix.
- Each player will be given two votes they can distribute how they wish. (They cannot vote for their own).
- Tie breaker will be Judges Vote.

Round Victory Conditions

Players will total their Primary, Secondary and Tertiary Objectives. The total will then be compare to their opponents using the below table. Win / Loss points will be awarded for a difference in Victory Points between players. Only one modifier can be applied, so use the one of greatest value that applies.

Win 20 / Loss 0	-	difference of over 20 VP's
Win 19 / Loss 1	-	difference of 17-19 VP's
Win 18 / Loss 2	-	difference of 15-16 VP's
Win 17 / Loss 3	-	difference of 13-14 VP's
Win 16 / Loss 4	-	difference of 11-12 VP's
Win 15 / Loss 5	-	difference of 9-10 VP
Win 14 / Loss 6	-	difference of 7-8 VP
Win 13 / Loss 7	-	difference of 5-6 VP
Win 12 / Loss 8	-	difference of 3-4 VP
Win 11 / Loss 9	-	difference of 1-2 VP
Draw 10 / Draw 10	-	difference of 0 VP

This gives each player a potential score of 0 to 20.

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Should you destroy the entirety of your opponents forces (table them) you will automatically score the full 20-0 win.

All games will use the following Secondary and Tertiary Objective

Secondary Objective (all games will use the following as secondary objective)

Purge the Alien (A maximum of 10 Victory Points may be scored here.)

Tertiary Objectives

Slay the Warlord

Line Breaker

First Blood

Through Attrition, Victory (At the end of the game, you score 1 Victory Point for every 3 full Hull Points or Wounds that have been lost by an enemy Super Heavy or Gargantuan Creature unit. Note that Hull Points or Wounds that have been lost but subsequently recovered due to Repair rolls, It Will Not Die or by any other means are not counted when determining these Victory Points.)

Each mission that uses one of the Maelstrom of War Missions as its' Primary Objective will use the following Variations.

When a player draws a card that is impossible to score at any point during the game, they may discard that card and then draw a new card. For example the card that requires a player to destroy a building and their opponent has none.

1. 2. Players may only score a **maximum of 3 cards per turn**.
3. Players must discard any duplicates of cards they already have and draw a new card.
4. Players must use only the 36 cards from the rulebook, and not Codex Tactical Cards.

If one player has a Super Heavy or Gargantuan Creature Lord of War and the other does not, the player without gains +1 to seize the Initiative.

Rounds

There will be 4 rounds. Each game will last 2 hours 15minutes

Round 1 Primary Objective

Eternal War: The Relic

Deployment - Dawn of War

Primary Objective - Place a single counter in the centre of the table. At the end of the game this Objective is worth 3 Victory Points to whoever controls it.

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Round 2 Primary Objective

ETERNAL WAR: CRUSADE

Deployment - Dawn of War

Primary Objective - before determining table halves, players must place D3+2 Objective Markers on the battlefield, using the rules for Placing Objective Markers.

At the end of the game, each Objective Marker is worth 3 Victory Points to the player that controls it.

Round 3 Primary Objective

Maelstrom of War: Spoils of War

Deployment - Hammer and Anvil

Primary Objective - Place objective markers, numbering 1 through 6 as per the BRB. If, at the start of a player's turn they have fewer than 3 Active Tactical Objectives, they must generate a number of new Tactical Objectives until they have 3.

Precious Cargo: In this Mission, neither player can choose to voluntarily discard any Active Tactical Objective titled "Secure Objective X", where X is a number between 1 and 6. These Tactical Objectives can only be discarded when they are achieved.

Steal the Loot: In this Mission, all Active Tactical Objectives titles "Secure Objective X", where X is a number between 1 and 6, can be achieved by either player. A player must discard their Tactical Objective when it is achieved, regardless of whether they scored it or not. Note that only your Tactical Objectives titled "Secure Objective X" can be achieved by your opponent, your other Tactical Objectives cannot.

Round 4 Primary Objective

Maelstrom of War: Deadlock

Deployment - Vanguard

Each Player generates 6 Tactical Objectives on their first turn. The table below shows the maximum number of Active Tactical Objectives a player can have at the start of each turn. If, at the start of a players turn, they have more Active Tactical Objectives than this number, they must discard Tactical Objectives of their choice until they have the correct number remaining. If, at the start of a players turn, they have fewer Active Tactical Objectives than the number shown on the table, they must instead generate new Active Tactical Objectives until they have the correct number.

Turn Number -	1	2	3	4	5	6	7
Maximum No of -	6	5	4	3	2	1	1

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PAINTING

Painting will also be judged by the panel of judges and then an average score given. Each player that has taken part in the overall event will be given 2 votes which they may award to their favourite army of the day.

Paint Judging will be held for all Armies that took part in this Event!

The Painting Award will be awarded to the Player with the best painted army On Finals day.

SCORING – PAINTING 38points

Number of models (rounding down) painted to a minimum of three colours and based to a minimum standard (painted one colour & single colour base, no additional detail).

0 to 20%	- 2 Points
21 to 40%	- 4 Points
41 to 60%	- 6 Points
61 to 80%	- 8 Points
81 to 100%	- 10 Points

Additional criteria are judged on the majority (60% and over) of models in the army. If the criteria does not apply to 60% and over of the models, it is not scored.

Basing

- 1 point is Low Quality Base Sand painted with more than 1 colour
- 2 points is Standard Base Sand painted with more than 1 colour and flocked
- 3 points High quality Base is flocked and painted and has additional details or work applied such as multi-tonal flock, wreckage, rubble, bodies or any additional conversion work

Painting technique

- 0 – Messy
- 1- Neat
- 2 - Detailed
- 3 - Exceptional details

Shading and highlights

- 0 points – None
- 1 point - Army is dry brushed
- 2 point - standard Detailing: Army is highlighted/shaded with at least one additional colour i.e.: a single colour of hard edge highlighting but no blending or additional colours or a single wash over flat colour
- 3 points - High quality detailing: Army meets the Detailing criteria and has additional detailing (decals, freehand) and additional highlighting/shading applied beyond the single colour

Theme

Army is built and painted to a specific theme.

- 0 – No noticeable theme
- 1 – A few units fit together creating a noticeable theme
- 2 – A lot of units fit together creating a wide spread noticeable theme
- 3 – The entire army fits together creating an Army wide theme.

Display Board

- 0 - No display board
- 1 - Army has simple display board.
- 2 - Army has a display board that brings the army together.
- 3 - Army has display board that shows a story without words. (High WOW factor) **Fluff:**

Armies Characters and units have Names - 1 Point

Army has additional background material created for it - 1 Points **Additional**

Hobby elements:

Army has custom objective markers or other additional hobby material such as custom dice or templates. - 1 to 2 Points

Level of Completeness

The Army looks Mostly complete - 3 points

The Army looks 100% finished - 6 points

Judges preference (These do not count to overall paint scores) 1-2

points – Given to break ties or other unforeseen circumstances

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Canteen Availability

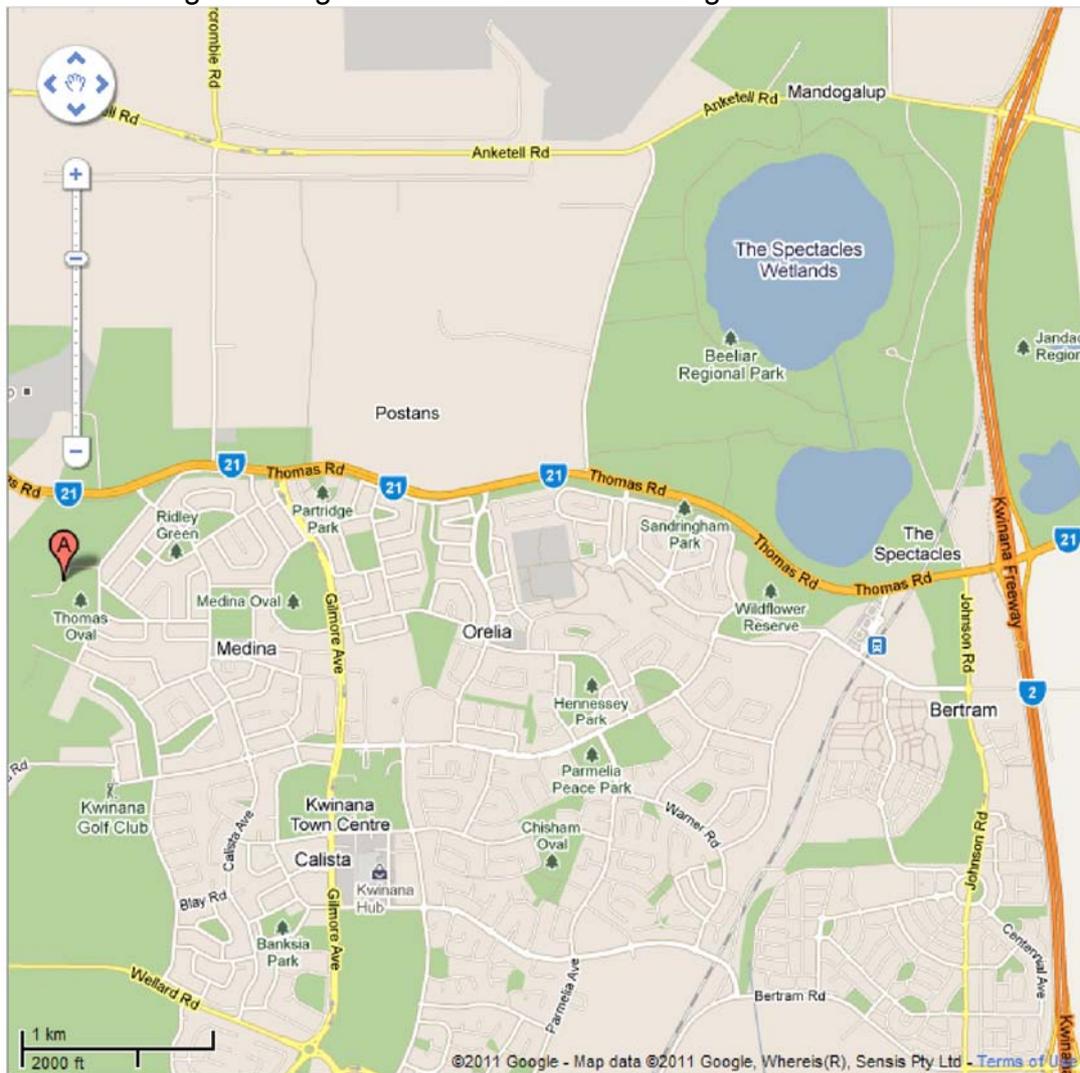
A Canteen will be available on the day, selling the following products at the following prices;

- Assorted Soft Drinks: \$1.50
- Bottled Water \$1.00
- Assorted Chocolate Bars: \$1.50

Directions to Thomas Kelly Pavilion

Thomas Kelly Pavilion is located in Rowson Place, Medina. There is ample parking on site for those of you who are driving.

By Car - Head down the Kwinana Freeway to the Thomas Road exit, follow Thomas Road heading towards Kwinana, Turn Left onto Medina Ave, then Take the first right to Bingfield Road West and then right onto Rowson Place



By Bus/Train - The closest train station is Kwinana station. Anyone coming via the train/bus can contact us to arrange Pick-up and return to the train station

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Appedix 1: Allowed Super Heavy/Gargantuan LoW

Adepta Sororitas

- Cerastus Knights: Acheron, Castigator, Lancer, Atrapos
- Questoris Knight Magaera
- Marauder Bomber: NOTE: No Hellstorm Bombs may be taken.
- Marauder Destroyer

Astra Militarum

- Baneblade
- Banehammer
- Banesword
- Cerastus Knights: Acheron, Castigator, Lancer, Atrapos
- Questoris Knight Magaera
- Crassus Armoured Assault Carrier
- Dominus Armoured Siege Bombard
- Doomhammer
- Gorgon Heavy Transporter
- Fortress of Arrogance
- Macharius: Heavy Tank, Vanquisher, Vulcan, Omega
- Malcador: Heavy Tank, Annihilator, Deffender
- Marauder Bomber: NOTE: No Hellstorm Bombs may be taken.
- Marauder Destroyer
- Minotaur Artillery Tank
- Shadowsword
- Stormblade
- Stormlord
- Valdor Tank Hunter

Chaos

- Chaos Fellblade
- Chaos Knight (Only available to Chaos Space Marines, Chaos Daemons and Daemonkin)
- Cor'Bax Uterblight
- Greater Brass Scorpion of Khorne

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- Khorne Lord of Skulls
- Kytan Daemon Engine of Khorne (Only available to Chaos Space Marines, Chaos Daemons and Daemonkin)
- Renegade Knights
- Samus, Daemon Prince of the Ruinstorm

Chaos Renegades & Heretics/Renegades of Vraks

•May select any of the allowed Super Heavy/Gargantuan Creature Lords of War listed under Chaos or Astra Militarum lists.

Eldar

- Wraithknight
 - Skathach Wraithknight
 - Scorpion
- Grey Knights
- Cerastus Knights: Acheron, Castigator, Lancer, Atrapos
 - Questoris Knight Magaera
 - Marauder Bomber: NOTE: No Hellstorm Bombs may be taken.
 - Marauder Destroyer

Necrons

- Gauss Pylon
- Obelisk
- Tesseract Vault

Orks

- Gargantuan Squiggoth
- Kustom Battle Fortress
- Kill Krusha Tank
- Kill Blasta
- Lifta Wagon
- Skullhammer Tank
- Stompa
- Big Mek Stompa
- Boss Mek Buzzgob (Can only be taken in armies that contain only Ork faction models).

Space Marines

•Note: No Space marine Lord of War may take the Battle of Kyelek Legacy of Glory

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- Cerastus Knights: Acheron, Castigator, Lancer, Atrapos
- Questoris Knight Magaera
- Cerberus Heavy Tank Destroyer
- Fellblade
- Marauder Bomber: NOTE: No Hellstorm Bombs may be taken.
- Marauder Destroyer
- Mastadon

Tau

- Orca Dropship
- Tiger Shark Fighter Bomber
- Stormsurge

Tyranids

- Heirodule: Barbed and Scythed