

Kwinana and Rockingham Armchair Generals Sanctuary

# UNENDING BATTLE LINES



**7<sup>th</sup> Edition**

**Presented by**



## **Participant Information Pack**

**By Gavin Tennent**

**Saturday 28th of January 2017 – Thomas Kelly Pavilion**

## **Kwinana and Rockingham Armchair Generals Sanctuary**

### **BASIC TOURNAMENT DETAILS**

Date: Saturday 28th of January 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: 1850

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 Requirements: All lists and names of participants must be submitted by 5pm 22<sup>nd</sup> January, 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

Phone: 0418928860

Email: [krag@live.com.au](mailto:krag@live.com.au)

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.

## **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 *Unending Battlelines Warhammer 40,000 2017*. This is the 5<sup>th</sup> time we have held a Unending Battlines for Warhammer 40,000 after taking a break in 2015/2016 we are excited to offer The First Warhammer 40,000 event for 2017, we hope your entire experience with *Unending Battlelines* is both enjoyable and successful. Like previous years, 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 [kraqs@live.com.au](mailto:kraqs@live.com.au)

## **TABLES**

All terrain on the table will be fixed and cannot be move UNLESS at the start if 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 a the Sky Shield landing pad are consider to have their sides down and cannot be changed

All other Special terrain rules will apply to things such as trees and bodies of water....

While ideally we would not use terrain mentioned in the fortification rules it just isn't possible as like all clubs we have limited resources and most often they all have to be used.

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### ARMY LISTS

- Lists are to be up to 1850 points. No more.
- Warhammer 40,000 Codex books released before the 1<sup>st</sup> of January are eligible
- All armies must be Battle - forged Armies with a maximum of 3 detachments.
- Data slates, formations, detachments in the rule book or Codex's are all considered "detachments" for this event
- There will be no unbound armies.
- Lord of Wars and Stronghold Assault Fortification's allowed.
- Lords of War and Fortifications combined cannot be more than 25% of your total armies cost.
- There will be no 30k (HH) at this event.
- Any units selected from Forgeworld must come from one of the following books. You MUST have a copy for your opponent to view if you wish to use these rules.  
Imperial Armour – The Siege of Vraks Imperial Armour Volume one, second edition Imperial Armour Volume two, second edition Imperial Armour Volume three, second edition Imperial Armour Volume twelve Imperial Armour – The Doom of Mymeara, second edition Imperial Armour Volume thirteen Imperial Armour Volume four, second edition
- You are expected to bring copies of all rules you intend to use (Codex's, Data slates, Army Lists etc.)
- There will be no composition score. As such, players are allowed to field whatever lists they would like, so long as it meets the above requirements, is legal and within the points limit.
- All models must also be WYSIWYG. There will be no "empty base counts as models..."
- We prefer that all armies present to be fully painted.

### Awards for *Unending Battlelines 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 Highest Victory Points followed by Best Painted.

#### Best General (80 points)

- This is based on the highest number of battle points.
- Tie breaker will be Highest Victory Points

#### Best Painted (38 points)

- Is only opened to those people that paint their own army.
- 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.

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### Round Victory Conditions

Players will total their Primary, Secondary and Tertiary Objectives. The total will then be compared 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.

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

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.

SECONDARY OBJECTIVE (all games will use the following as secondary objectives) Purge the Alien

### 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 2 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.

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### ROUNDS

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

Round 1 Mission 1: Maelstrom of War - Tactical Escalation

Deployment – Hammer and Anvil

Each player generates 1 Tactical Objective at the start of his first turn. If, at the start of their turn, a player has fewer Active Tactical Objectives than the current turn number, they must generate a number of new Tactical Objectives until they have a number equal to the current turn number. The table below shows the maximum number of Active Tactical Objectives a player can have at the start of a turn. If, at the start of his turn, a player has more Active Tactical Objectives than this number, they must discard Tactical Objectives of their choice until he has the correct number remaining.

Turn Number	-	1	2	3	4	5	6	7
Number of Tactical Objectives -	1	2	3	4	5	6	7	

Round 2 Mission 2: Maelstrom of War – Cloak and Shadows

Deployment – Vanguard Strike (players measure 14.5” along the small side and 24.5” along the long edge from the corner opposite their chosen deployment corner)

If, at the start of a player’s turn, he has fewer than 3 Active Tactical Objectives, generate a number of new Tactical Objectives until the player has 3. These should be kept secret, (see Secret Orders, below).

**Secret Orders:** When players generate their Tactical Objectives they should keep them secret from their opponent. Keep the dice score hidden from your opponent or, if you have a deck of Tactical Objective cards, keep them face down. Reveal Tactical Objectives only when achieving them.

Round 3 Mission 3: Maelstrom of War – Contact Lost

Deployment: Dawn of War

Achieve as many Tactical Objectives as possible. If, at the start of a player’s turn, they have fewer than 6 Active Tactical Objectives, they must generate one new Tactical Objective for each Objective Marker they currently control (to a maximum of 6). If a player does not control any Objective Markers at the start of his turn, they cannot generate any new Tactical Objectives.

Mission 4: Maelstrom of War – Cleanse and Control

Deployment: Hammer and Anvil

Achieve as many Tactical Objectives as possible. 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.

### SPORTSMANSHIP

**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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### 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

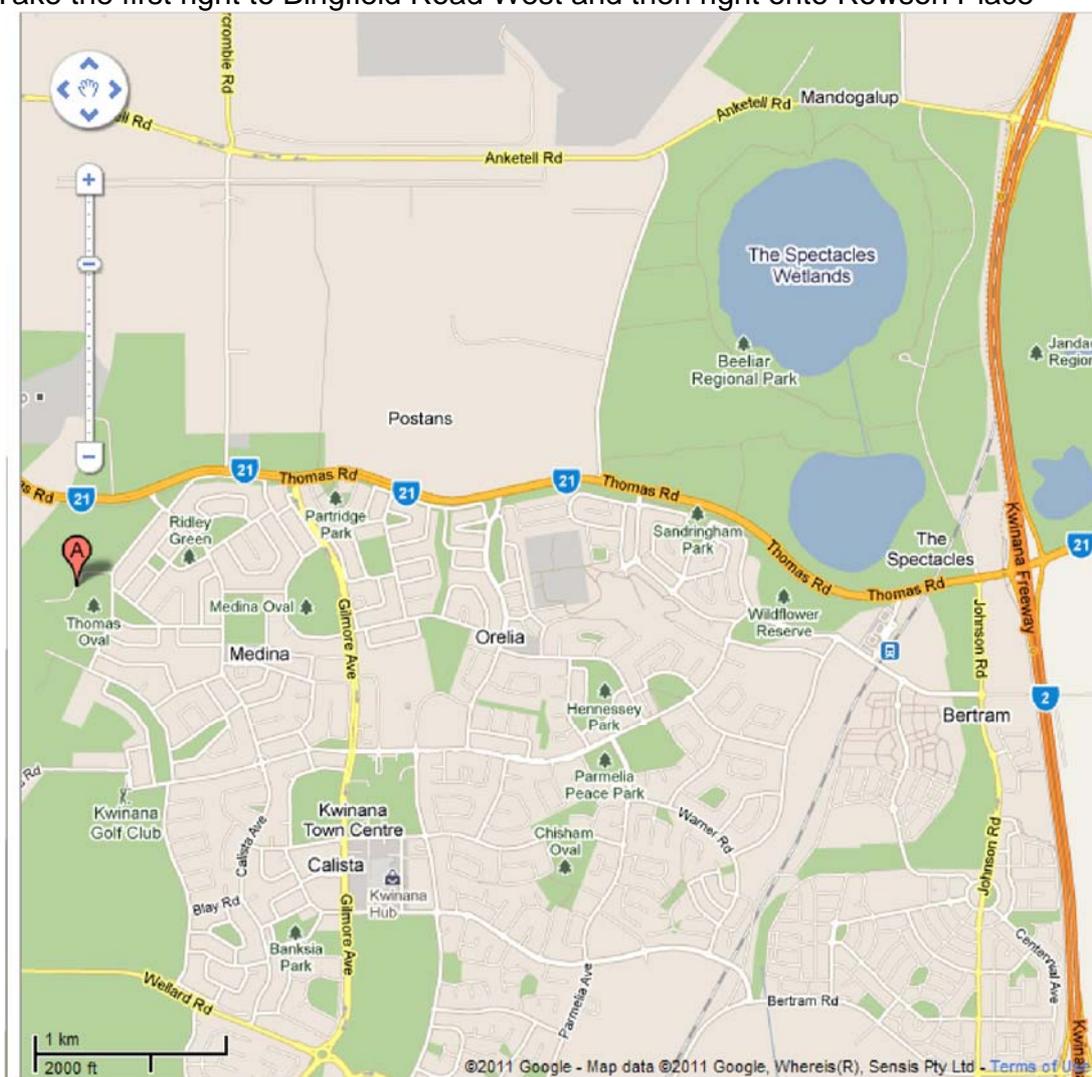
A Canteen will be available on the day, selling the following products at the following prices;

- 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