Presents

A 1 Day Tournament for 10th Edition Organised Play, Warhammer 40,000 Matched Play Event

Last updated – 1 July 2023 V2

Welcome to our first 10th edition event!

Venue and Cost

10th Ed Launch event is being held on Sunday 9th July 2023 at the Kelmscott Hall, 60 River Road Kelmscott. Tickets are $45 via the Objective Secured Website.

Tournament Structure

You will participate in a series of games, each against a different opponent. All games are to be played using the Warhammer 40,000 10th edition leviathan matched play 2023 rules.

Immediately after each game, each player will be required to load the results into Best Coast Pairings. Once you've finished your game, you must complete the score as soon as possible to confirm the game time and enable us to move on to the next game quickly.

About this Rules Pack

This pack contains the full tournament rules for this event. All of the rules conventions and references are from UK publications. All competitors should be aware that where any rules interpretation is required, the Referee's decision will be final. If you have any questions about the event, then either e-mail: *obsec@optusnet.com.au* or post your questions on the event facebook page and we will endeavour to respond as quickly as possible. Please also get in touch with us after the event and tell us what you thought!

Emergency Info

If for some reason you experience last minute complications (such as falling ill or missing a bus) that will result in you being late or unable to come, please call the organizers as soon as you are able. We will do our best to accommodate you, but be aware that due to the tight schedule we are running it may not always be possible.

EMERGENCY CONTACT: 0403 268 714

Spectators and Visitors

The event will be open for any spectators to come along and check the event. The day can be tough going however, so we will be respecting this and doing our best to ensure that there are no interruptions for the players from the general public.

Spectators (including players watching other games) must not touch anything on a table where a game is in progress, and are not to distract or offer any advice or rules commentary at all. This includes helping to settle disputes. They must also keep a respectful distance from the table edge to allow the players room to move around. Anyone failing to follow these guidelines will receive a warning, and then will be asked to leave the room if they fail to comply.

Mobile Phones

Pausing during gameplay to answer a call or an SMS can be annoying for your opponent. We request that all mobile phones be put on silent whilst games are in progress where possible.

The Bye

While unlikely, in the event of a Bye round, this will be allocated to the player with the lowest Generalship points (randomly in game 1).

What to Bring?

Remember to bring any gaming material you require to play Warhammer 40,000 including:

- Your painted army!
- This Player Guide
- Rulebooks, codex, datasheets as needed and any relevant FAQ documents – hard copy or digital is permitted (Note that Battlescribe or similar army builders is not a substitute for an official rule book and players are expected to carry the required rules for their army)
- Pens and a notepad/paper
- Dice (Including special ones)
- Objective Markers, Templates & Tape measure
- Super glue (for emergency repairs)
- Deodorant – the day is long and people get hot!
- Spending money for food and drinks

Sunday

7.45am	Check-in & Briefing
8.00am – 11.00am	Round 1
45 Minute Break	
11.45am – 2.45pm	Round 2
15 Minute Break	
3.00pm – 6.00pm	Round 3
6.15pm	Closing ceremony & awards

Army Roster

Prior to the event you must submit a copy of your army roster for the Organisers to refer to in Best Coast Pairings.

Lists must be submitted by Wednesday 5th July 2023 midnight. You must submit the list using your log in for Best Coast Pairings**.** If you expect to have any problems fulfilling this requirement, make sure you get in touch with the organizers <u>before</u> the due date**. Lists will receive a penalty at the organiser's discretion.**

When submitting your roster, make sure you include:

- All pages of the roster itself
- Notarised break up of points values
- Codex and detachments in use
- Enhancements and similar pregame choices.

Though the judges will be scrutinizing rosters closely and informing players of any inconsistencies in their lists before the event, **we take no responsibility for any errors that escape our initial notice** – so please make absolutely certain that the roster you hand in is correct and conforms exactly to the army you will be using. Any errors discovered during the course of the tournament will result in the player losing all the Generalship score for every game in which that army has been used. The Organiser will then make changes to the list as required to make the list legal for future games – no discussion will be entered into. Double-check your calculations. Make sure that every item of equipment shown on the models in your army has been paid for (remember "what you see is what you get"). If you make a mistake and it is detected during the tournament you will lose points, even if the mistake was an honest one.

Please ensure you submit your list as a plain text – do not use images or screen shots. WE ENCOURAGE PLAYERS SUBMIT LISTS USING THE NEW WARHAMMER 40,000 APP FORMAT.

Army Selection

No more than 2000 points may be spent on the army. Armies must follow the restrictions on army selection of their own codex with respect to the detachment they are part of. Your warlord must be clearly written down on your roster at the time of submission and may not be changed for the event.

In addition, the following points will apply for armies:

- All Warhammer 40,000 publications from Games Workshop including Black Library, White Dwarf and Forge World may be used (excluding Horus Heresy Publications) provided they are 10th edition rules. This includes all current FAQ documents.
- You MUST have a copy of any rules you wish to use for your opponent to view.
- Publications must be available at the time of list submission to be included in the above.
- This is a Matched Play event and follows all the rules for that play format. This includes the 'Rule of 3' for most units (6 for battle line and dedicated transports)
- Your warlord must be nominated in your army list and may not be changed for the duration of the event.
- All models must be miniatures of the appropriate type for the troops they represent. Conversions are allowed however the conversion should clearly represent the model they are converted to be.
- Weapons, armour options and upgrades chosen from the army list must be shown on most of the models in a unit. You may use converted miniatures to represent troop types that are not yet available. **Remember WYSIWYG is required**.
- While we would prefer most models used in an army be Games Workshop models, models from other companies that clearly represent entries from the relevant codex may be used if they are the right size and shape with the correct weapons and war gear visible but **must be checked by a Judge first**.
- Any models required for summoning or similar abilities must conform to the above requirements.
- Models are assumed to be used on the most current base sizes available from Games Workshop. You may use models on alternate base sizes if they were supplied with them in a past release or if you have spoken with the organisers.
- **All models not conforming to the restrictions above will be asked by the Judges to be removed from play**.
- **Note that the 10 points per game for a battle ready army will NOT be used for this event and as such, players will not be required to have painted armies. We would however strongly recommend painted forces to maximise your days fun and experience.**
- **Tau – in the event you have added drones to units, any drone which carries a weapon or is used to count single use instances will be required to have a model on the table (eg gun, stealth or sniper drones) even though they are only a marker. Drones that modify a characteristic or add key words will not be required to be modelled. If in doubt – bring the drones to avoid disappointment!**

Recommended Reading

The following rules will be used this year and are recommended reading for all competitors:

The most recent Warhammer 40,000 Q&As and rules errata documents, available at:
- https://www.warhammer-community.com/faqs/

Scenarios

Later in this pack you will find the 3 missions per day you will be playing for the event. These missions are directly taken from the Leviathan Matched Play mission deck.

The referees will do their best to ensure that all players are matched on 3 different tables during the course of each day though this cannot be guaranteed.

Time Keeping

Players will have 3 hours per round to complete their games, including setup time. Part of the challenge of the tournament is making tactical decisions under pressure, so games should be played at a reasonably quick pace. Don't wait until it's your turn to consider your next moves! If you are concerned with a slow playing opponent – please notify the TO's straight away!

Scoring

At the end of each game, both players will be required to fill in a scorecard to log the results of the game. This will be completed via Best Coast Pairings.

Tables and Terrain

Games are played on a 44"x60" table. Scenery for each battle will have been set up by the referees and may not be moved or changed in any way. Area terrain that is not based will draw a straight line from the ends of wall sections to determine if a unit is within the area of the terrain. See later in the pack for Terrain in depth.

Referees

During each round, the event referees will be doing the rounds so ensure that games are progressing smoothly and will be available should help be needed. Remember though, that your first point of call for any question should be the rulebook, relevant army book, Q&A / errata document or this pack. If you really need a referee to sort out a rules question, then you are free to call one over, and our referees may intervene if they see an argument brewing. The referee's decision will be final and no discussion will be entered into during the event.

Winning Your Pod

Generalship (0-6 round points, 0-270 Battle Points)

Work out your mission points as per the mission objectives, remembering to include any scenario specific bonuses. Players will be awarded round points based on your win 2/draw 1/loss 0 record. The player who has the highest round points total for all 3 games will be awarded the Generalship award.

In the case of a tie, a countback will be completed to separate the scores in the following order

1. Path to Victory
2. Battle Points

RESULTS

Event results will be available to players on Best Coast Pairings. Feel free to share your own awesome pictures with us as well!

Leviathan 2023 - Mission Pack

The following missions are all found in the Leviathan Mission Deck. The mission will be played as shown in the deck including objective placement and deployment type. In the event an objective ends within a piece of terrain, players should move the terrain piece the minimum distance – and with mutual agreement – to ensure the centre of the objective is not on or within the terrain. Download the Tournament companion from Games workshop to view all the GT rules.

https://www.warhammer-community.com/2023/06/30/warhammer-40000-metawatch-storming-into-10th-edition/

Round 1 – Mission N, (Dawn of War, Chosen Battlefield, Priority Targets)

Round 2 – Mission D, (Search & Destroy, Chilling Rain, Deploy Servo Skulls)

Round 3 – Mission C, (Sweeping Engagement, Scrambler Fields, The Ritual)

Secondary Selection is to be completed as per the Leviathan Deck mission rules. You may select Fixed or Tactical for each round and may change round to round. Gambits may be generated by players at the end of Battle Round 3 as per the mission format.

You may score a maximum of 50 points in the primary objective category, a maximum of 40 points in the secondary objective category. This follows step 14 of the Leviathan Mission rules.

Terrain

While we update and adjust our tournament tables for 10th edition, we will be utilising approximations of the terrain layouts provided in the Leviathan Manual (link above). We will using 4 Large Buildings, 4 small buildings and then a combination of forests, containers and craters to round out the tables for a mix of impacts on the game.

When working out the footprint of the buildings – players should "square off" the shape of the building.
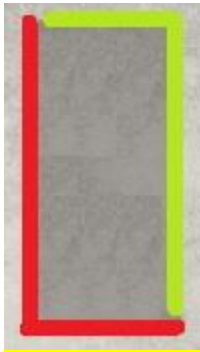
In this image, the red line represents the solid wall of a ruin. The green line would represent the footprint of the ruin – even though this will be bigger than the base of the ruin itself. In the case of ruins with windows that are open on the ground floor (and only the ground floor) – these should be considered to be solid and line of sight can not be drawn through them.

We hope you will understand the need for these terrain modifications to be made while we work towards updating our terrain to make it easier on players. If you have any questions please ask in advance before play starts.

AFTERWORD

WHAT IS THE POINT OF A WARHAMMER TOURNAMENT?

Warhammer is more popular than ever, and this popularity has extended to the tournament scene. Over the last few years, more than one million games of Warhammer 40,000 were played in tournaments around the world, and that growth will only continue in the future. With so many Warhammer hobbyists participating in the game within growing communities, it's important to ruminate on the point of a tournament. First and foremost, it is not about celebrating the ultimate victor; someone who goes undefeated and wins Best General needs very little acclaim beyond the outcome itself (after all, they won!). Instead, it is the experience of every single attendee that truly matters, and the recognition that, for most people who attend a tournament, community and friendship are both the purpose and the outcome.

Before you roll a single dice against an opponent to start your tournament experience, remember two things:

1) The person across the table from you shares your love of Warhammer.

2) By the time the dust settles on the event, almost everyone will have lost a game (typically, at most, only one or two people will manage to leave the event without a loss).

While any game often yields winners and losers on the tabletop, the magic of Warhammer in an event setting is the opportunity it provides every participant to become a bigger part of the Warhammer community, and to build friendships with fellow hobbyists that can last a lifetime. As an organiser or a player, if you focus on this inalienable truth, then while most of you will have lost a game or two, you'll all share victory in your experience of what it is to attend a Warhammer event.

- The Warhammer Events Team and the Warhammer Design Studio