

## Warhammer 40k South African Nationals 2018 Event Pack Version 2

Final version will be released on the 31<sup>st</sup> of July.

Date: 1<sup>st</sup> and 2<sup>nd</sup> September 2018

Location: Warzone Jeppe Quondam

Saturday	
Time	Description
<b>08:00 – 08:45</b>	<b>Registration and list checks</b>
08:45 – 09:15	Pairings Preparation for first round & list checks
09:15 – 09:30	Introduction and Pairings
<b>09:30 – 12:00</b>	<b>Round 1</b> – and list checks completed
12:00 – 12:50	Lunch
12:50 – 13:00	Pairings
<b>13:00 – 15:30</b>	<b>Round 2</b>
15:30 – 15:45	Pairings
<b>15:45 – 18:15</b>	<b>Round 3</b>

Sunday	
Time	Description
08:15 – 08:30	Pairings
<b>08:30 – 11:00</b>	<b>Round 4</b>
11:00 – 11:50	Lunch
11:50 – 12:00	Pairings
<b>12:00 – 14:30</b>	<b>Round 5</b>
14:30 – 14:45	Pairings
<b>14:45 – 17:15</b>	<b>Round 6</b>
17:40	Prize Giving

### 1. Necessary Items:

- 1.1. Players must bring with them their own dice and measuring tape.
- 1.2. Players must have with them a digital or physical copy of the latest codex, data sheet or other source material and FAQ of the any models that they intend to play. All rules for models fielded will need to be available for opponents to review. Physical rules (paper version) for all non-codex or non-index models (Forgeworld) models are preferable to digital where possible – digital copies waste game time trying to open apps and find the correct page. Tournament Organisers will endeavour to have a copy of each released codex or index available based on armies played at our club. We cannot however assist with Forgeworld rules, players will need to supply these, **as well as provide access during list checking to the judges to check points.**
- 1.3. Players must provide two copies of the **Nationals Format army lists** (Last pages of this document). One copy to submit on registration and another to display to their opponents during the tournament.
- 1.4. Players are expected to bring a Tactical Objective deck for Maelstrom of War missions. If a player does not own one, it must be indicated at least two weeks beforehand so that a printed deck can be provided at the event. The tactical objectives of the Warlords factions will be enforced. If this warlord is from an Index, then the standard objectives will be used.

1.5. Players must bring 6 numbered objective markers with a 40mm base. Not that all objectives placement will be pre-defined in the missions listed below. All objectives markers will be placed on the ground level during missions to avoid issues with multi-level measurement. Measurement will be to the middle of the objective. The placement of objectives will not be symmetrical to ensure that picking a side is strategically important. It will only be a slight favour to one side (just as the +1 to go first is a slight favour to one side).

2. Army Composition and list submission:

2.1. Players must play Battle Forged armies and comply with the requirements of any formations/detachments (i.e. not unbound).

2.2. Players have a total of 2,000 points with which to build their armies.

2.3. The Organised Events table released in the April 2018 Big Faq will be in force (unless an updated FAQ is released before the 6<sup>th</sup> of August). To confirm:

2.3.1. Max 3 detachments

2.3.2. Max 3 of any single datasheet unless it has the Troops or Dedicated Transport battlefield role

2.4. All codex's, FAQ's or Rules supplements released (For sale – not pre-released) before the 6<sup>th</sup> of August 2018 will be legal in the event – allowing for 4 full weeks of testing before the event. This includes Forgeworld.

2.5. There are army list templates at the end of this document. This will be mandatory to be used for the event. They have been drafted to assist clear checking of rosters.

2.6. **Note that before a list is submitted both the list's owning player plus one additional entrant need to have physically signed the list in terms of accuracy checking. Failure to do so before registration will deduct 2 tournament points.** This is to ensure that it becomes the player responsibility to have thoroughly checked the list and had a second person verify it before the event even begins. This will greatly minimise any list errors at the event. It also puts the responsibility where it should be – in the players hands.

2.7. **During registration** the following will be checked and verified at a high level before the event begins:

2.7.1. The correct number of detachments have been used.

2.7.2. The requirements for each detachment have been met in terms of battlefield roles.

2.7.3. The points total is correct based on what has been listed on the submission. I.e. we will use a calculator to sum up the numbers to ensure they meet the same total. However, we will not have time to check if the correct number of points have been paid for the selections listed. This will start as soon as possible but will only be complete during the first round of the event.

2.7.4. The judges who checked these three elements will also physically sign the list for first preliminary check.

2.8. Once all registrations have been complete, judges will start to review each lists detail to ensure that it has been built correctly and the correct points have been listed for each entry. Once a judge has checked this detail they will again sign the list for final check.

**If the list is found to be illegal after the first round has commenced, both the owning list's player and the co-signing player will receive a match loss in the first round.** Note: not all lists will be able to be checked before the first round begins so it will be a first come first serve basis for list checking by the TO's. If a list has been signed off on both checks and

player and an additional entrant. If it is to be found illegal after the first round or after the event, the list will be deemed legal as it has passed 4 checks – hopefully this won't happen. In the remote case that there is a game loss awarded in the first round due to list errors, the opponents who are awarded the win will have the choice to receive the average victory points scored by all winning players that round or their actual total – whichever is higher.

- 2.9. Players who do not have a partner to check their lists prior to the event or who would prefer not to have this check done will need to send their lists through to the judges beforehand in order for the list to be double checked. This can be done by sending the list through to [shaun.rushmer@gmail.com](mailto:shaun.rushmer@gmail.com) at least two weeks before the tournament. We also encourage those that have done this to make sure they are at the venue early in order for Shaun to check your armies against the lists you have sent to him before the tournament starts.

### 3. Modelling Requirements:

- 3.1. Conversions are permitted as are models from other companies provided that they are a **reasonable representation** of the model that they purport to be (e.g. representing undead cultists using zombies from a generic modelling company). If the conversion or other model may lead to confusion as to what is represented or if it is dissonant from what it is intended to represent, it will not be permitted (e.g. using zombie models to represent Space Marines).
- 3.2. Although WYSIWYG will not be strictly enforced, the “counts as” will need to be reasonable and kept to a bare minimum – full armies of “counts as” where every weapon is something else will not be allowed! The equipment on models must be clearly indicated to opponents. When equipment is proxied, it must be done consistently and there should be no chance for confusion (e.g. stating that all meltaguns and melta canons are gravguns and grav canons). Large amounts of proxy is unfair to opponents and wastes time when people need to constantly clarify what they are facing.
- 3.3. Models must be fully assembled.
- 3.4. When you have a conversation or other model and you are uncertain if it will be permitted, you are encouraged to enquire beforehand with the TO or Judge. Photos can be sent for clarification.**
- 3.5. Models must be on appropriately sized and shaped bases. Where a model or unit is normally packaged with a specific base size, that base size must be used (e.g. Space Marines with Power Armour equipped must be on circular bases with a diameter of 32mm while Space Marines with Terminator Armour must be on circular bases with a diameter of 40mm).

### 4. Painting and Aesthetic Requirements:

- 4.1. Models must be painted in a minimum of three colours. The entire model must be painted and discrete elements on the model must be distinguished by differently coloured paint. It is not required that the painting be of a particularly high standard or aesthetically pleasing. E.g. If a model has exposed flesh and armour, the exposed flesh should be painted a

different colour from the armour. Models that contrive compliance with the three colour minimum will be disqualified (e.g. models where three differently coloured dots are painted on the base or models where the legs are painted one colour, the arms another and the torso a third without regard for sculpted details on the model).

- 4.2. Players whose armies fall short of these requirements may be disqualified from the tournament even if it is only noticed after the tournament has begun.
5. Rules Disputes.
    - 5.1. When an uncertainty arises or a dispute arises on the rules of the game or the tournament, the players are encouraged to ask the Judge's guidance. Where a dispute arises that the players cannot resolve themselves, the players must consult with the Judge. The Judge's decision on any rule interpretation is final.
    - 5.2. If you intended to use a model or unit in a particular way and you foresee that there may be a dispute, you are encouraged to enquire beforehand with the TO or Judge.
    - 5.3. If a player is found to have deliberately misrepresented any rules to his opponent, or disregarded a TO or Judge's ruling, that player may be disqualified from the tournament by the TO or Judge.
    - 5.4. If a player is found to be playing models that are not represented on their army roster, they will be disqualified. I.e. A razorback is modelled with twin lascanons, the list paid for twin lascanons, and in one game you tell your opponent that they are proxied for twin assault canons as he/she is playing a horde army, to gain an advantage.
  6. Missions and Results:
    - 6.1. First round pairings will be random with the following adjustments:
      - 6.1.1. The pairings will be manually adjusted so that participants travelling from outside Gauteng will not be paired with participants from the same region.
      - 6.1.2. Then the pairings will be manually adjusted so that participants from the same club are not paired with each other.
    - 6.2. The missions in the following pages will be played over the course of two days. Missions 1 to 3 will be played on 1<sup>st</sup> of September 2018. Missions 4 to 5 or 6 (mission 6 will be played if there are over 32 players) will be played on 2<sup>nd</sup> of September 2018.
    - 6.3. Table numbers will be assigned with pairings. This is to help save time.**
    - 6.4. Where the event pack contradicts the basic rules of the game, the event pack takes precedence.
    - 6.5. You are encouraged to bring your own copy of the events pack, although copies will be made available.
    - 6.6. Time limits will be adhered to. If it is foreseen that time extension will be needed, the TO must be notified before the time limit is reached. If no time extension is arranged, the players must stop playing immediately when time is called and calculate scores.
    - 6.7. If a player believes that his opponent is deliberately playing slowly, he/she should notify the TO. Players deliberately playing slowly may have their scores penalised by the TO.
    - 6.8. The turn number reached in each game will be captured on the results sheets. This will be monitored over the course of the event to identify slow players. These players will be penalised.

6.9. Results must be reported as soon as the match has been concluded to the TO in the report form provided.

6.10. Players will receive 3 tournament points for a win and 1 tournament point for a draw. The player with the highest number of tournament points will be the overall winner, using victory points earned throughout the tournament as a tie-breaker. Strength of Schedule will be a third tie breaker if required.

## 7. Painting Competition:

7.1. On registration, players must indicate whether their armies were painted by the player or painted for them. Players who did not paint their own armies will be eligible to enter the painting competition, however the artist should be named.

7.2. During the tournament, the painting judges will examine the armies on the tables. They will assess the armies on a whole and determine which three are painted the best.

7.3. Prize support for the painting competition will be strictly hobby related.

7.4. The results of the painting competition will not affect the results of the main tournament.

### Guidelines for the Judges to the Painting Competition:

To assist players in preparing for the painting competition, the following guidelines that will be given to the painting judges are shared here.

1. Each army will be evaluated on different aspects and assigned a score ranging from 1 to 10. The aggregate of the score will be used to rank the armies.

2. The aspects that armies you must assign scores on are: Painting Techniques (whether specific techniques were used and their effectiveness); Bases (their overall quality and appearance); Lack of Painting Mistakes (This not only for brush slips but for any errors, such as where fire is painted incorrectly); and lastly Army Consistency (whether the army appears as a unified force, ensuring that the same techniques, colours and basing are used throughout the army).

3. When evaluating an army, confirm that the player is responsible for painting the army. If the majority of models were not painted by that player, he/she is ineligible for a painting prize.

4. If the majority of the army has been painted by that player but some models have not, those models may not be considered for scoring purposes.

5. If a player is determined to have misrepresented what he/she painted in his army, he/she may be disqualified from the painting competition.

6. During the course of the tournament, players will be assigned to specific tables. You will be notified which tables and players you need to evaluate.

7. In the first round of the tournament, all of the painting judges will do their evaluations together to set an appropriate base line for the scoring values.

8. In the second and subsequent rounds, judges will individually evaluate armies.

9. When the top positions have been identified, the judges will re-evaluate those armies to determine whether the final scores are correct and to adjust them if they deem it necessary.

## 8. Best Sportsman:

8.1. Each Score sheet will have a tick box for sportsmanship. If you feel that your opponent was a good sport and deserves a tick in the box then do it!

8.2. After the last match of the tournament, all votes will be counted, and the scores displayed. There will very likely be a tie of several players – which is awesome! There will be no major prizes for this except recognition, or shame....

**Tournament FAQ, Clarifications and official tournament interpretations:**

This section will be updated twice more before the event. The first update will be at the end of July 2018 and the final update at the end of August 2018. Please send any issues that need to be clarified to the TO or list them on the Warhammer Generals forum thread or on the Facebook event.

- 8.3. Do all models need to be in cover to get the benefit of cover? *Yes. If 2 models are out of cover and 10 models from the same unit are in cover. Then its is perfectly acceptable to remove the first 2 casualties that are out of cover and after that the unit can benefit from cover.*
- 8.4. Abilities that return command points such as warlord traits etc. Specify that the model needs to be on the table for this ability to work. Therefore, points that are spent before the game - such as purchasing additional relics – cannot have a roll to return a command point. However if the model with such an ability is the first model deployed on the table and points are spent during deployment then you are able to roll to gain command points.
- 8.5. Measurement is to and from the middle of objective markers.
- 8.6. If selecting armies from multiple codices, you get access to a codex's stratagems if you select a detachment from a codex. It is therefore acceptable to spend 1/3 CP to get additional relics from each book. Those additional relics can however only go onto characters from the same detachment and with the same keywords listed. So for this event is possible to have 3 detachments from 3 different codices (Imperium or Chaos) and have up to 7 different relics after spending 6 CPs. I.e. I build a Space Marine, Blood Angel, Grey Knight list. My Warlord is from my Space Marine Detachment. I can take 1 free relic from the Space Marine Codex and equip it on a Space Marine Character from that detachment. I can then spend 3 CP on Relics of the Chapter to get 2 additional relics which can also only be equipped on characters in the Space Marine Detachment with the same keywords. I can then spend 3 CPs on the Armoury of Titan Stratagem to get 2 relics from the Grey Knights codex and equip them on characters from the Grey Knight detachment and spend another 3 CPs on the Armoury of Baal stratagem to do the same for the Blood Angel detachment.

**Mission 1: Kill Confirmed – Chapter Approved 2017 Maelstrom (kill points and maelstrom)**

Deployment: Vanguard Strike (Deployment is 12" away from diagonal line through centre of table)

Objectives: Maelstrom points  
Kill points  
Slay the Warlord  
First Blood  
Linebreaker

**Mission 2: Front-Line Warfare – Chapter Approved 2017 Eternal War (4 objectives only)**

Objectives: Objectives controlled at the end of the game. Own deployment zone – 1 point,  
opponents deployment zone 4 points, neutral territory 2 points  
Slay the Warlord  
First Blood  
Linebreaker

**Mission 3: Cloak and Shadows – Rule Book Maelstrom (maelstrom only)**

Objectives: Maelstrom points  
Slay the Warlord  
First Blood  
Linebreaker

**Mission 4: No Mercy – Rule Book – Eternal War (kill points only)**

Objectives: Kill points  
Slay the Warlord  
First Blood  
Linebreaker

**Mission 5: Scorched Earth – Chapter Approved 2017 Eternal War (6 objectives only)**

Objectives: Objectives controlled at the end **of each turn**. 1 point.  
Raise an objective in your opponent's deployment zone for d3 points.  
Slay the Warlord  
First Blood  
Linebreaker

**Mission 6: Ascension – Chapter Approved 2017 Eternal War (3 objectives only)**

Objectives: Objectives controlled at the end **of each turn**. 1 point.  
Characters have objective secured and gain additional points the longer they hold  
the objective  
Slay the Warlord  
First Blood  
Linebreaker

Deployment for each game will be determined by the TO before the game starts by use of dice roll.  
In missions where objectives need to be placed the players will all receive 5 minutes to place their

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objectives before the TO rolls for the deployment, any players that are not complete with placing their on the table in this time will be noted and repeat offenders will be penalised.

Objective markers must be placed following the usual mission rules, that being not within 6" of a board edge or within 12" of each other. On top of this restriction markers will also need to be placed on the ground level of any terrain such as ruins or structures.

## Warhammer 40,000 South African Nationals Army Roster 2018

	Name	Signature	Date
<b>Player</b>			
<b>Entrant Checker</b>			
<b>Preliminary Judge</b>			
<b>Final Judge</b>			

<b>Home Province</b>		<b>Club</b>	
<b>Army Faction</b>		<b>Army Name</b>	
<b>Warlord</b>		<b>Painted By</b>	

Detachment Name	Type	#	#	#	#	#	#	#	#	#	CPS	Points
		HQ	TR	EL	FA	HS	FL	DT	SH	FT		
1.												
2.												
3.												

TR = Troops, EL = Elites, FA = Fast Attack, HS = Heavy Support, FL = Flier, DT = Dedicated Transport, SH = Super Heavy, FT = Fortification, CPS = Command Points

Comments:	<b>Total Command Points</b>		
	<b>Reinforcement Points:</b>		
	<b>Total Points:</b>		

For Judge use only:

Check Name	Complete
Checked Signatures? Prelim	
Checked detachment requirements? Prelim	
Checked points totals? Prelim	
Checked the rule of 3? Prelim	
Checked selection validity of each unit?	
Checked the point cost of each unit?	



Unit #	Detachment #	Detachment Type	Unit Name	Battlefield Role	# Models	Points (models)
Power Level:						
<b>Total Points</b>						

Unit #	Detachment #	Detachment Type	Unit Name	Battlefield Role	# Models	Points (models)
Power Level:						
<b>Total Points</b>						

Unit #	Detachment #	Detachment Type	Unit Name	Battlefield Role	# Models	Points (models)
Power Level:						
<b>Total Points</b>						

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Power Level:						
<b>Total Points</b>						