

Spore-Con 40k Tournament Pack

May 30th, 2008

1. Organiser's Welcome

Thank you for your interest in the Spore-Con Warhammer 40,000 tournament! This tournament aims to provide an opportunity for players to interact with others and create an environment where tournament participants can take part in games of fairness, friendly spirit and competition.

As the organizers, our philosophy for this tournament is to reward participants that excel in all aspects of the hobby. A player who shows up with a good looking army, kicking butt in the battlefield yet maintaining a friendly spirit with his opponents and being a good sport is well on his/her way to becoming the champion!

This year's event will be even bigger than the previous year's so look forward to some good gaming, interesting scenarios and attractive prizes!

2. Tournament Details

This section will provide you with the general details of the tournament like what you must bring and facility guidelines.

2.1. Tournament general information

- Date: 30TH May 2009
- Time: 0830hrs – 2030hrs
- Registration is open until the 9th of May 2009
- Army Lists have to be submitted by the 23rd of May 2009.
- Venue: Singapore Polytechnic Concourse (T1A, 2nd Level, Above Macdonalds. See Attached Map)
Singapore Polytechnic
500 Dover Road
Singapore 139651
Fax: 6870-6189
- You may contact the organizers using the following:
 - Dom +65 9424-2079
 - Soo +65 9272-6222
 - PI +65 6734-3858
 - Email: spore.40k@gmail.com

2.2. Event Schedule

8.30 am	-	Registration starts
9.00 am	-	Presentation Judging commences
9.30 am	-	Game 1 setup
9.45 am	-	Game 1 commences
12.15 pm	-	Game 1 ends and cooldown
12.30 pm	-	Lunch
1.30 pm	-	Game 2 setup
1.45 pm	-	Game 2 commences
4.15 pm	-	Game 2 ends and cooldown
4.30 pm	-	Break
5.00 pm	-	Game 3 setup
5.15 pm	-	Game 3 commences
7.45 pm	-	Game 3 ends and cooldown
8.00 pm	-	Break
8.30 pm	-	Announcements

Players will play 3 rounds of games, each lasting about 3 hours. The game proper itself should last for about 2.5 hours from start of deployment to end of the final game turn. The additional 0.5 hours is spilt into 2 15-minute intervals: one for pre-game setup (all the pre-amble until before start of deployment) and the other for packing up after the game.

2.3. Items to bring

It is important that you bring the following below (especially your army, how do you actually participate without one?). Note that items in bold are compulsory and if they are not present at the day of the tournament you will be penalised!

- **Your army**
- **3 Objective Markers**
- **Tape Measure or any device to measure distance**
- **5 copies of your army lists**
- **Your codex (no photocopies or pirated versions!) and any updated FAQs.**
- Dice (D6s and Scatter Dice)
- Templates (Small, Large and Template)
- Terrain Piece (optional)

2.4. Food and Facilities

As the tournament is being held in Singapore Polytechnic, an educational institute, certain guidelines must be followed. Any complaints received by the school committee as a result of non-compliance will result in penalisation! In short, behaving like a model student in school should keep you out of trouble...

- Strictly no smoking in campus allowed. If you need tobacco relief you can take a short walk outside the school premises and get your fix there!
- No profanities or swearing allowed.
- No abusive or offensive attire allowed (Clothes with swear words, or provocative images like nudity...etc.)
- Due to our tight schedule, punctuality is important. Latecomers will be penalised!
- Food will be graciously provided by the host. For participants with special dietary need please look for our tourney organisers for arrangements.

3. Army Selection Details

This section provides the guidelines for selecting the forces for your army and rules for appearance.

3.1. Your Army Must:

- Be no more than 1,750 points.
- Conform to the Standard Force Organisation Chart (FOC)
- Conform to the rules set and allowed codices guideline (See 3.2)
- Conform to the army appearance standards (See 3.3)

3.2. Rules Set and Allowed Codices Guideline

- The tournament will use Warhammer 40,000 5th Edition rules set.
- Special Characters are allowed, dependent on the guidelines laid down by the codex.
- Armies with less than 1,750 points are still counted as 1,750 points for purposes of selecting Special Characters or any other point restrictions in the codices.
- Allies are not allowed across codices. **Inducted* IG or Marines are allowed.
- All codices should also use their respective most updated FAQs/errata, if any.
- Refer to attached FAQ for tournament related questions.

The following codices are allowed for the Tournament:

Army	Codices Allowed
Black Templar Space Marines	Codex: Black Templars
Blood Angels Space Marines	Codex: Blood Angels (PDF from GW updated for 5 th edition)
Chaos Daemons	Codex: Chaos Daemons
Chaos Space Marines	Codex: Chaos Space Marines
Daemon Hunters	Codex: Daemon Hunters*
Dark Angels Space Marines	Codex: Dark Angels
Dark Eldar	Codex: Dark Eldar Second Edition
Eldar	Codex: Eldar
Imperial Guard	Codex: Imperial Guard
Necrons	Codex: Necrons
Orks	Codex: Orks
Space Marines	Codex: Space Marines
Space Wolf Space Marines	Codex: Space Wolves. Use Codex: Space Marines for other units indicated respectively
Tau Empire	Codex: Tau Empire
Tyrannids	Codex: Tyrannids
Witch Hunters	Codex: Witch Hunters*

3.3. Army appearance standards

- Painting requirement: Your army must be painted with at least 4 colours. Colours used for highlighting and shading do count as separate colours, even if the hue (colour) is the same. It is to the judges' discretion whether the model is painted or not. Bases being coloured do not count to the minimum 4 colours. Bases are separate entities.
- Basing requirement: Every model used must be based appropriately if the model comes supplied with a base (i.e. flocked or sanded). The base size used should be based on the latest model available for the miniature. Models may use larger bases. If you are unsure about the base size for your miniatures, contact us. Units not supplied with bases, such as the Space Marine Attack Bike, will still require a base. (A recommended base size for the attackbike is the 60mm base, but if you have other ideas, do run it by the organisers and/or opponents.)
- WYSIWYG: All models must be WYSIWYG. Weapons and upgrades *bought* for single model units, vehicles and select members in a unit must be shown clearly on the model(s). (E.g. Independent Character/Upgrade Character equipment, weapons/bio-morphs on a single Tyrannid Monstrous Creature, Heavy and/ or Assault Weapons in a Space Marine Tactical Squad, Fire Warriors that replace their pulse rifles for pulse carbines...etc.) Models that have default equipment (such as Space Marine Frag and Krak grenades) do not need to be shown, but weapons are a must.
- The following upgrades do not need to be represented: psychic powers, shooting abilities that do not use a physical weapon. Follow the guidelines in the rulebook or codex for more details and examples.

- For upgrades that can *only* be given to the entire squad (i.e. feeder tendrils...etc.), At least 50% of the models need to show the given upgrade.
- Players are free to exercise their creativity and using items that “counts as” said upgrades in their army. Count-as weapons should be consistent across the board, so as not to confuse your opponents. Do consult your organisers for further details and guidelines.
- Models used must be at least 75% GW and not from other game systems. Scratch-built items/parts are acceptable, but do confirm with your tournament organiser.
- Objective markers must be mounted on 25mm bases. Themed bases will get bonus points for painting.
- A model that does not fulfil the painting and basing requirement cannot be used at all. A model that does not follow the WYSIWYG guidelines above will not be allowed to use any upgrades bought for the model. If your unit does not have the indicated prerequisite number of models showing an upgrade for the entire unit, the unit cannot benefit from the upgrade.

4. Scoring

This section dictates how players can earn scores to fight to the top! The tournament is split into 3 main categories, with category earning you different points: all players start off with Gamer Points (which are deducted for certain undesirable actions taken!), for games you earn Victory Points, for painting you earn Brush Points, and for sportsmanship you earn Player Points.

4.1. Game Points

- Game points are points scored by simply being a good tourney player! By observing the rules and not committing any serious offences, you can be assured of getting a good score.
- You will start off with **10** Game Points,
- Game Points will be added to all components such as Victory, Brush and Player points to determine a final result.
- Refer to the table below for details. The modifier is applied each time an Action occurs:

Action	Game Point modifier
Calling a judge because you cannot resolve a dispute with your opponent.	-1 for both players
Forgetting to bring any of the compulsory items listed in (see 2.3)	-1 for each item
Not complying to proper conduct (see 2.4)	-1 for each offence
Not observing punctuality (for registration, army list submission, returning from breaks...etc.)	-1 for each offence
Asking a judge any question that you should know the answer of (for e.g. your own unit stats or special rules, normal 40k rules...etc.)	-1 for each question asked
Army not conforming to army selection details (see 3.1)	-3
Army not conforming to appearance standards (see 3.2)	-3
Any form of cheating or lying caught by the judges	-3+, depending on judge (trust me, the number will not be small...)
Bringing an optional piece of terrain for the tournament that matches the requirements (see 4.6)	+1

4.2. Victory Points

Victory Points (VPs) will be awarded after each game, based on the outcome of your game (details below). A game counts as Annihilate if your opponent loses all his units in any way or if he concedes before the game ends.

Margin of Victory	Victory Points
Annihilate!	6
Win	4
Draw	2
Lose	0
Each Bonus Objective Achieved (see 6.1 for objective details)	+1

- Players can earn 1 additional VP for each bonus objective they accomplish at the end of their game. If players lose the match, the maximum VP gained from the bonus objectives is 1 VP.
- Each player can earn a maximum of **30** VPs.

4.3. Brush Points

Painting scores will be determined by the judges and a combination of player votes. However players will get to choose which army is their favourite in terms of appearance prior to the start of the games during the show and tell in terms of a vote. Players may not vote themselves!

- Players will choose their favourite 10 from the selection the myriad of armies available. Each vote is worth 1 BP. Out of the top 10 votes the judges will award additional Brush Points each using the following criteria:
- Judging criteria for Best Appearance will be based on the following in order of descending priority:
 - Paint job of miniatures
 - Coherency of colour scheme and theme
 - Level of WYSIWYG in armies
 - Level of conversion in armies
 - Objective Markers
 - Stories...etc. Told in a quick read format
 - Display base
 - Wow Factor
- Brush points (BPs) are awarded based on the player's effort in painting his/her army. If any model(s) in your army is painted by someone else, be honest and declare it to the organisers. Using models painted by someone else will not garner you the best presentation prize. More importantly, if you are caught lying, you will be penalised!
- Each player can earn a maximum of **50** BPs.

4.4. Player Points

Player points (PPs) are used to access how popular you are amongst your rivals and vice versa.

- After each game, you are required to rate your opponent.
- At the end of the tournament, you must determine your best opponent out of all the games you have played.
- Each player can earn a maximum of 9 PPs.

Each vote you get as best opponent	+1 (Max +3)
Opponent's Rating of You: favourable	2
Opponent Rating of You: neutral	1
Opponent Rating of You: unfavourable	0

4.5. The Golden Rule for Tie Breaking

In the event that any player is tied for points in the top tier (top 3), We will use the following tie breaker methods:

- If the tie is for Victory Points, Brush Points followed by Player Points will be compared.
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4.6. Bring Your Own Terrain (Optional)

This is an optional item that you can bring along to win a special prize for Best Terrain! Players that do so may gain +1 GP.

- Terrain Pieces must be at least A5 in footprint size and consist of 1 or multiple pieces (making up the minimum A5 footprint).
- Please label your terrain pieces for identification.
- Your submitted terrain piece will be distributed across tables, so you may not be using your own terrain piece in your games.
- You must take note that we will not be held responsible for any damages suffered by the terrain piece you entered for this special prize. Do consider this when making your terrain.
- Judging criteria for Best Appearance will be based on the following criteria:
 - Paint job of the terrain piece
 - Coherency of colour scheme and theme (if applicable)
 - Level of creativity
 - Level of building

- o Level of originality

5. Awards and Prizes

At the end of the day, players with outstanding performance can win some fairly attractive prizes. Awards are split into 5 categories, namely Best Overall, Best Commander, Best Presentation, Gamer's choice and other special prizes. Players can win more than one prize.

5.1. Awards

- **Best Overall** – Awarded to the player who has the best overall score in all the categories combined.
- **Best Commander** – Awarded to the players on the top tier for Victory Points total.
- **Best Presentation** – Awarded to the players in the top tier for Brush Points total.
- **Gamer's Choice** – Awarded to the player with the highest Player Points total.
- **Best Terrain** – Awarded to the player who scores the highest.

5.2. Other Special Prizes – Lucky Draw

Thanks to Games Workshop, we are happy to inform you that this year, we will be having a lucky draw for all participants taking part in either the Spore Con 09 Fantasy or 40k tournament. Each participant gains one chance to win at the lucky draw. The draw will be held on Sunday the 31st. Winners will be announced by name on the day of the draw

5.3. Prizes

Prizes indicated in \$ are in PI vouchers. Note that players can win more than 1 prize, so a player that tops all charts, wins gamer choice and the terrain award can easily bag \$250 worth of vouchers!

- **Best Overall** \$25 and Trophy
- **Best Commander**
 - o 1st \$75 and Trophy
 - o 2nd \$50
 - o 3rd \$25
- **Best Presentation**
 - o 1st \$75 and Trophy
 - o 2nd \$50
 - o 3rd \$25
- **Gamer's Choice**
 - o \$50
- **Best "Bring Your Own Terrain"**
 - o \$50
- **Lucky Draw (2 Winners)**
 - o Games Workshop Mega Paint Set
 - o Games Workshop Tool Set

6. Scenarios

All 3 basic scenarios from the 5th Edition Warhammer 40,000 rulebook will be used. Each scenario will be modified by scenario special rules and have optional objectives.

- The 3 basic scenarios are the ones we all know and love: **secure and control**, **seize ground** and **annihilation**. All scenario rules in the 5th edition Warhammer 40,000 rulebook apply, with the following exceptions:
 - o Type of deployment will be determined by the scenario, do not determine randomly!
 - o All scenario special rules will take precedence if they modify any existing rules.
 - o You must always deploy all 3 of your objective markers even if the scenario uses less (or none). After deploying the primary mission objectives, place the remaining ones as you would following the seize ground objective placement rules.

6.1. Optional Objectives

Optional objectives can give you the edge in Victory Points if you manage to achieve them. Do note however that achieving primary objectives is still the order of the day! If you lose, no matter how many optional objectives achieved you will only be awarded with 1 VP!

Optional Objective	Requirement
<i>Occupation</i>	You have more units than your opponent in his/her deployment zone.
<i>Assassination</i>	You eliminate the most expensive HQ in your opponent's army. If the unit is a retinue, the retinue must count as destroyed at the end of the game to earn this objective.

<i>Grab</i>	Randomly determine one of the counters on the table before the game starts as a vital objective. If you control it at the end of the game, you score the objective.
<i>Survival of the Fittest</i>	75% of your army must not be destroyed by the end of the game to gain this objective. This is done by calculating your own victory points, so not more than 437 points can be destroyed.

6.2. Scenario Special Rules

Scenario Special Rules affect all players. Each basic scenario will have at least one scenario special rule. Not all rules will be used, so do take that into account!

Special Rule	Description
<i>Unsung Heroes</i>	Only units coming from your Troops allowance may contest in this scenario, the unit type does not matter. Rules for scoring are as per normal.
<i>Incoming sandstorm</i>	The organisers will roll a D6 before the game starts. The dice score indicates the game turn when a massive storm will blow on your table. During that turn, the entire table counts as difficult terrain and dangerous for non-walker vehicles. No units are allowed to enter play via deep strike while the storm rages. Do not roll for Reserves that turn.
<i>Night Fighting</i>	The entire mission is fought using night fighting rules. Before the game starts, the organisers will roll a D6+1. The dice score indicates the game turn when Night Fighting ends. Subsequent turns will be fought in normal daylight. Do not roll for dusk and dawn as per normal scenario rules.
<i>Peek-a BOOM</i>	All markers have been rigged with booby traps. When a model moves within 3" of the marker, the trap will trigger. Roll a D6. On a 1 -3, the marker is a dud. On a 4-6, the trap triggers. Roll 2D6 for its Strength (max S10) hit with an AP of D6. Any unit caught within 6" will suffer D6 hits. Vehicles are hit from the facing towards the marker and do not half the strength of this effect. Cover saves can be taken, with the origin of the blast taken from the centre of the marker. The marker remains once the damage is resolved and can no longer be triggered.
<i>Low Gravity</i>	All infantry, cavalry, bikes and jump infantry gain an additional D6" movement when moving in the movement phase. However a on the roll of a 1, the unit takes a wound with no saving throw possible. Invulnerable saves still apply. All vehicles count as being on roads for the purposes of movement, but if they move at cruising speed roll 1D6 or 2D6 for flat out. If any D6 roll is a 1 the vehicle loses control and is immobilised. Skimmers are not affected by Low Gravity.
<i>Disruption Beacons</i>	All markers count as Disruption Beacons. No unit may enter play within 12" of the beacon. The beacon overrides any homer/locators...etc. that negates a scatter. Units that enter play via Deep Strike that lands within 12" of the beacon (after making any re-rolls) must be scattered again. (If a hit is rolled use the arrow head to scatter the target.

