

Welcome to the 2010 BattleForge Games Warhammer 40,000 Tournament Season Version 1.03

In this document, you will find all the details you need to prepare your army and yourself for an exciting day of gaming! Please read the information very carefully, even if you have been to a BattleForge Games tournament many things are different this year, and we want you to be aware of all the changes. After reading the packet, if you still have any questions, please contact Brandon Sullivan at:

BattleForge Games
2700 West Anderson Ln.
Suite 402
Austin Texas 78757
512-323-9600
Info@battleforgegames.com

About this Rules Packet

This rules packet contains all the information needed to participate in the 2010 BattleForge Games Warhammer 40,000 Tournament Season. If, at any time, this packet is updated, a notice will be posted on the <http://www.battleforgegames.com> web site indicating the change in status. Any other updates will also be noted on the web site (e.g., changes to the schedule).

What You Need to Bring with You

- Your painted miniatures
- At least two copies of your army list (which must be typed)
- Rulebooks and any additional books you need
- Pen and paper
- Dice and templates
- Tape measure
- Super glue (accidents do happen!)

How the Tournament Works

- Competitors will participate in three (3) games over the course of the day. In each game, you will play a scenario and record the outcome of the battle on your results sheet. Each round you will play a different opponent.
- In the first round, players will be matched up randomly. After the first round, players will be matched up according to current rankings in the tournament (e.g., the player in first place will play the player in second place and so on).
- The only exception is that you can never play the same opponent twice in the tournament. If, for some reason, you are paired against someone you have already played, alert a judge who will see about moving you up or down a spot on the tables so that no delays in game play occur.
- The pairings for each round will be posted as soon as they are determined. **Please be sure to arrive at your table ready to play and on time.** We ask that each player be conscious of the time and that you play at a regular and steady pace to complete the game. Anyone found slow playing or deliberately stalling for any reason will be penalized.
- Each game will be played on a 4' x 6' board
- Players will receive Results Sheets at the beginning of each round. Each results sheet must be filled in properly to ensure that matchups and points totals are correct. Once Results Sheets are

completed, they are to be turned in at the head table so the scores can be entered into the computer.

Important!

All participants, be advised: please understand that all judges' rulings and decisions are final. This applies to rulings during games as well as all matters of health and safety. Arguing with judges about their decisions will not be tolerated. Judges have the right to penalize players' tournament points if the player is being unruly and argumentative. A player who continues to argue and not abide by a judge's rulings may be ejected from the event.

This is just a warning to all participants – play fair and have fun!

Rules of Engagement

Registering and Army Rosters

When you arrive at the tournament, you will first check in to the event. Here, the judge will assign your table number for round 1. At this time, players must also turn in a copy of their army lists to the organizers. These rosters will be checked throughout the day. If the judges find any errors in the composition or points of the roster, that player will be approached by the judges and his score will be penalized for the errors in the list. Please be sure to check and double check your lists so you do not receive any penalties! **All lists should be typed, please make sure we can read them!**

Please remember that the point limit for the game in question is set in stone. You cannot go over this limit in any way. So be sure that you don't have a 2,001-point 40K list! You may be under the points limit, but you cannot go over. **All copies of your army list should have your Name on them.**

Army Selection – Warhammer 40,000

- No more than 2,000 points may be spent on the creation of your army.
- Armies must follow all the restrictions on army selection from their own Codex.
- Only the main army lists may be used for the army in question. No appendix lists are permitted.
- Special Characters are permitted, subject to the normal restrictions for that character in the Codex.
- Only the armies listed in the Approved Army Lists section may be taken in BattleForge Games tournaments.
- When a new Codex is released the newest version of the book will be the only one used as long as it was released at least 1 month prior to the event. If a book has been out less than 1 month, both Codexes are valid.
- Any armor, weapons, and upgrades must be modeled on the miniatures in question.
- Forge World models are permitted in the Tournament, but they can be used only to represent models from an existing Codex or army list. No Forge World rules are allowed.

Approved Army Lists

- **Codex: Space Marines**
- **Codex: Space Wolves**
- **Codex: Black Templars**
- **Codex: Dark Angels**
- **Codex: Blood Angels - White Dwarf 329-330 (or from the Games Workshop Website)**
- **Codex: Imperial Guard**
- **Codex: Daemonhunters**
- **Codex: Witch Hunters**
- **Codex: Eldar**
- **Codex: Dark Eldar**
- **Codex: Orks**
- **Codex: Necrons**
- **Codex: Tau Empire**
- **Codex: Tyranids**
- **Codex: Chaos Space Marines**
- **Codex: Chaos Daemons**

These army lists will be used with the following addenda:

Space Marines

- Space Marine armies may use Inquisitorial allies as defined in Codex: Daemonhunters or Codex: Witch Hunters

Imperial Guard

- Imperial Guard armies may use Inquisitorial allies as defined in Codex: Daemonhunters or Codex: Witch Hunters

Forces of the Inquisition

- Inquisitorial armies may take Space Marine or Imperial Guard allies as defined in Codex: Daemonhunters or Codex: Witch Hunters

For any army specific rulings please refer to the BattleForge Games 2010 FAQ located on our website at <http://www.battleforgegames.com>

Battles

The BattleForge Games tournament consists of three (3) games of Warhammer 40,000 for each player. The Fifth Edition Rulebook will be in use for all games and will be the definitive guide for all rules. The time limit for each game is 2 hours. At the end of this time limit, the round will be called; all players will need to finish their game immediately, and no additional time will be provided. For each game, players will play a scenario. Each scenario has a set list of Special Rules and other information. Players will be informed at the beginning of each round as to which scenario will be used.

The Scoring System

There is a possible 78 or 108 points you can earn in the two different types of tournaments. These points are broken down into Battle Points, Painting Points and Theme Points. Both types of tournaments will have a variable amount of bonus points available each round.

Battle Points

For each game, you will score between 0 and 20 points. These points are determined by accomplishing objectives listed in each mission. They will fall into three categories of value:

Primary(12): This objective will be the main focus of the mission and will be worth 12 Battle Points. This objective can never be achieved by both players. Sometimes players will tie on this objective, be sure to read the mission sheet on how to score this situations.

Secondary(5): This objective is secondary to the main objective but still important to achieving victory. This objective can sometimes be achieved by both players. Check the mission sheet to see if it can be completed by both players.

Tertiary (3): This objective is the least important but can turn the tide in the long run. This objective will almost always be able to be shared by both players if they complete it.

Painting Points

Your army is will be judged on its paint job up to 4 times during the day for a total possible points of either 15 or 20 points. Each opponent will grade the amount of your army that is painted and possibly the quality of work displayed within. The scores break down as such

- 0- Army is completely unpainted, or just primed
- 1- The player has begun painting the army, but only a few models have been painted
- 2- 0-25% of the army is painted to a three color standard
- 3- 50-100% of the army is painted to a three color standard
- 4- This army is 100% painted and is painted to a good tabletop standard
- 5- This army is 100% painted and is painted to an exceptional standard.

You will be judged by each of your opponents during the day for a total of 15 possible points you will be judged an additional time by the Tournament Judges. In a heavy tournament the judges score will replace your highest score. In a hobby tournament the judges paint score will count for up to an additional 10 possible points for a total of 25 possible points.

Bonus Points

You will be given the opportunity to earn bonus points throughout the day during each round.

Judge's Discretion (3): A player may earn three bonus points for a display board, a fluff piece written about his army or particularly sportsmanlike conduct.

Theme Points (Hobby Tournament)

In Hobby Tournaments Theme is worth up to 15 possible points. Your army will be judged on its theme during each game by your opponent.

- 0- This list made the game un-fun, it is in the wrong tournament
- 1- This list was a bad example of construction for the particular arm
- 2- List placed winning over theme
- 3- Balanced list
- 4- A good example of chosen army
- 5- Fair, balanced, well constructed with the spirit of the army and the game in mind.

Your three scores will be averaged, and your highest score replaced with the average score.

Penalties

Players may be docked points by the judges if they are deemed to be argumentative or disruptive to the other players. This measure will only be undertaken in the most serious of cases, but we wanted to make sure it was known to all the players that this is a possibility. The following actions will result in a penalty

- Players who turn in any non-typed army list, or do not have a spare copy:-5 pts**
- Players who do not finish at least one of their three games by the end of 2 hours (Judge's Discretion):-5pts**
- Players who are late -5pts**
- Players who display particularly unsportsmanlike conduct. -10pts.**

Awards

At the end of the tournament, there will be an Awards Ceremony to highlight the achievements of the day. This part of the event will be the final activity at the end of the day. We will be awarding 1st Overall, 2nd Overall and either 3rd Overall or Best Painted depending on the tournament type being either 'Eavy or Hobby respectively.

Advantageous Modeling

Warhammer 40,000 5th edition sees the return of the use of True Line of Sight. This means that what a model can see from its eye level will determine who or what it can shoot at. This can lead to the temptation for creative modeling. While we do not wish to see players stop creating interesting and dynamic conversions, this can cause situations to arise in the game that can be problematic. If any player believes that a players conversions or method of model building is designed specifically to gain an in-game advantage that player should call the judge. If the judge determines that the offending army is in fact taking advantage of creative modeling, the judge will assign standardized heights and poses to all models for both armies for the rest of the game.

“Counts as” Armies

Counts as armies and seriously converted armies are a true staple or tournaments around the world and BattleForge Games does not wish to stand in the way of such creative gamers.

“Counts As” armies are in general, allowed, however these armies cannot simply be a normal army by a different name. Clear conversion work must be visible coupled with the ability to easily tell what each unit is. Simply putting Genestealers down and saying they are Demonettes is not permitted.

Replacement Models

Many new models were released in 2010 and will be released in 2010. If GW makes a model for a unit players must use that model to represent that unit with the “counts as” and conversions sections in mind.

Acceptable Examples:

Ork Trukk with monster truck tires

Looted Wagon represented by a busted up Land Raider

Any converted Dreadnought used to represent Ironclad Dreadnought

Unacceptable Examples:

Converted Dread used to represent Venerable Dreadnought

Converted Land Raider used to represent Battlewagon.

PVC pipes used to represent Drop Pod.

If a model or unit is released that previously did not have a model (drop pod, battle wagon) scratch built or non GW minis are allowed for 30 days after the GW mini is released than the new model must be used. Older versions of the same model are always allowed. (Ork Trukks, rhinos etc)

If you are unsure about an idea you have for a model, simply ask a judge or send an email to info@battleforgegames.com and we will be happy to give you a prompt answer.

Non GW Minis

Non GW models are not allowed in BattleForge Games Tournaments with the exceptions of four (4) Man or Calvary sized models per army.

2010 Tournament Series Scoring System

Each player will receive points towards their 2010 Tournament Score. Playing in BattleForge Games events will give points to all participants and extra points for doing well at these events. At the end of the year the top 8 players for Warhammer 40,000 and Warhammer Fantasy will be invited to our End of Year Tournament. You must play all 3 games to receive credit for the tournament.

Placing in a Hobby Tournament will award you the following points for the Overall 2010 BFG Tournament Series:

1st: 55pts.

2nd: 45pts.

3rd: 35pts.

Best Painted: 35pts.

Participation: 25pts.

Placing in a 'Eavy Tournament will award you the following points for the Overall 2010 BFG Tournament Series:

1st: 55 pts.

2nd: 45pts.

3rd: 35pts.

Participation: 25 pts.

You can track your score online throughout the year at <http://www.battleforgegames.com>