

Arkadia Crusade 2008

Tournament Rules

About

All of the rules are from UK publications.

All competitors should be aware that where any rules interpretation is required, the UK standard will be upheld, and that the Chief Referee will be consulted for any particularly contentious issues.

There will not be any entry fee, The tournament is free for all participants!

If you have any questions about the event or rules please e-mail : corin@arkadia.hr

Applications will be accepted until March 12th.

Army Limitations

- No more than **1,500 points** may be spent on the army.
- Armies must follow the restrictions on army selection of their own Codex. (latest print), consult the latest FAQ for your army codex (<http://uk.games-workshop.com/news/errata/3/>)
- Only the armies listed may be used in the Tournament.
- **All models used must be AT LEAST UNDERCOATED (CAN BE UNPAINTED)** Citadel miniatures of the appropriate type for the troops they represent. This tournament is a gathering of people that enjoy the Warhammer 40k universe, be they the beginners or veteran players. We know that people have busy lives, and some are unable to spend as much time painting and converting as they would like, but we are not gonna let that stop them from coming to this tournament. (But of course, painted and converted armies WILL be rewarded)
- So let me repeat what I just said. Minimum painting standard is undercoat. Suffice to say that an undercoat IS enough! ☺
- Weapons, wargear options and upgrades chosen from the army list must be shown on all the models in a unit. (**WYSIWYG is a MUST!** Vehicles are the only exceptions to that rule, you may have decorative dozer blades and not have them as a wargear... just be sure to tell that to your opponent (**weapons on vehicles MUST be WYSIWYG**)
- You may use converted Citadel miniatures.
- Non-Citadel miniatures are not permitted and will be removed (NO proxies!)
- Scratch Built models are mostly allowed, that is to say, they must represent the original model. When your opponent sees the model, he **MUST** know what it represents, and what wargear it has. This rule is mostly made for people that want to come with drop pods. Here is what we need from you if you have scratch built models. The model **MUST** be in the original size, and we'll need to approve it before the tournament, so if you want to use it, please send us a mail containing a picture of the model (there must be a reference to it's size in the picture, place it next to a existing model, or something similar)
- The rules to be used will be Warhammer 40,000 4th edition.
- **No allies** may be used in your army.
- Equipment detailed only in Forge World's Imperial Armour publications **may NOT** be used.
- A player who invents his/her own Chapter, Regiment etc. or uses an otherwise un-detailed Games Workshop one is at liberty to use any appropriate Codex to represent it. Full WYSIWYG must be maintained and the player should make it crystal clear to his/her opponents what Codex the army is using. An example of what is not permissible is a player who uses models that look like one recognized Chapter whilst using the Codex of another one.
- Please know your army! Learn the rules! Get acquainted with other codices...

Selecting an Army

The army you use must be selected from those listed below. Only those options listed in the Codex may be used, **additional material from White Dwarf, Forgeworld, Chapter Approved, etc may NOT be used (except for Blood Angels. Rules for them can be found in WD or on the official GW web site)** . If you have any doubts then please contact the organizers for clarification as it is your responsibility to ensure you are using a valid army. If an option isn't listed here it is because it cannot be used so please don't assume it is just an oversight.

In all cases use the most up to date Codex available. Now that the Warhammer 40,000 compilations are no longer produced, armies detailed in those books have been removed as it may be difficult for all players to get access to the lists.

Special characters may be used, subject to the restrictions detailed in the Codex. (i.e. if a character can be used only in armies that are played with 2000pts and above, you **may not** use it in this tournament)

Remember that you will be penalized if your list is in error so please check them very carefully !

The armies allowed are as follows:

Space Marines

Space Marine armies can be selected from any of the following lists.

Codex: Space Marines. Traits may be used, if using a Chapter with traits defined in the Codex then those traits must be used. The following Chapters may be used using the list in the Codex of the same name or (in the case of the Thirteenth Company), the list in *Codex: Eye of Terror - Space Wolves*, *Space Wolves Thirteenth Company*, *Blood Angels*, *Black Templars* and *Dark Angels* (including *Deathwing* and *Ravenwing*).

You may use a Chapter of your own creation based on one of the variant Codices, so for example you could base your Chapter on the *Blood Angels* Codex but use your own colour scheme etc.

If you choose to do this it is up to you to make sure your opponents are not misled in any way. Be aware that clarifications have been issued explaining how to use variant Space Marine lists in conjunction with *Codex: Space Marines*. These clarifications will apply for the competition and can be downloaded from the Games Workshop website.

Imperial Guard

Use *Codex: Imperial Guard*. Doctrines may be used. If using a Regiment with doctrines defined in the Codex then those doctrines must be used.

Eldar

Use *Codex: Eldar*.

Dark Eldar

Use *Codex: Dark Eldar*. Be aware that this Codex was reprinted with significant changes. Look for the version with the 'Second Edition' stamp on the cover.

Orks

Use *Codex: Orks* (the new one, released in 2007)

Tau

Use *Codex: Tau Empire*

Necrons

Use *Codex: Necrons*

Chaos

Use *Codex: Chaos Space Marines*

The Inquisition

Use *Codex: Daemonhunters* or *Codex: Witch Hunters*.

Tyranids

Use *Codex: Tyranids*.

If player wishes to use any rule that his opponent is not aware of, the player must show to his opponent that rule in rulebook, (or in the official errata). If two players cannot reach an agreement over a rule or situation, referee will solve the problem, and his decision is final ! Player must have in writing all rules he wishes to use.

Battles

The Tournament consists of five games. The time limit for each game is **120 mins (2 hrs)**.

Missions::

There are a total of five standard missions that will be played. All of these missions use the standard Force Organisation chart.

First Game::	Cleanse
Second Game::	Secure and Control
Third Game::	Seek and Destroy
Fourth Game::	Recon
Fifth Game::	Take and Hold

Mission Special Rules

All of the missions will use **gamma** level special rules. All special rules can be found on page 84 of the Rulebook.

Scoring Units

This concept is central to all the mission objectives. Not all units count for this purpose but those that do count for such objectives are called Scoring Units. Achieving these objectives will score you Victory Points. See the Victory Points table to see what counts as Scoring Units.

Deploy Forces

When deploying units or rolling for their arrival, the contents of one box on the Force Organisation chart is considered to be a single entity. In practice, a single choice on the chart may be several units. It might be a squad and their transport vehicle, an Imperial Guard infantry platoon consisting of a HQ squad and five infantry squads, or a brood of three Tyranid Zoanthropes. When deploying a single chart choice, the units that make up that choice may deploy separately from one another if you wish. When a single chart choice arrives from reserve, the units may similarly arrive separately from one another. Thus a squad does not have to arrive in its transport vehicle if you do not wish it to. When deploying a unit or independent character on the table, you may specify that it is being placed inside a transport vehicle, subject to them being valid as passengers (see Vehicle rules).

When deploying an independent character on the table, you may specify that it starts the game already with a unit and place it in coherency with it.

When deploying, players alternate placing units, and then alternate placing Infiltrators.

When all units are deployed, any that are entitled to a move before the game starts will make a move.

A note on secrecy: **Your opponent can inspect your army roster.**

You DO NOT have to tell your opponent which unit is located in which transport vehicle. (but of course, you will have to use some sort of system of marking which unit is in which vehicle, i.e. write on a piece of paper the name of the unit and placing the paper next to the transport vehicle)

Army roster

When you arrive at the tournament you **MUST** bring a copy of your army roster for the Chief referee to refer to. You will require **a second copy** of the roster, which you should keep with you when you are playing. The roster must include all of the models in your army, their points value, the points value of any equipment, and must specify which models are carrying any wargear that you decide to take. Please put your name on all copies of the list. Please make absolutely certain that the roster you hand in is correct and conforms exactly to the army you will be using. **It goes without saying that the rosters of the Tournament leaders will be scrupulously checked after each round.** Rosters will be randomly selected throughout the weekend and checked during the Tournament. If any mistakes are found, player will lose 5 generalship points. (If it's a bigger mistake, they player might be asked to abandon the tournament). This will apply even if the mistake is honest, so please double-check your roster before the Tournament. It is also important to remember that when you use a points limit in Warhammer 40,000 you can only spend up to the limit agreed - this **means that in a 1,500 points game you must spend 1,500 points or less.** All rosters must be standard 40k rosters that can be found in a rulebook or made in army builder with included validation results.

How the tournament works

In the first game, players will be matched randomly against an opponent. After that, in each round the two players in 1st and 2nd place (based on their points for generalship) will play each other, the players in 3rd and 4th place will play each other; the players in 5th and 6th place will play each other, and so on.

The only exception is that you can never play the same opponent twice; should this happen, a referee will step in and sort things out so that the players face fresh opponents of a suitable calibre. It only matters that you play a relatively well-matched opponent.

Once your opponent has been determined you will be assigned a table. Each game will be played on a 6 x 4' table. Please try to keep the playing area clear of excess clutter.

Each table will be a pre-designed battlefield with fixed scenery. The event organizers will provide no other games equipment and the players must provide all other materials (dice, tape measures, pen & paper etc.).

It is advisable to bring along a copy of the latest edition of Warhammer 40K rules, as well as copies of any material you will be using, so that your opponent can check any characteristics and special rules that apply to your troops (but organizer will make sure that there is at least one rulebook around).

Deciding who wins the tournament

The winner of the 40 K Tournament will be the player who scores the most points in the categories described below.

Total points are calculated by following this formula : total points = Generalship + Hobby points + Sportsmanship

If two or more players have the same number of total points, winner will be the one with higher sportsmanship, and if there is still draw, then the winner will be the player with more generalship points.

Generalship

(0-100 points)

We've decided to use a simple procedure for working out the Tournament points scored for Generalship. What's more, we're expecting you (i.e., the players) to work out the points for each battle and tell them to a Referee. The system is as follows. Work out your Victory points as per the scenario. Decide what degree of victory has been attained - Generalship points are awarded depending on the degree of victory.

GENERALSHIP POINTS		
0 – 150	Draw	10 – 10
151 – 750	Solid Victory	13 – 7
751 – 1200	Crushing Victory	17 – 3
1201+	Victorious Slaughter	20 – 0
Concede	Victorious Slaughter	20 - 0

Army Selection/Painting

- All miniatures in the Tournament must be undercoated. Fully painted and converted armies will be rewarded using the following rules. This tournament is based on wargaming and strategy, therefore, rewards for painting and converting will NOT be huge.

+5 Painted

Your whole army is fully painted (and no, we DO NOT mean undercoated). We will **not** be judging your painting skill, we know that some people are insane when it comes to details, and we know that some are just the beginners, we will be awarding the effort. (And if you want to ruin your whole army by doing a lousy job, that's not our business ☺)

+5 points

Extra 5 points will be awarded to those players that have put extra work to their armies. Applied more than 3 basic colors. Used imaginative conversations, detailed model bases. Used highlights, shadows, light effect etc...

Sportsmanship

(0 - 6 points)

The scoring for Sportsmanship will work like this:

At the end of your 5th battle (and not after each fight), you will mark each of your opponents with a Sportsmanship grade. This grade should represent how much you enjoyed the game and how friendly your opponent was. This grade should not represent whether you lost or won your game or what did you think of your opponents' list. In other words, this is not a composition score! You will mark each of your opponents with a grade between 0 and 2 (0 being the worst grade and 2 being the best). Do note that we consider a mark of 1 to best represent an average game, a mark which should best describe a majority of games. We also hope that the players will judge their opponents fairly.

After each player receives all the Sportsmanship points, we will deduct the highest and the lowest mark and add the others to your grand total (max 6 pts).

Example: If you got 2,1,1,0,2, your total would be 5 (2+1+1, without 2 and 0)
If you got 2,2,2,2,2, your total would be 6 (2+2+2, without 2 and 2)

Great Game Two points (2) - this indicates that you felt the game matched many of the games you have enjoyed in the past. You both played in the right spirit and this ensured that you got just the sort of game you came to the Tournament to experience.

Poor Game Zero points (0) - this indicates that the game was a disappointment. The game was no fun at all primarily because excessive quibbling or aggressive interpretation of the rules disrupted it. This was a game you wish you hadn't played.

Average Game One point (1) - This should be the default selection if neither of the others apply

Note: If no box is marked, the Round will be counted as an Average Game.

Important Note: This Tournament is all about playing great games, having fun, and playing in the right spirit. Please take this system seriously when scoring gaming grades.

Sportsmanship and rules questions

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves!

If you really want a Referee to arbitrate a rules question or help you out with a situation both players genuinely don't understand, then you are free to call one over, and our Referee may intervene if he sees an argument. Be warned, however, that our Referee is under strict instructions to give players one of two answers to any question they are asked:

1. He will show you the rule in its relevant place in the rulebook.
2. To roll a D6 to sort out any rules problems not solved by the above.

You should also note that the prime duty of our Referee is to make sure that the majority of players in the tournament get a nice friendly game where winning is secondary to having a good time. Anyone who keeps on spoiling a game with picky rules questions or who consistently bends the rules in their favor will be asked to desist or suffer the consequences.

If a player behaves in an unfriendly manner during the tournament, Referee can give him a warning. If the player who has been given a warning continues to behave in an intolerable way he will be disqualified!

Hobby competition (Painting competition)

During the lunch break on the second day, hobby competition will be held. All players that participate in the tournament can automatically take part. We will have two types of competitions, one will be army painting competition (of course, only those that came with painted armies can participate), and we will have a single model competition. You may apply a single model for this competition (your pride and joy), models of any size can apply, even vehicles, as long as they are Games Workshop 40k models. The models DO NOT have to be the ones you are using in your tournament army.

All competitors judge exhibited models and give marks from 1 to 10. One can not mark his own model, so the competitors will have to sign their names on the voting papers. The marks will then be added and the model with the highest score will be the winner.

SCHEDULE

SATURDAY

11:01 - 11:50 Earliest entry and registration
12:00 - 12:25 Briefing and introduction
12:30 - 14:30 First game
14:30 - 15:15 Break for Lunch
15:30 - 17:30 Second game
18:00 - 20:00 Third game

SUNDAY

09:30 - 10:15 Earliest entry
10:30 - 12:30 Fourth game
12:30 - 13:50 Lunch break / Hobby Competition
14:00 - 16:00 Fifth game
16:30 Awards Ceremony

Registration must be sent via email at: corin@arkadia.hr (you will receive a return confirmation as soon as humanly possible. If you do not receive this confirmation please try again 😊)

Applications will be accepted until March 12th.

Lunch will NOT be provided by the tournament organizers! ☹️ (but we will offer you some suggestions where you can get reasonably priced food)

Registration **must include** name of the participant(s), contact e-mail or GSM number (please let us know if you are vegetarian or have any special requests), you are also free to include army you will be playing with .

If you need accomodation - we can make reservations for you
(price is max 15 Euro / night)

Final note::

- be aware that if you're using a software for building your army roster (like GW's Interactive Army List, or army builder by Lone Wolf) some mistakes might occur! You are responsible for any and all errors that appear in your roster. We will penalize any mistakes found!