

Warpcon: Warhammer 40k 2019

Where: UCC, Campus Kitchen

When: 26th of January - 27th of January @ 09:00 A.M Registration (first game @09:15 A.M)

Number of Games: 5

Game length: 2 hours 45 mins per round total

Army Size: 1,750 points

Price: €30 weekend 40k, €27 weekend student 40k (Includes full convention ticket, Friday to Sunday, in addition to entry to the 40k tournament)

Items required:

- Dice
- Measuring Tape
- All relevant army books or rules for your army
- A copy of you army roster
- Tactical Maelstrom Cards (alternatively you may roll to generate Maelstrom)
- Objective Markers (no size restrictions, but must all be the same size)

Section 1 - Army rosters

You can only create one army roster for the Tournament and it must be used for all of the games that you play. The army roster must:

- Display your full name
- Be clear and readable
- Present each unit separately including a list of its items and relative point costs.
- Each unit must have it's power level displayed alongside it
- Your Warlord trait [Only if your Warlord *must* have a pre-designated trait]
- Your Command points
- Reinforcement points
- Every unit in the army must have at least one Faction keyword in common, with the exception of those that are UNALIGNED.

Please submit Army rosters before Monday the 21th of January to daireirelandetc@gmail.com with the header 'Warpcon: Warhammer 40k' to ensure your spot is kept for the event. If you are unable to submit your list before this time, your spot may be taken by another player who submits after this date. All tournament army rosters will be checked. If you have any concerns about an opponent's roster please contact a judge who will attempt to resolve the issue. If any errors are found, even if the mistake you made was an honest one, the appropriate penalties for an illegal army list will be applied. Should you have any questions or queries regarding any aspect of the tournament. Please do not

hesitate to contact me at the above email

Section 2 - Tournament rules & Restrictions

- No more than 1,750 points may be spent on the army, the army must be Battle forged, using the rules for Detachments set out in the main rulebook. Index books and Codices are used for calculating your points values. Note: Games Workshop erratas, Chapter Approved and FAQs are in effect, please check them online on their website for any potential points changes [For example, Broodlords]
- Warlord: Your Warlord must be nominated on your army list. Your Warlord may choose their Warlord Trait as per their Index/Codex/Rulebook after you are matched with your opponent.
- Armies must follow the restrictions on army selection in their own Codex/Indexes. Armies may be built from codices released before the 21st of January. Forge World models and units are not allowed.
- Armies should be Fully painted to a 3-colour minimum standard. All models in the army should be based. Each squad should also be readily identifiable from one another. Exceptions to squad marking and easy of play: Allowances will be made for units that divide (e.g. Combat squads or spawn created by Chaos shenanigans). If you are worried about there being any confusion as to whether or not your models are appropriately painted, based or identifiable, please do not hesitate to contact us at the above email.
- Weapons, wargear options and upgrades chosen from the army list should be shown on the majority of the models in a unit. Common sense kicks in here, if you have any doubts, simply pop an email with some pictures to daireirelandetc@gmail.com and it can be answered ahead of time.
- Conversions must be identifiable. If you are in any doubt about the validity of your conversion, please contact the Tournament organizers at above email.
- The Question & Answer articles published by Games Workshop to update the rulebook and existing codex/Index books are used, these will not be taken into consideration after the 21st of January.
- Judges set up the scenery for the battle and it must not be moved or changed by players. If the scenery needs changing, call one of the Judges to assist
- Detachments You may include no more than 3 detachments in your army list. These may be duplicated.
- Dataslate selection: A dataslate may only be taken a max of three times throughout an army roster, TROOPS and DEDICATED TRANSPORTS are exempt per the GW BIG FAQ.
- Vigilus rules will not be used for this event, with the exception of the data slates for Calgar and Harkaan. Formation rules from Vigilus will **not** be in use.

Section 3 - Playing the Tournament

Finding an opponent: Opponents are allocated randomly in the first round and from then using the Swiss system.

**Exceptions* Challenges: Players often have rivalries and friendly feuds going on that make them want to challenge each other to a first round match. This will be allowed and must be agreed to by both players.*

Scenario details and scoring:

- Slay the Warlord, First Blood and Linebreaker are the in effect
- VPs gained due to Special rules and Warlord Traits are in effect
- Only a maximum of 3 tactical objective cards can be scored per battle round
- Refined Strategy, as per Chapter Approved 2018, is active in all missions
- Objectives will be combinations and variations of those in the Main Rule Book and Chapter Approved. Please have tactical cards available to make this go quickly for both you and your opponent or a pen and paper to note Maelstrom objectives generated. Discard any tactical objective that is impossible to achieve and generate a new tactical objective.

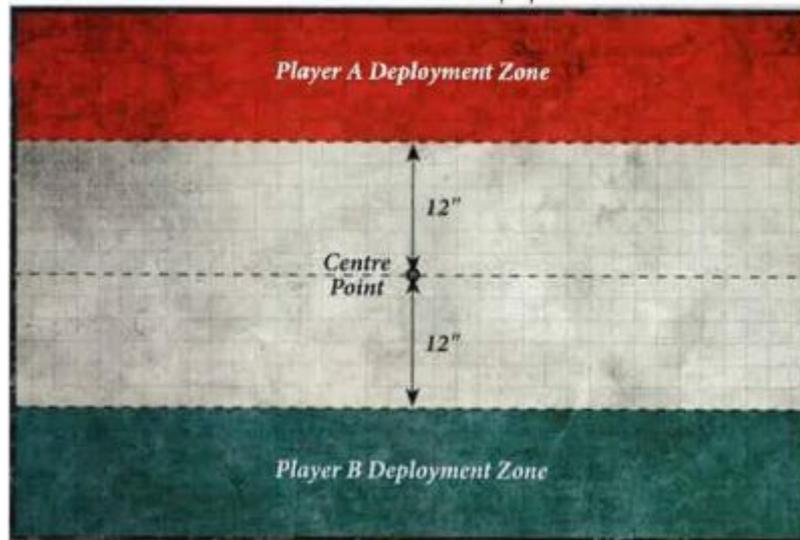
Working out your result: After the game, to work out the final score you should do the following for each player: Work out how many VPs were scored out of Objectives/Cards/Slay the Warlord/First Blood/Linebreaker/Tabling.

Tabling your opponent: This immediately awards 10 additional VPs to the tabler.

Compare the number of VPs you and your opponent scored separately. Use those values to work out the difference in points and then make the following calculation to determine each player's tournament points:

VP differential in favour of the player	Game Points Player Score	Game Points Opponents Score
0	10	10
1-2	11	9
3-4	12	8
5-6	13	7
7-8	14	6
9-10	15	5
11-12	16	4
13-14	17	3
15-16	18	2
17-18	19	1
19+	20	0

Scenario 1: Planetfall



Map: Dawn of War

Mission Objectives:

Eternal War: Frontline Warfare (Markers 1-6)

Each player scores 1VP at the end of each of their turns for each objective marker they control. Mark this down clearly, at the end of each of your turns, in an agreed way with your opponent.

Maelstrom: Tactical Escalation (Generate up to hand limit of current Turn)

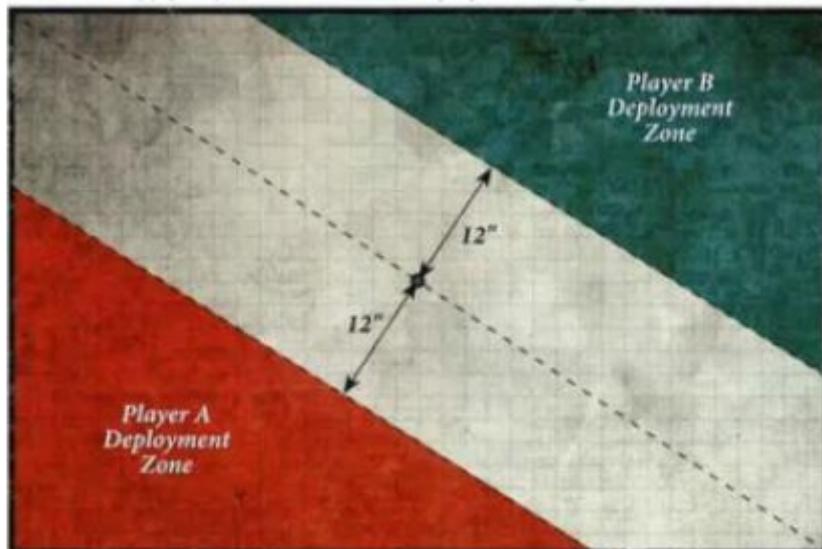
Each player scores points as shown on the cards they complete for Maelstrom, each turn. Each player may discard one card at the end of each of their player turns.

Deployment:

The players roll off and the winner chooses their deployment zone. Their opponent then sets up their entire army in their deployment zone. The winner of the roll off then deploys their entire army in their deployment zone. A player's models must be set up wholly within their deployment zone, unless otherwise allowed by a special rule.

The player who finished setting up first (the player who lost the original roll off for sides) chooses who takes the first turn. If they decide to take this themselves, their opponent may roll to seize the initiative. To do this, they roll one dice and, if the result is a 6, they take the first turn instead.

Scenario 2: Heroic Clash



Map: Vanguard Strike

Mission Objectives:

Eternal War: Frontline Warfare

At the end of the game points are scored for markers 1-4. Markers you control that are wholly within your opponents deployment zone are worth 4VPs. Markers you control that are wholly within your deployment zone are worth 1VP. All other Markers are worth 2VPs.

Maelstrom: Decapitation Strike

Draw 3 cards at the start of your turn, you can have a maximum of 6 cards in hand. Stop drawing when you hit 6 cards in hand. Each player scores points as shown on the cards they complete for Maelstrom, each turn. Each player may discard one card at the end of each of their player turns.

Mission Special Rule:

Each time a character is slain, the controlling player must randomly select one active tactical objective card and discard it. If your warlord is slain, you instead discard D3 random tactical cards.

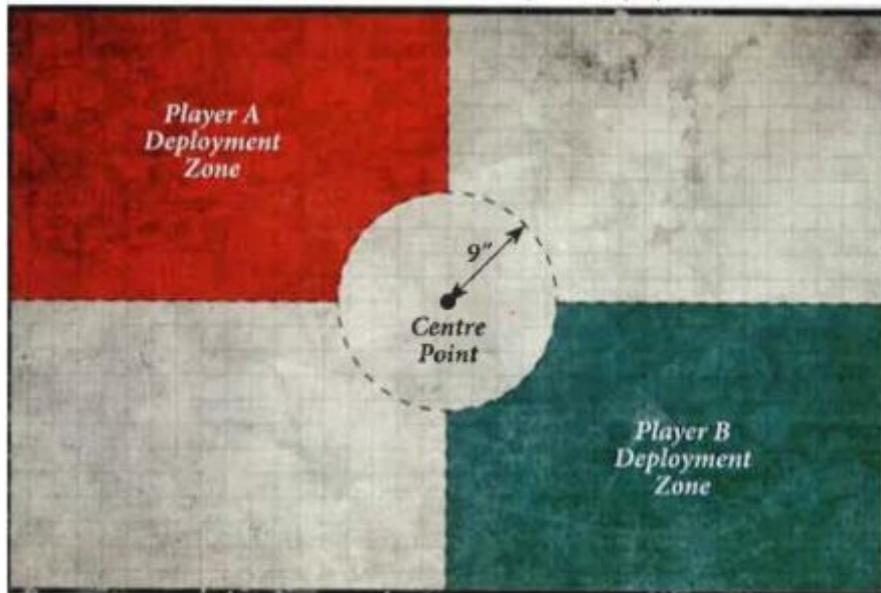
Deployment:

The players roll off and the winner chooses their deployment zone. Their opponent then sets up their entire army in their deployment zone. The winner of the roll off then deploys their entire army in their deployment zone. A player's models must be set up wholly within their deployment zone, unless otherwise allowed by a special rule.

The player who finished setting up first (the player who lost the original roll off for sides) chooses who takes the first turn. If they decide to take this themselves, their opponent

may roll to seize the initiative. To do this, they roll one dice and, if the result is a 6, they take the first turn instead.

Scenario 3: The Relic



Map: Search And Destroy

Mission Objectives:

Eternal War: The Relic

At the end of the game, 8VPs are scored for the player whose model is holding the relic or 3VPs to the player who is controlling it.

Kill Points: Extreme Prejudice

1 VP is scored for each full unit/model that is slain during the game.

If a single model has 16 or more wounds, this instead gives 2 VPs when it is slain.

If a single model has 24 or more wounds, this instead gives 4 VPs when it is slain.

Maelstrom: Deadlock

At the beginning of your first turn, draw up to 6 cards in hand, at the beginning of your second turn draw up to 5 cards in hand and so on until turn 5. From turn 5 onwards, draw up to 2 cards in your hand per turn.

You must discard down to the current hand limit, at the start of your turn. Each player scores points as shown on the cards they complete for Maelstrom, each turn. Each player may discard one card at the end of each of their player turns.

Mission Special Setup:

Set up the Relic in the center of the board, 24" in from each table edge. This can be picked up and carried by models, as per the relic mission in the main rule book.

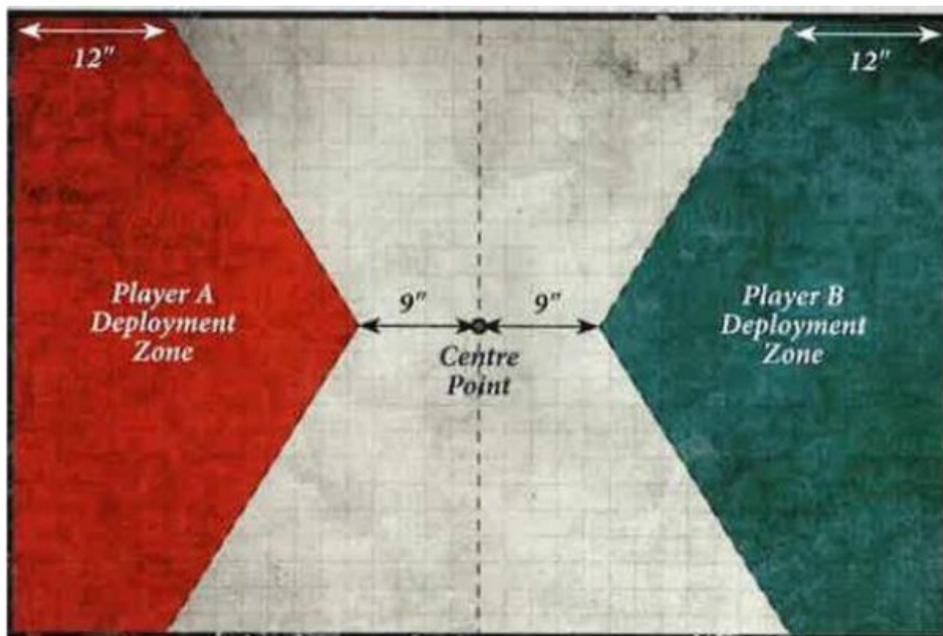
Set up the other 6 objective markers as normal, however, these must be 6" away from the relic for set up.

Deployment:

Both players roll off and the winner chooses the deployment zone they will deploy in and the other player takes the remaining deployment zone. Players take turns alternating deploying their units, one at a time, beginning with the player who lost the roll for choosing deployment zone.

The players roll off for first turn, the player who finished deployment first gains +1 to this roll. The winner of this roll chooses who takes the first turn. If they decide to take this themselves, their opponent may roll to seize the initiative. To do this, they roll one dice and, if the result is a 6, they take the first turn instead.

Scenario 4: Spearhead Assault



Map: Spearhead Assault

Mission Objectives:

Eternal War: Resupply Drop

At the start of turn 3, before drawing new tactical objectives, the player whose turn it is selects three markers on the battlefield and determines randomly which one will run out of supplies. That marker scores no points for Eternal War at the end of the game. His opponent does the same for the 3 markers that weren't chosen initially.

At the start of turn 5, the process above is repeated and another 2 objectives run out of supplies and generate no points for Eternal War at the end of the game. Each remaining Eternal War objective is worth 4VPs when controlled at the end of the game.

Maelstrom: Deadlock (Generate up to 6 Tactical Objectives on the first turn, 5 on turn 2, etc..)

Each player scores points as shown on the cards they complete for Maelstrom, each turn. Each player may discard one card at the end of each of their player turns.

Mission Special Rule:

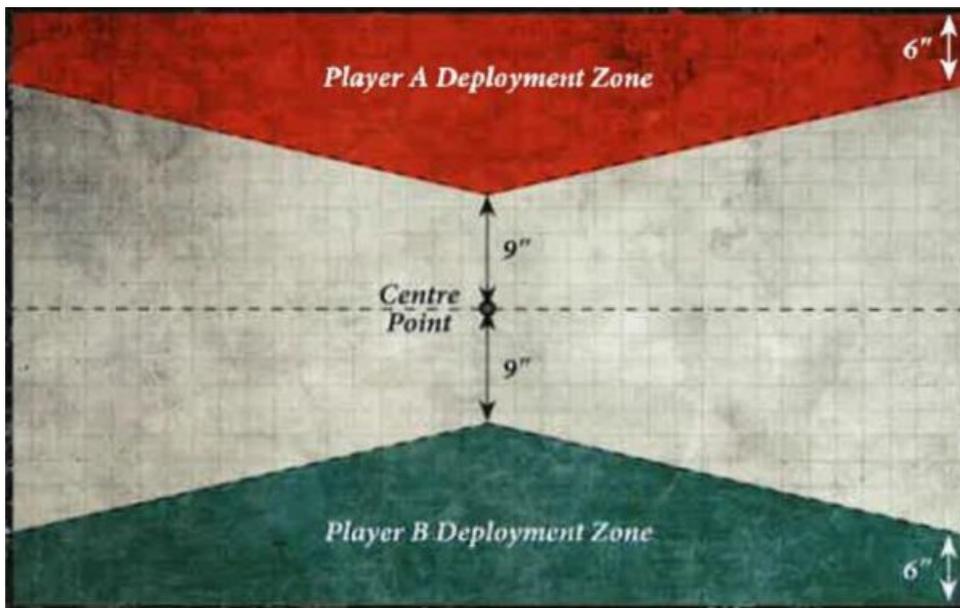
When using command points, double the cost from turn 3 onwards.

Deployment:

Both players roll off and the winner chooses the deployment zone they will deploy in and the other player takes the remaining deployment zone. Players take turns alternating deploying their units, one at a time, beginning with the player who lost the roll for choosing deployment zone.

The players roll off for first turn, the player who finished deployment first gains +1 to this roll. The winner of this roll chooses who takes the first turn. If they decide to take this themselves, their opponent may roll to seize the initiative. To do this, they roll one dice and, if the result is a 6, they take the first turn instead.

Scenario 5: Fog of War



Map: Frontline Assault

Mission Objectives:

Eternal War: Secure and Control

During objective placement, each player secretly notes one of the objectives as 2VP, one as 3VP and one as 4VP as they place them on the table. This is best done with a piece of paper under the objective, with the number on it.

At the end of the game, these numbers are revealed and the player controlling the objective gains the VPs indicated on the objective added to their objective score for the mission.

Maelstrom: Visions of Victory

Draw up to 4 cards in hand at the start of your turn. Each player scores points as shown on the cards they complete for Maelstrom, each turn. Each player may discard one card at the end of each of their player turns.

Mission Special Rule: Unreliable Advice

From turn two onwards, the first time a player is required to generate a tactical objective card, in a turn, they must instead generate two and their opponent selects which one they must keep. The other is discarded and can be cycled back into the deck as normal. If an impossible objective is drawn as one of these two, discard this immediately and draw a new card to replace it.

Deployment:

The players roll off and the winner chooses their deployment zone. Their opponent then sets up their entire army in their deployment zone. The winner of the roll off then deploys their

entire army in their deployment zone. A player's models must be set up wholly within their deployment zone, unless otherwise allowed by a special rule.

The player who finished setting up first (the player who lost the original roll off for sides) chooses who takes the first turn. If they decide to take this themselves, their opponent may roll to seize the initiative. To do this, they roll one dice and, if the result is a 6, they take the first turn instead.

General mission information:

Capturing objectives: To capture an objective you must measure from the middle of the objective, 3".

OBJECTIVE SECURED: If your army does not have a codex dataslate in any of your detachments (i.e: You are exclusively using the Index books) then your Troops choices in your army gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, the unit with more models within the range of the objective holds this.

Interference: Only you and your opponent play the battles together. This means that friends and onlookers who finish their games early must not interfere or be involved in the game unless to help clarify a rule or assist in moving large units.

Equal Number of turns During the round we will announce the 30-minute mark. At this point you have 30 minutes left to finish your game. In the interest of fair play, we strongly suggest that you only start a new turn after the 20-minute mark has been announced if you are both convinced that you can finish an entire game turn. If you can't agree with your opponent, you should call over a judge to make the decision.

Using an illegal army: Using an illegal army will result in your registered score for all rounds played changing to 0, regardless of the actual outcome of the battles. You will be required to amend your army to fit the tournament requirements before the next round.

Your result: We will display the scores registered for previous rounds. We recommend that you check these after each round and, should you find an error, report it to a Judge.

We will either change it immediately or ask you to get your opponent from that round to agree on the change.

TERRAIN RULES:

Terrain: ONLY The following Battlefield Terrain rules be used (pages 248-249 MRB):

- Hills
- Ruins
- Craters
- Barricades

****For the purposes of Line of Sight (LOS), all ground floors on ruins will be considered LOS blocking. No LOS can be drawn through a ground floor wall, window or door in a ruin.****

Section 4 - Scoring points

Winning the tournament: There are 100 points available from your games (20 per game). The player with the highest points at the end of the tournament is the winner.

Painting: There will be a separate prize given for the best painted army, as judged by the judges.

Warnings: Sometimes we may need to penalize a participant for violating the rules or for inappropriate conduct during the Tournament. Such a player will be warned once, if warned twice they will deduct 5 points from their end tournament score and if warned three times will be removed from the tournament.

Final rulings: The Judge's decision on all matters is final (Persistent arguments from a player may result in being devoured by a Haruspex, his name is Tim).

Should you have any questions or queries regarding any aspect of the tournament, please do not hesitate to contact at: daireirelandetc@gmail.com.