

Celesticon Warhammer 40K Tournament

Battle for the Daemons Skull

Rules & Regulations

Date: Saturday September 1, 2012

Army Size: 1,750 points

Rules: 6th edition rules will be used

Missions: Currently we will be using the missions as described in the new 6th edition rule set. Set-up & objectives will have different tournament rules see below.

Codex: All current Codices and the Sisters of Battle PDF will be allowed. GW FAQ's for 6th edition to each Codex will also be in use. Sorry NO ForgeWorld rules used in this tournament.

Army lists are due by August 24, 2012. Please send to docdragonis@yahoo.com

Standard rules for tournament:

Signing up: We have a hard cap of 32 players this year so sign up early. To reserve a spot you must register for Celesticon first and then send me an e-mail letting me know you wish to play.

Army Painting: **ALL MODELS** in your army must be painted to table top standard; **this includes any Fortifications** you are using. This means that you need to have 3 different colors on each model and the bases need to be painted or flocked in some way. Primer is NOT a color. Unpainted or part painted models will be removed from play as it's just uncool to play with unpainted toys.

WYSIWYG: Also known as "what you see is what you get". Each model should be a fair representation of what it should be. We all love cool conversations and having a bunch of undead Halflings as zombies is very cool, but if I can't figure out what a Dwarf with a lascannon is doing in a high elf army it just isn't going to be allowed. If you are even the slightest worried about your models send me a picture and get it preapproved.

FORTIFICATIONS: We will be allowing Fortifications in this tournament but **ONLY GW MODELS MAY BE USED**, so no scratch build buildings please.

ALLIES: Allies will be allowed in this tournament.

TOURNAMENT GAME SET UP:

- 1) Each player rolls for Warlord & Psychic Powers
- 2) Roll off to see who places the first objective and then alternate placing objectives until they are all placed. No objective can be within 12" of another objective or table edge.
- 3) Roll to see if Night Fight is used for turn 1. (4+)
- 4) Roll off to see who picks their deployment zone and places there army. If you have a Fortification remove any one terrain feature in your deployment zone and replace it with your fortification. Fortifications must be completely in your deployment zone and at least 3" from a table edge or another terrain piece. If you cannot do that then call a judge over.
- 5) Opponent then places his army. (with same Fortification rules)
- 6) Opponent attempts to seize the initiative.

What you need to bring:

5 copies (Typed) of your army list. You must give one to me and one to each of your opponents.

Dice (not loaded), pencil/pen, paper, Templates, tape measure, scatter dice, army book, rule book, FAQ for your army and anything else you need to run your army.

Dice: Very important! Please don't bring any dice with symbols on them. And if you are unwilling to allow your opponent to use your special, special dice then don't bring those either. At any time during the game your opponent may ask to use your dice and you will allow them to do so.

Event Schedule

Set-up: 7:30am

Check in: 8:00am

Roll Call: 8:45am

Round One: 9:00am

Lunch & Coolness Voting: 11:30am

Round Two: 12:45pm

Round Three: 3:30pm

Awards: 6:15pm

Tournament Scoring:

The Olympian, Tournament Champion

This will be the player that wins the most games. Because we will only have 3 rounds to play in we will not have a true winner based only on win/lose so we will be using Victory Points earned in each game as a tie breaker.

Totally Awesome, Best Sportsmanship

This award will be given to the player who scores highest on the Awesome meter. At the end of the tournament you will rank your opponents on a 4 point scale, and you may not give more than one opponent the same score.

Totally the most AWESOME game of the day, the other games were great too, but this was by far the best: 3 points

That was an awesome game and I enjoyed my opponent today: 2 points

Awesome game, just not as awesome as my others: 1 point

Well, hmm, OK, I played a game, I hope the next time it will be Awesome: 0 points

Cool Hand Luke, Best Paint

This award will go to the player who scores the most votes for the Coolest looking army. During lunch each player will vote for his or her top 3 picks on the coolest looking army of the day. Most Cool = 3 points, Very Cool = 2 points, Cool = 1 point.

Now, what is a Cool army? Glad you asked. There isn't just one reason to pick a cool army; it can be any number of things like how great the army is painted or how cool the display board works to tell the theme of the army. The design of the army may make you think it just totally cool. In the end this is up to each individual on what they think is way cool.

The Highlander,

Some players will just be so into Warhammer that they do great in each and every way during the tournament. Scoring will be based on the above three categories and each of those will be worth a third of the total overall score. Each category will be converted into a winning percent and then those will be added up to find the winner. In the end there can be only one.