12th Conflict – Rulespack v5.2 – 02/04/2013

**1. The Event:**

Our 12th Conflict  is a 40K Tournament that will be held on April 14th 2013, and will be a part

of The Ranking Der Nederlanden and is also listed on the T3 website.

As before, the location will be:

Parish Hall Gelrode

Rillaarsebaan 134

B-3200 Gelrode

Participating in the event will cost **10€ per person** if you **pay in advance**, which can be paid on the following bank account:

IBAN: BE86 7512 0083 9550
BIC: AXAB BE 22
AXA Bank Europe

Beneficiary: Conect’R Team Aarschot VZW

This fee will serve as a pre-inscription. You can also still subscribe the day of the event itself,

providing there is enough place to accommodate more players of course so be sure to inquire

by email or cellphone if there is still place available! Feel free to email to inquire if the

tournament has reached its capacity or not (we can accommodate approximately 60 people).

Important! If you pay **at the day of the event itself, the admission fee will be 12€.**

*On Friday the 12th of April our secretary will make a final list of payments made so make sure your payment has come trough before this date. If there should be a discussion about whether the payment has been done and this cannot be proved a player will have to pay the 12€ admission fee. If afterwards it is proven that a payment was correctly made, the 12€ will be refunded shortly on your bank account.*

The tournament will start at 10 AM, and registration will start from 9 AM. A copy of each

participants’ army  list will be present, but try to have a printed copy for yourself as well!

We ask all players to subscribe to the tournament via the T3 website:

[T3 Link](http://www.tabletoptournaments.net/be/t3_tournament.php?tid=9977" \t "_blank)

You are only sure of your place if you pay in timely fashion and send in your armylist. In case

of questions, or in case of problems the day itself (traffic, car issues, ...), you can always call

(0032)479871171 (Maarten Vanwesemael-40K responsible).

**Catering**

NOTE: unless you have special requirements (gluten-free food, vegetarian, …) please refrain from bringing your own food and drinks to the event! We offer warm meals (this year a we will serve Belgian fries and other fried snacks) at affordable prices, as well as snacks on the side like sandwiches with cheese or ham, hotdogs and pies. Please don’t go being a cheapskate and bring your own things! We do our best to provide for you, so please respect that!

**2. Tournament Rules:**

Army Composition

• One can spend **1850 points** for army composition, making use of one Force Organisation Chart.

* You can bring a **maximum of three flying models** (flyers and/or flying monstrous creatures)

• We use the Warhammer 40,000 6th Edition ruleset.

• Flyers and Forgeworld models approved for 40K (no gargantuans, no super-heavies and

the likes) CAN be used, but on the sole premise that you have brought all the relevant

rules for said models, AND that you take the time before the battle to explain exactly

how these models function on the table-top. If you're going to pull sheenanigans, feel

free to give fair warning. We allow them so everyone can use their cool models, but we

don't want it to result in a negative playing experience. If that happens, we reserve the

right to penalise players on the spot in any manner we deem fitting for the

transgression of this very basic rule: a tournament should be fun for both you and your

opponent, at ALL times.

• All your models have to oblige the WYSIWYG rule for as far as that is possible. Please

take the time to explain things to your opponent in case you are not fielding a fully

WYSIWYG army before the battle starts. Armies preferably fully painted, minimum 3

colours. Players with non-painted parts, or any parts in their army that are not

WYSIWYG, can never win ANY SINGLE PRIZE! We will of course be tolerant in the case of elaborately converted figures and the likes.

• That said, the use of converted figures is allowed as long as it does not lead to confusion or gives you an unfair advantage on the battlefield.

• Allies are allowed as per the rulebook. Please note the point below though.

• Special and unique Characters, or those that count as a unit upgrade, are allowed, but NEVER in your ally contingent! If you take a Tau as main army for instance, you can never ally with the likes of Eldrad for example. These Characters are just too haughty to dedicate themselves towards achieving your goals.

• The use of fortifications is in. Please note that no fortification selections can be placed on existing terrain pieces. If you are going to bring a Fortress of Redemption, please give prior notice so we can at least pair you on a table that would have place for it.

Admitted armies: Armies have to follow all the restrictions as detailed in their codex, taking into account the last set of FAQ’s that appeared on the GW site.

Codices less than 1 month old prior to the 12th Conflict may not be used

• Space Marines (Codex Space Marines 2008)

• Dark Angels (Codex Dark Angels 2013)

• Blood Angels (Codex Blood Angels 2010)

• Space Wolves (Codex Space Wolves edition 2009)

• Black Templars (Codex Black Templars)

• Codex Grey Knights (2011)

• Sisters Of Battle (Codex SOB, White Dwarf)

• Imperial Guard (Codex Imperial Guard, edition 2009)

• Chaos Space Marines (Codex Chaos Space Marines 2013)

• Codex Daemons (2013)

• Lost and the Damned (Codex Eye of Terror)

• Eldar (Codex Eldar, edition 2006)

• Dark Eldar (Codex Dark Eldar (edition 2010)

• Orks (Codex Space Orks, 2007)

• Tau (Codex Tau Empire)

• Tyranids (Codex Tyranids, edition 2009)

• Necrons (Codex Necrons, edition 2012)

Death from the skies supplement is in and rulings must be used for the described flyers, dog fighting rules are out, armies can select their choice of flyers as described.

**3. Contact, Subscription:**

All subscriptions, army-lists or further questions can be sent via email to

12thconflict.40k@conectr-team.be

Please send in your **armylists** BEFORE March 31th 2013  at midnight so the organisation has ample time to review your army lists!!!! If you decide to participate the day of the event itself, please allow for enough time for us to review your army lists. New players presenting themselves after 9:20 AM will be refused.

Each army list must:

1. Include your name – seems logical but a lot of people tend to forget this

2. Contain all information required for play and reference, including point costs of units. But also of wargear, upgrades, and equipment.

3. Only be sent by using Word, Excel or pdf formats

 Feel free to visit our website: [http://www.conectr-team.be/index.php](http://www.conectr-team.be/index.php%22%20%5Ct%20%22_blank)

**4. Things to bring along:**

This rulepack

Rulebook, codex and relevant faq’s

Templates, dice, tape measure and super glue (accidents do happen and Conect’R team cannot be held responsible)

Three objective markers (40mm round bases)

Your army

**5. Tournament Scoring and Pairing**

The tournament will be played over the course of three rounds. First battle will be paired in

such a way you won’t play against a fellow club-mate or the same type of army where

possible. From round 2 onwards we follow the swiss system with total VP scored as a tiebreaker.

You can score 100 Tournament Points during the Tournament. 25 Mission points can be earned

every battle, while the painting will also count for 20 tournament points, 5 will be awarded if

your armylist was sent in correct and on time. For each day due and each fault in your armylist you will a lose a point of these five points down to a minimum of 0 points earned.

**Attention!** Every game that due to time constraints does not move past turn three for both

players will automatically be considered a draw. This is done to make sure no-one stalls for

time, and that every player gets the chance to take the game to a point where a clear victory

will be discernable. Feel free to call a judge if you feel your game isn’t progressing quick

enough (whether purposefully or not)! If you know you’re a slow player, simply do not bring

100 models to the table and keep that in mind when creating your armylist.

Keeping Score

After each battle you and your opponent count points gained from the battle played and bring

it to the judges table where you fill out the score on the dedicated sheet. If the two results

(yours and your opponents) are not registered within 15 minutes after the end of the battle

according to the timetable then the battle will be regarded as a draw.

Army painting ( 0-20)

Army painted: 6 points. If one of your models is not painted you will get a 0 for this category.

An undercoat never counts for a model as being ‘painted’. Three colours minimum!

Army based: 3 points. If one of your models doesn’t have a finished base you will get a 0 for

this category.

Unit markings: 2 points if each unit has the appropriate markings. If your army is not prone

to use unit markings, you get the points if we can quickly and easily distinguish your units

from one-another.

Detail, conversions, WYSIWYG and WOW effect: 0-9 points, average appointed to you by

multiple independent jury members.

**Timetable:**

Start time  || End time  || Activity

09.00 || 09.45 || Introduction and registration

10.00  || 12.30  || First battle, starting at 10.00 sharp

12.30 || 13.15  || Afternoon break & Best army award voting

13.15 || 15.45 || Second battle

16.15 || 18.45 || Third battle

18.45 || 19.15 || Calculation of results & Award Ceremony

Prizes:

Prizes will be awarded to:

The top ten players

Best Army: Every player will get a voting slip to vote for the best army after the second battle.

5 Armies will be nominated by our judges. Please note that a player entering the tournament

with the same army year after year CANNOT win this prize more than once. This to ensure

that one player with mad painting skills gets lazy and walks away with the same painting prize

for the same army each year. This way they are motivated to switch it up as well

**Scenario’s and Victory Conditions**

We’ll be using slightly modified versions of the 6th edition rule set Eternal War missions, where there will always be the primary mission, and a subset of secondary objectives can serve to flesh out your tournament score. Denial units are used as specified on page 123 of the rulebook during all missions, and all mission special rules are always in play.

25 Command Points can be earned each round with earning victory points on primary and secondary objectives. Details are to be found on the mission sheets.

Terrain:

Mysterious terrain rules will not be played

Except for items marked as Ruins, no terrain requires vertical measurement / movement distances (i.e., there is no vertical distance considered when moving up/down the slopes of a hill). All terrain is AREA, including Hills (Rulebook Page 91).

The Hills additionally follow the rules for Ridgeline / Hill Crests (Rulebook Page 105).

The Ruins additionally follow the rules for Ruins/Ruins With Bases (Rulebook Pages 98-101).

Figure 1. Terrain at the 12th Conflict. Your table should roughly match this approximation and contain a decent amount of terrain; at least a rhino hull should roughly fit between terrain pieces through any/all areas of separation. If something looks off, contact a judge pre-game.

**Starting the game:**

To start a game, use the following order :

1) Each player starts off with going over his armylist with his opponent.

2) roll-off to chose sides (NOTE: The roll-off winner can choose to pass the choice to his opponent)

3) deploy fortifications (The one that chose a table edge starts with placing Fortifications, followed by his opponent)

4) deploy objectives p121 "starting with the player who choose their table half first" only applicable in game 3 since in the other games the objectives are fixed

5) Both players roll off for their warlord traits and announce which one they will be using. Important: Here players can roll the D6 first and after the roll choose which warlord table they will use. (Warlord Traits p111 "at the start of the game" and p121 " Once the battlefield has been set up, it is time to determine traits and deploy armies for battle.")

6) Determine psysic powers (p418 "Before either player deploys their army, you must generate...")

7) Night fight roll if still needed (p124 "before deployment")

8 ) Player who chose sides deploys

9) Other player deploys

10) Infiltrators (p38 "are deployed last")

11) Scout moves p41 "after both side have deployed (including infiltrators), but before first player turn"

12) Seize initiative p122 "before beginning of the first turn" a seize the initiative roll **MUST** be made.

13) Start the game and remember to have fun

**Mission 1: Capture the flag**

Deployment: Dawn of War (see p119).

Mission special rules: Random game length and night fighting are in as described in the rule book.

Primary objectives:

Each side begins with a flag marker and a 3”-diameter station marker. These markers and flags are provided by the organization, but creating your own flag marker and station is allowed. The station marker is placed 6” from the middle point of the long table side on which your army will deploy. The flag marker is placed on top of it.

The objectives are clear: place your flag on the opponents station and capture his flag. The flags start on the owners’ stations and can only by grabbed by scoring units by moving into base contact with the flag marker during battle (any turn phase). Units in transports have to disembark to grab or plant a flag. The flag can be taken inside a transport but when the unit disembarks the flag also has to come out. Once a unit has captured a flag it has to voluntarily drop the flag or be destroyed to lose the flag. Whenever a unit falls back it immediately drops the flag. A flag can be picked up and dropped in the same turn. A flag can also be handed over from model to model within a unit but never more than 6” per turn (this is to prevent conga lines swinging the flag around). Remember flags can only ever be picked up by scoring units. To plant the flag on the enemy station just move your unit controlling the flag in base contact with the station and drop it. Watch out, the enemy can still capture the flag until the battle is over.

Notes:

A unit carrying a flag may never leave the gaming board. The flag markers themselves count as impassable terrain so no units can prevent grabbing or planting the flag by standing on it.

At the end of the battle you receive:

10 points if your flag is on the enemy station. 10 points if you captured the opponents flag.

Secondary objectives are in:

Slay the warlord 3 points, First blood 2 points.

At the end of the game count the victory points each player scored, count the difference in victory points and compare this with the command points table found at the end of the rules set.

**Mission 2: Divide and Conquer**

Deployment: Hammer and Anvil (see p119).

Mission special rules: Random game length, mysterious objectives and night fighting are in as described in the rulebook.

Primary objectives: Divide the gaming table in 4 equal quarters. Place 5 objective markers, one in the exact middle of each quarter and the fifth one in the exact center of the table. At the end of the game. Controlling the middle objective is worth 5 victory points, the two objectives at your own table edge are worth 3 points each and the ones at your opponents’ table edge are worth 4 points.

Secondary objectives are in:

Linebreaker: 2 points, Slay the warlord 2points, First blood 2 points

At the end of the game count the victory points each player scored, count the difference in victory points and compare this with the command points table found at the end of the rule set.

**Mission 3: Death or Glory**

Deployment: Vanguard strike (see p119).

Mission special rules: Random game length, mysterious objectives and night fighting are in as described in the rulebook.

Extra Special Rule!

Due to the epic circumstances the commanders are able to show unnatural heroism. Before the start of each player turn both players roll a D6. The Warlord (determined as on p111 of the rulebook) gains a benefit according to your roll on your D6 as long as he is alive. This effect lasts until the end of the player turn. Next player turn, both players roll again. If your warlord is lost, this benefit is lost.

D6 effect:

1: Inhumane strength: +1S bonus (For example S4 +powerfist becomes S9)

2: Enhanced senses: +1BS

3: Fencers’ skills: +1 WS, +1 I

4: Iron hide: +1T

5: Godlike fury: +1A

6: Divine aura: 3+ invulnerable save

Primary objectives:

Both players place an objective in their own deployment zone (at least 6” from any table edge). These objectives are both worth 5 Victory Points.

If at the end of the battle the warlord from your army is in the enemy deployment zone, you receive 5 victory points. If you destroyed the opponents’ Warlord you receive 5 victory points.

Secondary objectives are in:

Linebreaker: 3 points, First blood 2 points

At the end of the game count the victory points each player scored, count the difference in victory points and compare this with the command points table found at the end of the rule set.

Command Points table:

|  |  |  |  |
| --- | --- | --- | --- |
| TYPE OF VICTORY | DIFFERENCEIN VICTORY POINTS | COMMAND POINTSWINNER | COMMAND POINTSLOSER |
| DRAW | 0 | 13 | 13 |
| MINOR | 2 | 14 | 12 |
| MINOR | 4 | 15 | 11 |
| MINOR | 6 | 16 | 10 |
| MINOR | 8 | 17 | 9 |
| SOLID | 10 | 18 | 8 |
| SOLID | 12 | 19 | 7 |
| SOLID | 14 | 20 | 6 |
| SOLID | 16 | 21 | 5 |
| CRUSHING | 18 | 22 | 4 |
| CRUSHING | 20 | 23 | 3 |
| CRUSHING | 22 | 24 | 2 |
| MASSACRE | 24-25 | 25 | 1 |
| WHIPE OUT | IRRELEVANT | 25 | 0 |

Attention: Wipe out automatically results in a 25-0 win, this is achieved when your opponent has no models left on the board.

Reminder: If your game does not get past game turn 3 the result will be an automatic draw 13-13.

HAPPY GAMING!

Conect’r team presents

Our second “The Connies “painting competition

 on Sunday 14 April

**In the following four categories:**

- Sci fi and fantasy figures

- Great figures sci fi and fantasy

- Showcase

- Open

Among these categories are divided the following prizes: of course best of each category but also best

young blood (15 years) and best of show. Additionally the "medals" gold, silver and bronze will be

awarded. Next to the higest honour awards will come in the form of trophees and certificates.

**contest rules:**

Inscriptions of the models can be done on Saturday, April 13 and Sunday, April 14 until 12:00.

You pay 1 euro per entry and from 5 paying entries the next entries are free. Conect'r members receive 1 free entry. Youngbloods get an extra free entry.

- Participation in the competition is only allowed by bringing your own painted figures.

This only counts during registraton, any price can be picked up by a delegate person.

On registration of organization will provide you an entry form and a control strip and just with the control strip a participant gets his figure back.

 - A project of several persons is allowed when at least 1 of the creators present.

- Reference material and WIP photos may be added to the model. (Organization can do aside from any lack of space)

- The model must not have the name or other mark which may indicate whose figure.

- The jury or organization can move a model to another category. They are also the only people allowed to touch the figures.

- The organization is not responsible for any damage or theft but puts every effort to avoid this.

**The four categories:**

1.figures sci fi and fantasy: all figures on a gaming base, in this category also fits the simplest to the seasoned infantryman with General Warhorse.

2.great sci fi and fantasy figures: figures that are too large for the above category, such as vehicles, tanks and samples with possibly their riders

3.Showcase: all figures on a display base, busts, ...

4.Open: Greens, dioramas, scenery, duels, ...

We give those who want the opportunity to show their models out of the race.

Models who won a prize in our event last year obviously cannot enter the competition this year.

**Judging:**

This will be done by at least three guest judges determined by the organization.

 Award ceremony: Sunday the 14th around 15.45

Location:

Parish Hall St. - Cornelius

Rillaarsebaan 134

Gelrode.

Contact:

Stijn Aerts

queelockeconectr@hotmail.com

Start painting!