

Warhammer 40K Tournament Ranking 11th Conflict.

PREFACE:

11th conflict will be fought on Sunday the 22th of april, 2012

Location:
Parish Hall St. - Cornelius,
Rillaarsebaan 134
Gelrode.

Tournament Players can register from 9:00 to 9:50. The first battle begins at 10:00 and the tournament is done at about 19.00

For more information or registration 11thconflict.40K@conectr-team.be
or visit our forum at <http://www.conectr-team.weebly.com/>

There is a maximum of 60 players for the tournament.

The price to participate in the tournament is € 10, which can be transferred to the following account

Account: 751200839550
Iban: BE86 7512 0083 9550
Bic: AXABBE22XXX

This is done at the latest two weeks before the start of the tournament.

RANKING DER NEDERLANDEN:

11th conflict is one of the tournaments that count towards the 'ranking of the Netherlands ". More info on this subject is <http://rankingdernederlanden.eu/>

THE TOURNAMENT:

You will play three battles against three different opponents.

The opponent in the first battle will be allocated to you by drawing lots or something to that effect. For the other two battles a Swiss-system used. In the Swiss system, after each battle rankings are made and the numbers one and two at that time play together.

After each battle you and your opponent count points gained from the battle played and bring it to the judges table. The judges will make the conversion to command points. 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 regarded as a draw.

The organization is not responsible for wrong scores introduced.

On top of that command points there are points on composition and painting collection.

At exactly 10 hours we will start and latecomers can still play, but might come at their club member or travelling companion from the first battle. The schedule shows how long you have a battle. We would like everyone to stick to the schedule. We do not tolerate that an individual ensures that we are behind schedule. Only you and your

opponent play the battle, spectators and supporters are and must not interfere with the battle. If there are problems with the rules, there are judges available where you can go with your question.

The tournament organization does not have the equipment to battle you play, bring everything you need for the three battles to play yourself.

Below a small collection of items you may need when you play your three battles.

- Rulebook, army book, errata's and FAQ
- Templates
- Tape measure in inches
- Minimum 1 copy of your Army List
- Dice
- Painted Army
- Glue
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1) Schedule:

Registration 9:00 Start
9:50 End of registration

10:00 Start the first battle
12:15 end of the first battle
PAUSE
13:00 Beginning the second battle
15. 15End of the second battle
PAUSE
15.45 Beginning the third battle
18:00 End of the third battle

Award Ceremony 18.30

2) Rules:

To prevent that a small disagreement about the rules develops into a riot, we propose a rule not to hesitate to look in the rulebook. There is nothing wrong with looking up a line where you have doubts that the continuation of the party friendliness can happen. If you do not find it in the rulebook, there are two solutions, either you throw a dice or a judge to call you. The judge will try to solve the problem or to indicate where the line is. The decision of the judge is final. You can not debate with a ruling by the judge, if this contest is too long and become violent then the judge can decide to play a relevant number of penalties to give his command points score.

3) Warm up and cool down:

Before we begin our battle, you might just pause five minutes and go through everything once, the terrain, the armies, the playing field and a few quirks that you get during the battle so no surprises can come up.

4) Army List

All players who wish to participate in the tournament must have their army CLEAR typed list (pdf, html, excel or word file) e-mailed to 11thconflict.40K@conectr-team.be

No army builder files except in html format as the organization does not have this program features. We want a detailed army list which clearly shows points per unit and unit upgrade and character to be found, it is easier to improve.

Handy is also your ranking number to mention, this can be found at the site of the ranking. Have you ever played a ranking tournament then you have a ranking number.

The army list needs best in our possession for Saturday, **April 10th 2012 24.00 h.**

We also need some time to check these lists.

No other list may be used than those which you have sent or emailed. This may result in some penalty.

5) Army Selection

Spend **up to 1750** points to your army,

- Use a standard Force Organization Chart,
- Follow all restrictions on army selection imposed in your Codex,
- Play with one of the authorized forces (see Duty Roster)
- Allies may NOT be used,
- You may select **one special character** in your list. This applies to both the named characters as any character unit upgrades.
- Official FAQ are currently only available on the Games Workshop website,
- WYSIWYG rule applies and if not, you should clear with inform your opponent about the used models in advance to avoid misunderstandings and discussions.

So you may include a "Counts As" rule used for conversions as long as it is clear and all three the same battles.

Bring along at least one copy of your army list on the day of the tournament.

The army must list all models with stats, upgrades, items, magic items and such clearly stated.

Army Rosters must be written according to all applicable rules in the rulebook 5th edition of Warhammer 40K, and in the army hearing codex.

Here you must also take into account any adjustments to the Errata part of the Games Workshop site posted earlier to Codices playable for 5th edition.

Codices less than 1 month old at the time of conflict is held will not be used during the tournament.

The following publications may be used at the tournament, with all force FAQs:

- Space Marines - Codex Space Marines 2008
- Dark Angels - Codex Dark Angels 2007
- Blood Angels - Codex Blood Angels 2010
- Black Templars - Codex Black Templars
- Space Wolves - Codex Space Wolves 2009

- Grey Knights – Codex Grey Knights 2011
- Sisters of Battle (White Dwarf 2011)
- Imperial Guard - Codex Imperial Guard 2009
- Chaos Daemons - Codex Chaos Daemons
- Chaos Space Marines - Codex Chaos Space Marines 2007
- Eldar - Codex Eldar 2006
- Dark Eldar - Dark Eldar Codex 2010
- Orks - Codex Orks 2008
- Tau - Codex Tau Empire
- Tyranids - Codex Tyranids 2009
- Necron - Necron Codex 2011

6) Tournament Points (100 points):

During the tournament you can earn a maximum of 100 points and this in three different categories. There are the command points to 75 points, 20 points are the painting points and another 5 points for the army list. Together they make your tournament score. The winner is the player at the end of the tournament with the highest tournament score. When there is a tie we first look at command points then the highest victory points and then points for painting.

7) The three battles and scenarios:

Each battle is worth 25 battle points, record your score and hand it over at the main table. The duration of a battle is determined as on p90 of the rulebook unless the time limit is likely to be exceeded. In the latter case, both players finish the turn which was initiated.

Objectives (10 battle pts)

During each mission you can earn 10 points by winning objectives. These objectives will be different for each battle so make your list balanced enough to be able to handle any objective!

Kill Points (8 battle pts)

After each mission, points are also calculated to kill a score of 8 to obtain:

Kill 0-1 points difference: Each player receives four points.

Kill 2-3 points difference: The winner gets 5, the loser 3 points.

Kill 4-5 points difference: The winner gets 6, the loser 2 points.

6 + kill points difference: The winner gets 8, the loser 0 points.

! If your army consists of 5 kill points or less is, the kill points that your opponent gets count triple!
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! If your army consists of less than 10 kill points is, the kill points that your opponent gets count double!

Victory Points (7 battle pts)

Victory points are counted as described in de 40K rulebook.

After each mission, the victory points calculated for a score to 7 obtain:

VP 0-174 difference: Each player receives 3 points.

VP 175-599 difference: The winner will receive 4, 2 for points the loser.

VP 600-999 difference: The winner gets 6, the loser gets 1 point.

VP difference 999 +: The winner gets 7, the loser gains 0 points.

Rounds Played!

Attention! If one of the players or both players do not succeed in playing at least three turns the battle will automatically be charged as a draw (13 command points for both players). This is done to encourage you to play swift and smoothly.

Whipe Out!

If a played manages to whipe out the entire enemy force he automaticly receives 25 command points for the battle and the opposing player receives 0 command points.

8) Command points (75 points):

Add up your scored battle points and your opponents battle points and compare

TYPE OF VICTORY	DIFFERENCE IN BATTLE POINTS	COMMAND POINTS WINNER	COMMAND POINTS LOSER
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

9) The scenarios:

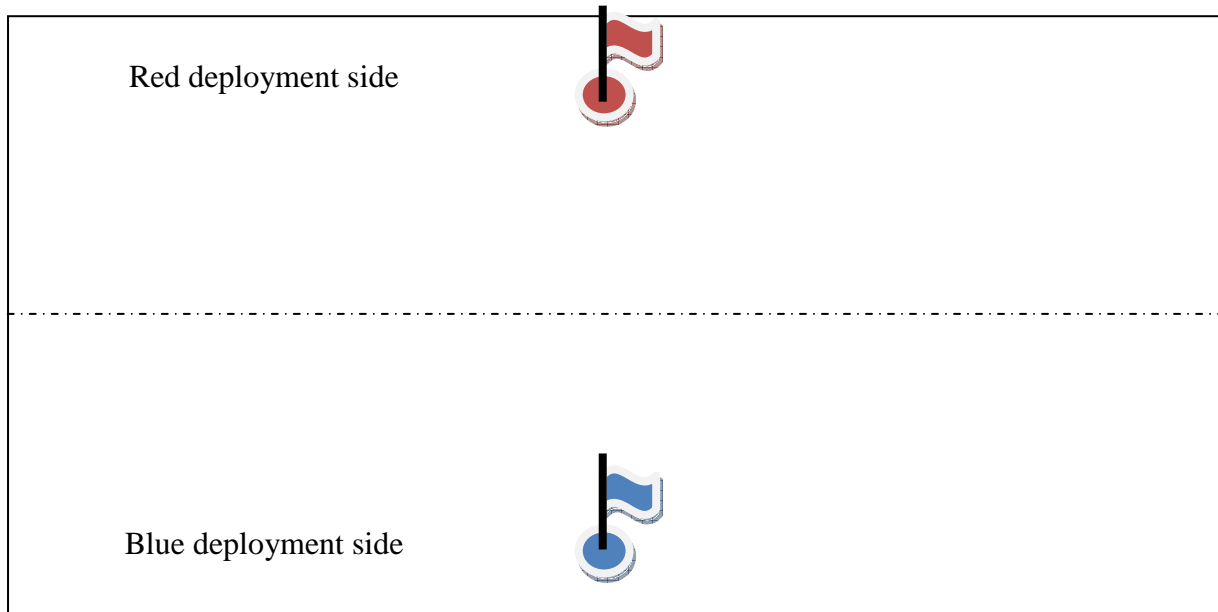
Scenario 1: CAPTURE THE FLAG – deployment DAWN OF WAR

Dawn breaks, the air is saturated with the smell of carnage. Both sides are trying to claim crucial positions for their command stations before the war will escalate. A scouting party has been sent out to mark these areas with the sacred banner of the army.

Special Rule – Flags and Stations.

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 flag marker is placed on the station marker as depicted below:

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.



Victory Conditions:

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 be 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. 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. 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.

Objective points:

At the end of the battle you receive:

5 points if your flag is on the enemy station. 5 points if you captured the opponents flag.

Scenario 2: TWISTED FATE – deployment SPEARHEAD

Both sides are attempting to dominate the battleground, sweeping the area clean of opposing troops. The twisting powers of the warp however, have begun to influence the outcome of the battle as the gods play their own games with the souls and lives of your troops.

Special Rule – Fate Dice:

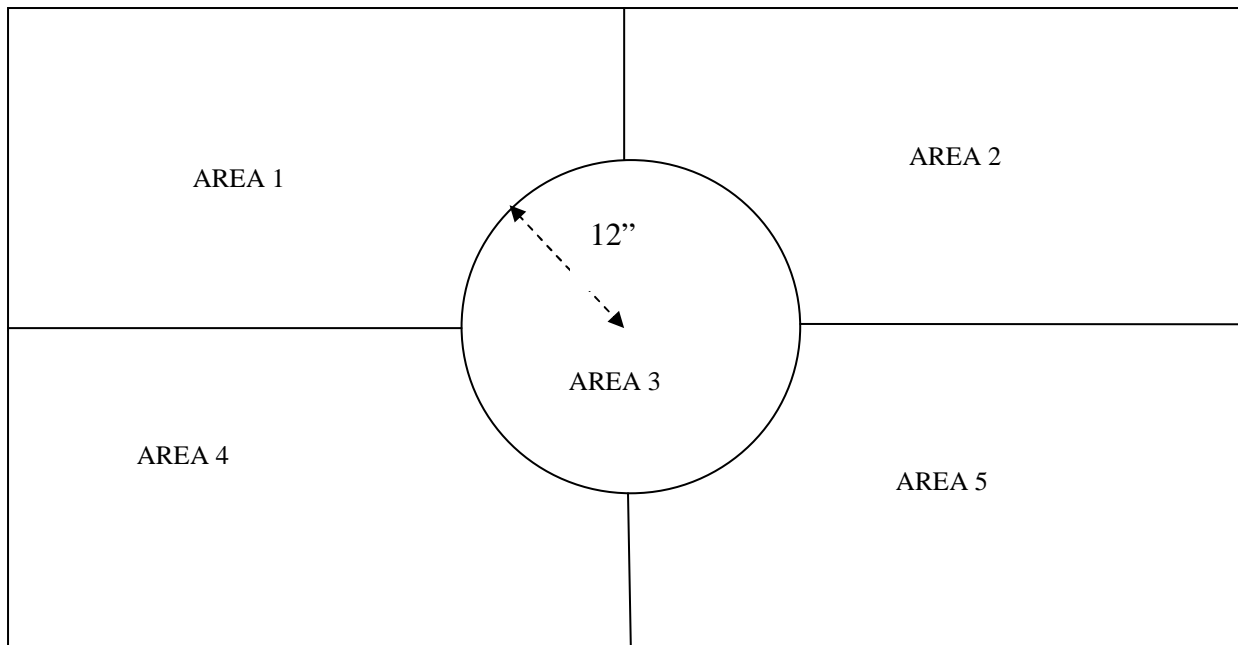
Due to the strange effects of the warp energies suffusing the battlefield, your warriors are able to randomly escape death and perform feats otherwise impossible. To represent this, each player begins the game with 3 “Fate Dice”. You may use each of these dice to perform a free “re-roll” of a single 6 sided dice roll (including “special” dice like scatter etc) during the game during either player’s turn. To use, simply declare this to your opponent, pick up the dice, and re-roll it. You may not re-roll a re-roll. Single dice that are part of a combined roll of multiple dice (such as with leadership tests) may be re-rolled with Fate Dice.

Important: HQ choices cannot use these Fate Dice. Also seize initiative, rolls for who goes first and rolls for the duration of the battle cannot be rerolled.

For each Fate Dice you use, your opponent may immediately assign an additional Kill point to ANY one of your units currently on the table. This is scored at the end of the game in the usual manner.

Victory Conditions:

Both players must attempt to clear the enemy from the area. This is primarily achieved by controlling table areas. There are 5 table areas to be conquered. Table areas are to be conquered counting all victory points in each area. The player with the most victory points alive in an area received the area conquest. In the case of units with models positioned in multiple areas, the area occupied is that where the majority of the models in that unit are positioned. At the end of the game, each player receives **2 Objective Points for each area conquered**.



Scenario 3: DEATH OR GLORY – deployment PITCHED BATTLE

Amidst the heat of the battle the commanders of each force are trying to claim victory by making a final strike in the heart of the enemy lines. Leading out the charge they reach out for eternal glory and the ultimate sacrifice.

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 most expensive HQ choice *alive* (if this HQ choice consist of multiple models, the owner can chose one model in this unit) gains a benefit according to your roll on your D6. This effect last until the end of the player turn. Next player turn, both players roll again.

D6 effect:

- 1: Inhumane strength: +1S bonus (For example S4 +powerfist becomes S9)
- 2: Enhanced senses: +1BS
- 3: Fencers' blades: +1 WS, +1 I
- 4: Iron hide: +(1)T (The toughness is the same as with a bike model T4 becomes T4(5))
- 5: Godlike fury: +1A
- 6: Divine aura: 3+ invulnerable save

Victory Conditions:

If at the end of the battle the most expensive HQ choice from your army is in the enemy deployment zone, you receive **5 objective points**.

If you destroyed the opponents most expensive HQ choice you receive **5 objective points**.

The most expensive HQ model is declared at the start of the battle, so your opponent knows which one is counting. If you have multiple HQ choices with the same cost, pick one.

10) Painting Points (20 points):

During the first battle we will come along for the painting points. Painting Points are only given to fully painted armies. Here's to earn 20 points. A few candidates will be selected for best painted army. They are asked to display their army after battle 2. The best painted army will then be selected.

Painting: from 0 to 5 points if you have used at least three colors to paint your entire army. 2 points if not everything but more than half of your army is painted

Additional painting: from 0 to 5 points if your army we like it or do something unique with it.

Basing: 0 to 3 points for a fully based army. 1 point if not all but more like half of your army is based.

Additional basing: 0 to 3 points if you've put more effort into the bases of your figures.

WYSIWYG: 0 to 2 points if all your flags, and such clear markings or specially, WYSIWYG.

Conversion: 0 to 2 points for conversions.

11) Clear army list (5 points):

A clear army list (Excel, Word, PDF) **on time** in our possession and that from the **first time** send in is **right**, gives you another 5 extra points. With a clear list of army we mean: for each unit or each model statistics, special rules and items with separate points of each item. No army builder lists longer allowed. Army lists are not submitted in proper form or late are to be returned immediately and you lose the opportunity to earn 5 extra points.

PENALTIES:

It may be that in rare circumstances Command Points are taken:

- Playing with a false list: -10 pts per battle and you get no points for that command battles.
- Unsportsmanlike behaviour, cheating, ...: In the opinion of the judges.

12) SCENERY:

The scenery is drawn by the judges at the start of the tournament and may not be moved. All area terrain gives a 4+ cover save. Dangerous and impassable terrain has to be discussed before the battle with your opponent.

13) Afterword:

If there are questions or ambiguities concerning the rules in this document you can always mail to 11thconflict.40K@conectr-team.be

Then we, the organization, wish you much fun in your battles and try and have a very pleasant battle day. Prizes are rewarded at the first 10 players and BEST PAINTED ARMY

Also a separate

painting competition

will be held on the same day

Conect'r team presents

1st painting competition on Sunday 22 April

In the following four categories:

- Sci fi and fantasy figures
- Great figures sci fi and fantasy
- Showcase
- Open

Among these categories are divided following prizes, of course best of each category but also best young blood (15 years) and best of show and an audience. Additionally the "medals" gold, silver and bronze will be awarded

contest rules:

Inscriptions of the models can be done on Saturday, April 21 and Sunday, April 22 until 12:00

- You pay **1 euro per entry** and from 5 paying entries next entries are free.

Participants of the tournament and Conect'r members receive **1 free entry**. More than 5 entries is allowed but you pay only 5 euros. Youngbloods get an extra free entry so participants of the tournament and younger than 15 get 2 free so villages.

- Participation in the competition is only allowed by bringing your own painted figures. This only counts in tenders, any price can be picked up by another 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 base game of snot unlike eldar jetbike rider 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.

Judging:

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

Award ceremony: around 15.00 price support at hand

Location:

Parish Hall St. - Cornelius
Rillaarsebaan 134
Gelrode.

Contact:

Stijn Aerts

queelockeconect@hotmail.com

Start painting!