Warhammer 40K Local Tournament Rules

This is the official Dragon Lair tournament packet. The goal of this packet is to prepare and set expectations of when you walk into the store from signing up to end of the day.

First of all the Tournament’s goal is to help and promote growth in the hobby while also giving a competitive outlet to all type of gamers.

Dragon Lair reserves the rights to modify, update, clarify or change event rules in the interest of making events at Dragons Lair the best possible. The release of new codices and or official FAQ documents in the months leading up to the event could require changes to the following rules.

In general Warhammer 40k tournaments will be held on the 1st Sunday of Every month. Please check out www.Centexwar.com for more information and to engage the community. You can also check Dragon Lairs calendar for tournament dates.

Basic Rules:

All participants be advised: all judge’s rulings are final. This applies to rulings during games as well as all matters of health and safety. Do your best to win, but win nicely. Anyone not adhering to these principles may be asked to leave the tournament.

General Tournament Guidelines
Some general tournament guidelines to be observed:

· Be early.
- Be a ‘Good Sport’.
- Observe the guidelines presented throughout this document.
- Make sure you have enough copies of your Army list.
- Ensure you brought all of your rule books.

**Mind Set**
- The most important thing is to bring a positive mind set with you to the tournament. You will be playing with other players whose goal is to have a good time, not be harassed. Bring a positive attitude.
- Keep in mind these tournaments are open to the public and advertised. Behavior that is acceptable at your home table may not be acceptable at a tournament event.
- You will likely be matched against opponents of greater or lesser skill/rules knowledge. Feel free to call a judge over to handle rules issues but be prepared to help your opponent with the rules as well. You can also look the rules up yourselves prior to calling a judge.

**Army Construction:**
- Dragon Lair will have a quarterly rotation of army points to allow different styles of play and also to allow new players have an easier barrier of entry into the tournament format. All armies will consist of any of the following 4 point set values, 1250, 1500, 1850 or 2000 points, following the force organization rules in the basic rulebook. Check [www.Centexwar.Com](http://www.Centexwar.Com) and Dragon’s Lair’s events for the latest information on tournament point values. In general they will be 1st month: 1250, second month: 1850, and 3rd month: 2000.
- The Warhammer 40,000 6th Edition Rules will be used.
- Games Workshop FAQs will be used.

**The following Codex armies are allowed:**
- Black Templars
- Blood Angels
- Chaos Daemons
- Chaos Space Marines
- Dark Angels
- Dark Eldar
- Eldar
- Grey Knights
- Imperial Guard
- Necrons
- Orks
• Space Marines
• Space Wolves
• Tau
• Tyranids
• Sisters of Battle (White Dwarf codex)

• All armies must be drawn from the latest version of their codex. If they refer to other codices, the latest version of that codex must be used.

• A codex must have been available for at least 30 calendar days from its official release date in order to be legal at a tournament.

• Individual units that may have multiple rules versions will follow the rules presented in that army's codex. This means a Space Wolves Drop Pod will function differently than a standard Space Marine Drop Pod. Please take the time to review the FAQ's for clarifications.

• Special/Unique/Named Characters may be fielded unless their rules would not allow them in an 1850 point army.

• The 'What You See Is What You Get' (WYSIWYG) rule is in effect. That means all units must be easily identifiable as the particular codex choice they represent and that any and all weapons/options taken for a unit must be clearly represented on the model(s). Inaccurate and confusing models can be removed from the board at any point and for the duration of the game, at your opponent's discretion.

• You must provide access to your own rules (which include the actual Codex used for your army), dice, templates, pen/pencil, calculator, or anything else you'll need during the course of regular play. This includes digital products from GW.

• A separate printed army list is required for the judges and each of your opponents.

• Each game will last two hours. In order to keep the tournament running on schedule, when time is called for a round, all players must drop the dice and stop playing - no exceptions. Because of this, please be aware of the time left in the round and do not start a turn you cannot finish.

• If you field illegal units or models, they will be removed from play. If you field models other than those on your list, they will be removed from play.
• Judges' rulings are final and arguments or poor conduct by players will not be tolerated. Dragon Lair reserves the right to eject you with no refund, on the discretion of the Judge and/or other Officers.

**Forgeworld**

Forgeworld models and rules are permitted at Dragon’s Lair events with the following caveats:

1. The Model must have **official Forgeworld rules** (not experimental rules).

2. The Model’s rules set must possess the ‘40K’ **approved stamp**.

3. You **must have** the **official Forgeworld rulebook** with you, along with copy of the rules to give to your opponent.

4. You must inform your opponent prior to the beginning of the game that you will be using Forgeworld rules. You must allow them to look over the Forgeworld rules being used so that they have a thorough understanding of the rules involved.

5. Forgeworld Lists such as Elysians, Death Korps of Krieg, Battle Company and others are not allowed.

As always the goal is to have fun, not to crush your opponent with a rule set they are unfamiliar with. Keep this in mind.

**Tournament Rules**

The Dragon’s Lair 40K Tournament is a one day event with three games.

There will be awards for the following winners:

• Overall Champion – Highest Total Battle, Sportsmanship + Painting Points
• Best General – Highest Battle Points, Sportsmanship, then Overall for tiebreakers
• Best Painting – Highest Sportmanship Points, Highest painting. Battle points breaks tiebreakers

**Scoring:**

**Tournament (Victory Point)**

We have changed our tournament structure to align with 6th edition Victory Point (VP) System. In a Victory Point event players accumulate victory points as parts of their games. The player with the most accumulated victory points at the end of the day is declared the winner.
- **Scoring**
  Tournament games will be scored using an aggregating Victory Points System. What this means is that the resulting victory points you earned from your game is also your score for that game. If you score 9 victory points in the game and your opponent scores 5; those are your corresponding scores.

- **Tabling**
  In the event that you ‘table’ your opponent, you will have until the end of the round to complete your turns in order to achieve Objectives. When time is called you will score your game then. If you cannot complete the Objectives before time is called you will score a 0 for the Objective in question.

In this system the point is not to necessarily demoralize your opponent, the point is to play the game and garner enough points over the total rounds to be the winner. In order to garner the needed points you will have to play every facet of the game: moving, objective control, killing your opponent and everything else that makes a good 40K game.

**Kill Point Scenarios**

One or more scenarios may award victory points for killing your opponent’s units. **In these cases no player may earn more than 10VP from killing an opponent’s units, exclusive of bonus VPs awarded for specific accomplishments.** For instance in Big Guns Never Tire, bonus VPs are awarded for killing heavy support elements of your opponents army. In a case like this you can exceed the 10 VP cap but only by the amount of bonus VPs earned.

**Bonuses**

The First Blood, Line Breaker, and Slay the Warlord will be in effect for every mission and contribute to the overall number of VPs available in any given round. They are played as normal.

**Tie Breakers**

Each round you will need to track the total number of Kill Points you have destroyed.

**Sample Score Sheet**

<table>
<thead>
<tr>
<th>Player 1</th>
<th>Player 2</th>
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</thead>
<tbody>
<tr>
<td>Nick</td>
<td>Shannon</td>
</tr>
<tr>
<td>Victory Points</td>
<td>Victory Points</td>
</tr>
<tr>
<td>32</td>
<td>18</td>
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<table>
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<th>Kill Points</th>
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</table>
In this scenario Nick scored 32 VPs, and Shannon scored 18. Nick destroyed 8 Kill points worth of models/units from Shannon’s Army while Shannon destroyed 12 worth of Nick’s models/units. Shannon may have won the battle but Nick won the war.

**Sportsmanship:**

**Choice of one:**

1. This was a good game and my opponent was pleasant. Yes/No
2. My opponent was incredible and I had a great time with them. Yes/No
3. My opponent actively made the game unpleasant and I would prefer not to play them again, ever. Yes/No

*Selecting items 2 or 3 will have a judge speak with you, and possibly your opponent about the game.*

Failure to provide your opponent with a copy of your list before the start of the round will result in a zero sportsmanship score for the round. Before giving a zero sportsmanship score you must ask for a copy of the list. If you give an opponent a poor sportsmanship score, expect a judge to speak with you and your opponent about the game.

Sportsmanship score is not considered for total point value. If you receive two negative sportsmanship scores you will have a discussion by the head judge. If you receive a third one you will asked to leave the tournament without a refund.

**Painting:**

All models are expected to be fully assembled and painted to a minimum of a 3 color standard. Paint scoring will be handled by judges, and scored as follows:

- 0% painted to a tabletop standard: 0 points
- 1%-25% painted to tabletop standard: +4 points
- 26%-50% painted to a good tabletop standard: +8 points
- 51%-75% painted to a good tabletop standard: +12 points
- 76%-100% painted to a good tabletop standard: +16 points
- Extraordinary painting of individual models or army: 1-5 points
**Point Breakdown:**

Victory Points – Anywhere from 25-35 Victory points, 3 games

Painting - 30 points, judge scored.

Sportsmanship: 18 points

**Awards**
- Overall Champion – Highest Victory points + Painting Points
- Best General – Highest Victory Points, Sportsmanship then army points for tiebreakers
- Best Sportsman – Highest Sportsmanship Points, Overall then army points for tiebreakers
- 40K Rules Savant – Highest Quiz Score, tiebreaker quiz will be given if needed

**Prize Support**

- For each monthly tournament, Dragons Lair will give out four $25 gift cards, to be allocated to the top two, a random player, and the best painted army.
- Each quarterly winner will get a single Battleforce of their choice from the store.
- Monthly, Quarterly, and Yearly winners will get their names on the GW plaque, along with medals. Quarterly and yearly winners will get trophies to take home.

**Cup Running’s and Invitational Champions**

During the whole year we will run 12 40K tournaments each counting for tournament points. These points will be accumulated much in a way a race is handled, leading to the invitational championship and crowning winner of the year.

During this time each quarter will have a cup winner which will be broken down to 4 cups.

1<sup>st</sup> Cup will include January, February, and March
2<sup>nd</sup> Cup will include April, May and June
3<sup>rd</sup> Cup will include July, August, and September
4<sup>th</sup> Cup will included October, November and December
The final invitational tournament winner will be the final 8. These will play in the same top three formats for end of the year bragging rights and more. This will be sometime near the end of the year in December, or early January, depending on time.

Tournament point totals.
- 1st place is worth 8 points
- 2nd place is worth 4 points
- 3rd place is worth 2 points
- Attending the event is worth 1 points
- Best Painted is worth 4 points

Schedule

In general these are the times we stick to. In the future when Dragon’s Lair moves to the new store, we will start tournaments at 10:30 and move this schedule up 30 minutes.

Warhammer 40,000 Tournament Schedule

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
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<tbody>
<tr>
<td>10:30-11:00AM</td>
<td>Registration</td>
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<tr>
<td>11:00-1:00PM</td>
<td>Round 1</td>
</tr>
<tr>
<td>1:00PM-2:00PM</td>
<td>Lunch</td>
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<tr>
<td>2:00PM-4:00PM</td>
<td>Round 2</td>
</tr>
<tr>
<td>4:00PM-6:00PM</td>
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Primer Scenarios

Tournament (Victory Point)
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Victory Points Scenarios

Below are listed every combination and deployment type possible in a two-element scenario. There are 45 different scenarios presented. Scenarios can be varied further by dictating placement of objectives, or changing the VP award for a given element. In scenarios using the **Relic**, we recommend the Relic be scored as 7VP. In Scenarios using **Emperor’s Will** recommend claiming the objective in your opponent’s zone be worth 10VP while holding your own is only worth 5VP.

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<thead>
<tr>
<th>Scenario</th>
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<tr>
<td>Deployment</td>
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<td>Purge</td>
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