

# ConQuest GT SF Ragnorak 2010

## Warhammer 40K Tournament Rules

### Army Selection:

This tournament will use the Warhammer 40K 5<sup>th</sup> Edition rules, including all published FAQs. Each Player must provide 6 PRINTED (not handwritten) Army lists, one to each of their opponents with the State of their army AT THE START of Each Game. The 6<sup>th</sup> list must be turned into the judges at time of registration at the event. If your list has errors, you may be penalized or disqualified from the event. This means print your list clearly, make sure it is legal, and triple-check your math.

Army list MUST be sent to [ConQuest\\_Army@yahoo.com](mailto:ConQuest_Army@yahoo.com) by March 28, 2010. Please only use: TXT, HTML, Excel and Word documents. Please do not send Army Builder (RST) Files. Failure to send in your army list on time will affect your overall score.

When building your army, you must use the following guidelines:

- No more than 2,000 points may be spent on the creation of your army.
- Armies must follow all restrictions on army selection from their own Codex.
- Only the main army list may be used for the army in question. No appendix lists are permitted.
- For Appearance Judging, you MUST use the army you play in the GT.
- If you did not paint your army you are ineligible to win the Best Appearance award.
- Special Characters are permitted, subject to the normal restrictions for that character in the Codex.
- **Only** armies from the following Codices may be taken: (New Codex Books published by Games Workshop are **NOT** usable until 30 days after release date, and then after **MUST** be used.)
  - Codex: Space Marines
  - Codex: Space Wolves
  - Codex: Black Templar
  - Codex: Dark Angels
  - PDF Codex: Blood Angels
  - Codex: Imperial Guard
  - Codex: Daemonhunters (\*)
  - Codex: Witch Hunters (\*)
  - Codex: Eldar
  - Codex: Dark Eldar
  - Codex: Orks
  - Codex: Necrons
  - Codex: Tau Empire

- Codex: Tyranids (both new and old)
- Codex: Chaos Space Marines
- Codex: Chaos Daemons
- (\*) Imperial armies (Space Marines, Imperial Guard, Daemonhunters and Witch Hunters) may use Inquisitorial allies as defined in their Codex and the 5<sup>th</sup> Edition FAQ.

In addition:

- Forge World rules will not be used, although Forge World models may be used to represent standard Codex options.
- All models must be “WYSIWYG”
- Conversions must start as Citadel models.
- Deathwatch units and Kroot mercenary armies are NOT allowed.

## **CON-QUEST SEATTLE GT SLAUGHTER AWARDS:**

Awards will be given for the Following Categories below. Players cannot win more than one category (except for the Players Choice award)

- Overall Champion: Most total points. (Battle, Sportsmanship then Paint for tiebreakers)
- Best General: Most Battle Points. (Sportsmanship then Overall for tiebreakers)
- Best Sportsmanship: Sportsmanship points. (Battle then Overall for tiebreakers)
- Best Appearance: Paint Score. (Sportsmanship then Overall for tiebreakers)
- Players Choice: As voted on by the players. (Judge vote for tiebreakers)

## **Tournament Scoring:**

### **Battle – 100 points possible:**

Each round, players will play a battle worth up to 20 Battle Points. The mission scenario tells you how to score the game for each round.

### **Sportsmanship – 55 points possible:**

Each round you will be asked to rate your opponent on their sportsmanship. At the end of the Tournament you will be asked to vote for your favorite opponent of the weekend.

### **Appearance – 50 points possible:**

Judges will rate all armies on the appearance guidelines.

**For a total possible Tournament score of 205**