

GAMESWORKSHOP®

tournament circuit

Games Day Tournament Rules



WARHAMMER 40,000 RULES PACKET

Welcome to the 2007 Warhammer 40,000 Games Day Tournament!

In this document, you will find all the details you need to prepare your army and yourself for an exciting day of gaming! Please read the information very carefully, even if you have been to Games Day Tournaments in the past. Many things are different this year, and we want you to be aware of all the changes. After reading the packet, if you still have any questions, please contact the Community Department at:

Games Workshop
Att'n: Community Department
6711 Baymeadow Dr.
Glen Burnie, MD 21060

410-590-1400

or GWTournaments@games-workshop.com

Please note that responses to questions about the Games Day Tournaments from GW Staff outside of the U.S. Community Team are not official and in no way binding. Please contact us directly for anything relating to Games Day events.

Tickets

You will receive your ticket in the mail after you have completed your order with Direct Services. The ticket will admit you to the event – so please be sure to bring your ticket with you! If you have not received your ticket, please contact Direct Services to check on the status of your order. If you sign up for the tournament shortly before the event, please be sure to bring a copy of your invoice or any e-mails you receive from Direct Services if you did not receive your ticket in time. Again, please be sure to look after your ticket and **DO NOT LOSE IT!**

About this Rules Packet

This rules packet contains all the information needed to participate in the Games Day Tournament. If, at any time, this packet is updated, a notice will be posted on the Games Day web site indicating the change in status. Any other updates will also be noted on the web site (e.g., changes to the schedule).



This is my ticket. There are many like it, but this one is mine. Without it, I am worthless. Without me, it is worthless.



How Each Tournament Works

- Competitors will participate in three (3) games over the course of the weekend. In each game, you will play a scenario and record the outcome of the battle on your results sheet. Each round you will play a different opponent.
- In the first round, players will be matched up randomly. All attempts will be made to make sure that groups traveling together do not have to play against each other. After the first round, players will be matched up according to current rankings in the tournament (e.g., the player in first place will play the player in second place and so on).
- The only exception is that you can never play the same opponent twice in the tournament. If, for some reason, you are paired against someone you have already played, alert a judge who will see about moving you up or down a spot on the tables so that no delays in game play occur.
- The pairings for each round will be posted as soon as they are determined. The published schedule will have the start times for each round and those rounds will begin on time (unless some unforeseen circumstance delays them). **Please be sure to arrive at your table ready to play and on time.** We ask that each player be conscious of the time and that you play at a regular and steady pace to complete the game. Anyone found slow playing or deliberately stalling for any reason will be penalized.
- Each game will be played on a 4' x 6' board with set and loose terrain features. Players should agree before the game begins on how the loose scenery should be arranged. Typically, each player should roll a die to determine who places a piece of terrain first. Each player then alternates placing the terrain until all is placed.
- Players will receive Results Sheets at the beginning of each round. Each results sheet must be filled in properly to ensure that matchups and points totals are correct. Once Results Sheets are completed, they are to be turned in at the head table so the scores can be entered into the computer.



What You Need to Bring with You

- Your entry ticket
- Your painted miniatures
- At least two copies of your army list (which must be typed or written very neatly)
- This rules packet
- Rulebooks and any additional books you need
- Pen and paper
- Dice and templates
- Tape measure
- Super glue (accidents do happen!)

Things You Need to Sort out for Yourself

- Food
- Spending money for the Games Day store
- Transportation to and from the event

Important!

All participants, be advised: please understand that all judges' rulings and decisions are final. This applies to rulings during games as well as all matters of health and safety. Arguing with judges about their decisions will not be tolerated. Judges have the right to penalize players' tournament points if the player is being unruly and argumentative. A player who continues to argue and not abide by a judge's rulings may be ejected from the event.

This is just a warning to all participants – play fair and have fun!

Rules of Engagement

Registering and Army Rosters

When you arrive at the Games Day, you will first check in to the event. Here, the judges will confirm your ticket, give you your registration materials (e.g., lanyard, badge holder), and assign your table number for round 1.

At this time, players must also turn in a copy of their army lists to the organizers. These rosters will be checked throughout the day. If the judges find any errors in the composition or points of the roster, that player will be approached by the judges and his score will be

penalized for the errors in the list. Please be sure to check and double check your lists so you do not receive any penalties! **All lists should be typed or written very neatly! Please make sure we can read them!**

Please remember that the point limit for the game in question is set in stone. You cannot go over this limit in any way. So be sure that you don't have a 1,501-point 40K list! You may be under the points limit, but you cannot go over.

All copies of your army list should have your Name and Player ID number on them.

Approved Army Lists

Chaos Space Marines

- *Codex: Chaos Space Marines*
- Specific Traitor Legions as defined in the Books of Chaos section of the Codex are permitted (e.g., Death Guard, Thousand Sons)
- *Codex: Eye of Terror* (Lost and the Damned)
- Mounted Daemonettes from *Chapter Approved* are permitted.

Dark Eldar

- *Codex: Dark Eldar*, Second Edition

Eldar

- *Codex: Eldar*

Forces of the Inquisition

- *Codex: Daemonhunters*
- *Codex: Witch Hunters*
- Inquisitorial armies may take Space Marine and Imperial Guard allies as defined by the army list in question.

Imperial Guard

- *Codex: Imperial Guard* – Doctrines may be used. If using a regiment with defined Doctrines in the Codex (e.g., Tallarns, Mordians), these Doctrines must be used.
- Imperial Guard armies may take Inquisitorial allies as defined in *Codex: Daemonhunters* or *Codex: Witch Hunters*.

Necrons

- *Codex: Necrons*

Orks

- *Codex: Orks*
- Ork Klans (*White Dwarf* 289)
- *Codex: Armageddon* (Speed Freeks)
- Speed Freek Warboss on Warbike (*White Dwarf* 269) is permitted.

Space Marines

- *Codex: Space Marines* – Traits may be used. If using a Chapter with defined Traits in the Codex, those must be used.
- Chapters with their own Codex (i.e., Blood Angels, Dark Angels, Space Wolves) use their own Codex in conjunction with *Codex: Space Marines*. Errata on using these books in conjunction can be found on Games Workshop's web site. You may use a Chapter of your own creation per the rules in one of the variant Codex books. However, if you do so, you must make sure that your opponent is not misled in any way and that he/she is clearly aware of the rules you are using.
- *Codex: Black Templars* must be used for Black Templar armies, and those rules can be used to represent Crusader forces (again, opponents must be clearly aware of this).
- Space Marine armies may use Inquisitorial allies as defined in *Codex: Daemonhunters* or *Codex: Witch Hunters*.
- Deathwatch Kill Teams (U.S. GW Site) are permitted.
- *Codex: Eye of Terror* (13th Company)

Tau

- *Codex: Tau Empire*
- Kroot Mercenary armies from *Chapter Approved* are permitted.

Tyranids

- *Codex: Tyranids*



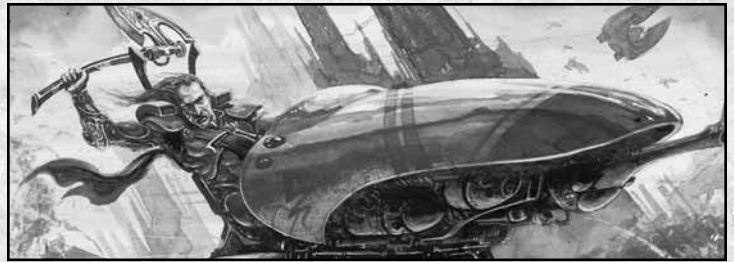
Army Selection - Warhammer 40,000

- No more than 1,500 points may be spent on the creation of your army.
- Armies must follow all the restrictions on army selection from their own Codex.
- Only the main army lists may be used for the army in question. No appendix lists are permitted.
- Special Characters are permitted, subject to the normal restrictions for that character in the Codex.
- Only the armies listed in the Approved Army Lists section may be taken in the Games Day Tournament.
- When a new Codex is released, the newest version of the book will be the only one used as long as it was released at least 1 month prior to the event. If a book has been out less than 1 month, both Codexes are valid.
- All models must be FULLY PAINTED Citadel miniatures of the appropriate type for the troops they represent.
- Minimum Painting Standards are three (3) colors on each model in an appropriate scheme. Models should also be appropriately based. Undercoated and bare plastic/metal models will not be permitted in the tournament! Anyone found using models that do not meet the painting requirements will be asked to remove those models from the table.
- Any armor, weapons, and upgrades must be modeled on the miniatures in question.
- Any conversions must begin as Citadel miniatures and contain a majority of Citadel components. If you are in doubt about the validity of any of your conversions, please contact the Community Department for clarification.
- Non-Citadel miniatures may not be used in the event and will be removed in the same way as unpainted models.
- Forge World models are permitted in the Tournament, but they can be used only to represent models from an existing Codex or army list. No Forge World rules are allowed.

Battles

The Games Day Tournament consists of three (3) games of Warhammer 40,000 for each player. The Fourth Edition Rulebook will be in use for all games and will be the definitive guide for all rules. The time limit for each game is 2 hours. At the end of this time limit, the round will be called; all players will need to finish their game immediately, and no additional time will be provided.

For each game, players will play a scenario. These scenarios are based on the ones in the Warhammer 40,000 rulebook, but they have been modified slightly for the tournament. Each scenario has a set list of Special Rules and other information. A list of possible scenarios is available at the end of this packet. Out of the eight scenarios listed, three will be played at the Games Day Tournament. Players will be informed at the beginning of each round as to which scenario will be used.



The Scoring System

There is a possible 123 points that you can earn in the Games Day Tournament. These points are broken down into Battle Points, Sportsmanship Points, Painting Points, and Bonus Points.

Battle Points

For each game, you will score between 0 and 20 points. These points are determined by the margin of victory in your battle.

	Winner	Loser
Massacre	20	0
Major Victory	17	3
Minor Victory	13	7
Draw	10	10

Sportsmanship Points

At the end of each round, you will rate your opponent's level of Sportsmanship. You can score between 0 and 10 points each game.

- | | |
|---------------|--------------------------------------------------------------------------------------------------------|
| 10 pts | The best game ever. Seriously, if only all games could be this great! |
| 8 pts | An above average game and a lot of fun. |
| 6 pts | An average game. This is the default score if no box is checked. |
| 4 pts | A below average game. It was okay, but not that good. |
| 2 pts | A very bad game. You would rather be at home painting than playing games like this. |
| 0 pts | The worst game ever. You need to speak to a tournament judge about this game and your opponent. |

Painting Points

At some point during the weekend, a judge will come around and inspect your army. The judge will be looking at the quality of the paint jobs on the models and will also be looking for conversions, details, and the extra touches you put into the army to make it stand out. You can score between 5 and 25 points total in this category. Full details on what the judges will be looking for can be found on the Games Day Tournament web site under Painting Judging.

Bonus Points

At the end of the tournament, you will be asked to vote for your Favorite Opponent of the day. These votes will be taken at the Head Table. Each vote that a player receives will be worth 1 additional point toward his/her overall score. Thus, a player may score a max of 3 points from favorite Opponent votes.

Also during the day, players will be voting for the Players' Choice award. This award is for the army that all the players consider to be the best at the event in terms of painting, converting, and overall theme. The winner of the Players' Choice award will receive a bonus of 5 points to his/her overall score.

Penalties

Players may be docked points by the judges if they are deemed to be argumentative or disruptive to the other players. This measure will only be undertaken in the most serious of cases, but we wanted to make sure it was known to all the players that this is a possibility.

Awards

At the end of the tournament, there will be an Awards Ceremony to highlight the achievements of the day. This part of the event will be the final activity at the end. We will be awarding Overall Champion, 2nd Place Overall, 3rd Place Overall, Best Sportsman, Best Painted Army, Players' Choice, and probably a few other fun awards! These awards will be given out for each game system in use at a particular tournament event.

A Few Words on “Counts As” Armies and Proxy Miniatures

A great part of the hobby is coming up with new and original ideas for building an army. We have all seen and marveled over awesomely converted armies and scratch-built tanks and figures. When considering your modeling projects for the Games Day Tournament, please keep a few things in mind.

- Most models should be identifiable as to what they are on sight. A good example would be Bretonnian models converted to represent Imperial Guardsmen (*Right*). These models are easily recognizable as Guardsmen and shouldn't cause any confusion. Another example would be extensively converted Gnoblar models that represent Goblins; this is fine. As long as what you are trying to achieve is easily recognizable – and most importantly, easily recognizable by your opponent – you should have no problems at all.



Guardsman converted from a Man-at-Arms.

- Some models in your army can be a little harder to identify, but once an opponent has been informed as to what they are, there should be no further debate. For example, Skeletons converted into Cannon crewmen and used as part of a Dogs of War Cannon unit in your Vampire Counts army should cause no confusion, once the “counts as” situation is explained.

- Models from another range or even from the same army range cannot be used as a proxy for something in your army. For example, you cannot use a unit of Zombies and say they are Ghouls. You definitely cannot take a unit of Empire Crossbowmen and say they are Ghouls!
- The Lord of The Rings models may be used only in The Lord of The Rings tournaments. You cannot field an army of Uruk-hai as Warhammer Orcs. The same rule applies in reverse – you cannot use Warhammer or Warhammer 40,000 models in games of The Lord of The Rings.
- It should go without saying that illegal casts of Games Workshop models will in no way be permitted. Please do not try and play with your clear resin Stealth Suits.

The point of all these statements is to make sure people are playing in the spirit of the game. We encourage conversions and love to see them. We are just trying to avoid confusion in the tournament. Please be sure to take these notes as they are intended – so that you and your opponents can enjoy the game without any ill will!

Purchased Armies

A final note on people who purchase painted armies from eBay and other sources and/or borrow someone else's painted army. These armies are permitted in the Games Day Tournament. However, if you choose to bring an army painted by someone else, we ask that you be up-front and honest about this fact. You will score points as normal toward your painting and overall scores. However, if you play with an army you did not paint yourself, you will not be eligible to win the Best Painted Army award or the Players' Choice award. You are still eligible to win Overall Champion and the other awards.



SCENARIOS

For each scenario, the Victory Points table on p. 85 and the Margin of Victory chart on p. 86 will be used. Each scenario will use the special rules listed with the scenario and only those special rules.

Cleanse (p. 81)

- Special Rules – Infiltrate, Deep Strike, Victory Points
- Set up – Per scenario
- Objective – Table Quarters

Secure and Control (p. 82)

- Special Rules – Deep Strike, Dusk and Dawn, Victory Points
- Set up – Per scenario
- Objective – Loot

Seek and Destroy (p. 82)

- Special Rules – Escalation, Deep Strike, Infiltrate, Victory Points
- Set up – Per scenario
- Objective – Annihilation

Recon (p. 83)

- Special Rules – Infiltrate, Dusk and Dawn, Victory Points
- Set up – Per scenario
- Objective – Enemy Lines

Take and Hold (p. 83)

- Special Rules – Escalation, Concealment, Infiltrate, Deep Strike, Victory Points
- Set up – Per scenario
- Objective – Field of Battle

Night Fight (p. 191)

- Special Rules – Night Fighting, Infiltrate, Victory Points
- Set up – Per scenario
- Objective – Table Quarters

Patrol (p. 191)

- Special Rules – Reserves, Infiltrate, Victory Points
- Set up – Per scenario
- Objective – Annihilation

Hold at All Costs (p. 195)

- Special Rules – Deep Strike, Infiltrate, Reserves, Victory Points
- Set up – Per scenario
- Objective – Field of Battle (Objective used instead of center point of table)