

SouthCon 2016 Warhammer 40,000 Tournament

4th and 5th of June 2016

Venue: Forbury Park Event Centre.

Organiser: Ross McMillan: r.g.mcmillan322@gmail.com

Warhammer 40k at SouthCon 2016 will be a two day tournament with a 1850pts limit. There will be six games in total over the two days, and prizes and trophies to be won.

Entry cost: \$40

Enrollment and Army lists need to be in by midnight of the 29th of May.

Timetable

Saturday 4th June 2016	Sunday 5 th June 2016
0800 Venue open for set up etc.	
0930 Registration	0900 Round 4 starts
0945 Umpire briefing & army displayed	
1000 Round 1 starts	1130 Round 4 finishes
1230 Round 1 finishes	1145 Round 5 starts
1230 Lunch	1415 Round 5 finishes
1300 Round 2 starts	1415 Lunch
	1430 Round 6 starts
1530 Round 2 finishes	
1545 Round 3 starts	1700 Round 6 finishes
	Pack Down your table after game finishes
1815 Round 3 finishes	1730 Prize Giving
1830 Casual Gaming till 2200	

Warhammer 40,000 Tournament Rules

The Southcon 2016 tournament for 40k we will be run using the 7th edition rule set. Errata, FAQs and clarification from Games Workshop website up to the day of the event will be used.

Playing the Tournament

There will be 6 games over 2 days, each against different opponents as much as possible using a Swiss System.

What you need to bring!

Any gaming material that you may require to play, **Including:**

- Your painted miniatures (3 colours minimum)
- At least **2 printed copies** of your Army Roster (yourself and opponent)
- This rule pack
- The main rulebook
- Your relevant Codexes and data slates
- Pen and paper
- Tape measure
- Dice and templates
- **3 objective markers on a 40mm base.**

If you do not have all of these then you will have 5% of your total battle points deducted.

Conduct

Everyone is expected to keep a good standard of conduct throughout the weekend.

Army List Guidelines

1,850pts, Battle Forged armies only... No Unbound lists.

An army may be built using **up to three Detachments.**

An army may duplicate a single Detachment, one time.

(Examples: A list may include (2 CADs, but not 3 CADs.) Or, (a single CAD, and 2 Allied Detachments.) Or, (3 Formations, 2 of which are the same Formation,) etc.)

Note: This includes “Decurion Style” Detachments which are comprised of multiple datasheets and Formations. These cannot bypass the single duplicate Detachment/Formation limit, though the single duplication may occur inside a “Decurion Style” Detachment.

Note: “Decurion Style” Detachments comprised of multiple sub-detachments count as 1 detachment towards the 3 detachment limit.

A Detachment may not be included in an army if it is Come the Apocalypse allies with another Detachment in the army.

Regardless of Detachments, no more than 1 Fortification and/or 1 Super Heavy/Gargantuan Lord of War may be taken from the allowed LoW list.

(Exception: One detachment of multiple Imperial Knights is fine as long there’s no other big LoW.)

(Exception: One detachment may include a unit of Tau Stormsurge, this unit may contain more than one Stormsurge model.)

All current source material is allowed, including GW Codexes, Data Slates, Formations and Forge World units but cannot have 30k rules or Experimental rules.

(Exceptions: The Dark Harvest army list is not allowed and Horus Heresy / 30k units are not allowed.)

For the specific list of allowed LoW and other army restriction details refer to: **Army List Guidelines for the ITC 2016 40K Season** downloadable at omts.org.nz/southcon

All units and models have to be **WYSIWYG** to a reasonable standard. If uncertain contact the TO and maybe send the TO a photo of the model. Using suitable 30k units with 40k rules is acceptable.

Terrain: Terrain should be defined between players and adjusted before the game begins.

Mysterious Terrain rules are not used.

Fortifications: Fortifications may not be placed within 3" of a board edge or another piece of terrain. If a Fortification cannot be placed under those guidelines, minimally move a piece of terrain. If it is still not possible to place a Fortification, remove a piece of terrain to make room for it.

(Exception: Aegis Lines may be placed anywhere on the table disregarding the 3" rule.)

(Exception: The Skyshield landing pad can be placed closer than 3" to a table edge, but not another piece of terrain.)

Mid-Game Rules Queries

Players should endeavour to resolve rule questions amicably between themselves first. If the rules do not cover the situation, and neither you nor your opponent can swiftly come to a solution you agree upon, **then you may approach the umpire** and ask for a ruling. He will most likely use 'The Most Important Rule' on page 4 of the main rule book.

FAQ: https://docs.google.com/document/d/16nmBS2KZglu9JaGtpX_9IOYhYO2PQM47N8HvrsAA60/edit?usp=sharing

Missions: As per ITC Missions pack

The 'Best General' will be the player who scores the most gaming points and the player with the highest total including painting and sportsmanship will be the "Warmaster". In addition a number of other awards will also be presented.

Awards

- Warmaster (most overall points)
- Best General (Game results, missions and game points only)
- Best Sports (highest ranked favourite opposition)
- Best Presented Army (Self painted models only - Please acknowledge the creator of any Commissioned figures and exclude them when presenting your army for judging)

Register online at <http://omts.org.nz/southcon/entries/>

Electronic payment can be done by Direct Deposit into the OMTS bank account:

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Use surname and initials as the reference and WH40K in another field.