

CLASH OF THE TITANS

40K JUNIORS 2018

24th of February 2018

Sponsored by:



Venue	Time Schedule
Cherrybrook Technology High School	8 am – arrive and register
\$25 Entry – Payment will secure your spot and generous prizes.	8.30am – 10.15am – first game
Format	10.15am – 10.35am – small break
1250 Points	10.35am – 12.20pm – second game
Battle forged	12.20pm – 1pm – lunch
4 x Games	1 pm – 2.45m – third game
1.75 hrs per round including 15 minutes of set up	2.45pm – 3.05pm – short break
	3.05pm – 4.50pm – fourth game
	4.50 – pack up, then prizes

Payment:

Payment can be made by following this link: http://cherrybrooktechdepts.com/?page_id=193

Summary:

- Warhammer 40,000 8th Edition Tournament
- Armies to be no more than **1250** points
- All current FAQs and documents will be in use
- Battle forged armies only -
(no homemade rules. Forgeworld and White Dwarf units are okay.)

What to Bring:

- Tape Measure
- Dice
- 6 Objectives
- The codex/index you're using and any FAQ, Forgeworld book, or white dwarf articles (without these, you will be proven wrong in a rules dispute by the TO)
- Warhammer 40,000 8th Ed Rulebook
- Multiple printed copies of your army list for your opponent's and TO's perusal (digital copies on a P.E.D. are not acceptable)
- And a great attitude to play some great games of Warhammer 40k

Valid Army Lists: to be sent to cameronporter888@gmail.com

- Army lists will be due at **11:59 PM the 17th of February 2018** to secure an extra 2 command points for your first game. An Army List Template will be provided and preferred to be used to make list checking is consistent. This army list template can be found here:
https://whc-cdn.games-workshop.com/wp-content/uploads/2017/06/40k_Army-Roster.pdf
- Otherwise, you may use Battlescribe as long as the list is clearly formatted and not solely in text form.
- All sources (Codex, Supplements, Data Slates, Campaigns, White Dwarfs, etc.) that are released as of the **10th of February** will be in use, this should give everyone enough time to playtest their armies.

Late Lists:

Army lists that are submitted on the day may suffer a penalty. This penalty will be at the TO's discretion that may result in point deductions or command point losses.

Round 1 Matches, Blood Rule, and Grudge Matches:

- If there is a player or group of players that you play on a regular basis you can request to Blood Rule them. This means you will not play them in the **1st** Round. This request must be made **before** the list checking group is created
- If there is a player that you have a score to settle with, you can always request a Grudge Match. Both players must agree to the Grudge, and they will play each other in the 1st round. This request must be made **before** the list checking group is created also.
- Otherwise round 1 matches will be randomised.

Scoring System and Missions

Missions:

The missions will be determined by the TO prior to gaming commencing to ensure lists are built in merit towards balance and not to counter certain mission types.

The point system will loosely be decided based on in-game points earned, although total points may not accrue to the rounds final point tally, rather an approximation be made in relation to other games scores to reduce unfair point advantages

Awards:

1st,2nd Overall: Based on highest total battle points.

Special prizes:

There may or may not be some special surprise prizes over the course of the day.

Prizes are subject to change depending on the number of people signing up and prize pool.

Presentation: Best painted unit (infantry keyword of 5 or higher, more than one model part of another unit type e.g. Tank, Flier etc) as voted by the players

Sportsmanship:

Instead of getting an overall score for sports, it is assumed that everyone will behave. However, if people misbehave, show bad sportsmanship, cheat etc., they will be punished. If you feel your opponent is behaving badly, please bring this up with the TO immediately, do not wait until later (the end of your game is okay for some concerns). If you wait too long to tackle the issue it might be that there is nothing the TO can do about it. All issues will be addressed by the TO on a case by case basis

Just a reminder, if your opponent says no to you taking a move back a phase later, and holds themselves to that standard, it is not bad sportsmanship or cheating.

There will be a section on your player's card for best sports choice, this is to be filled out for best sports as the prize is voted from the player's scores of each other

Unsolved issues/TO consultation:

Please try your best to solve rules questions with your opponent using any books/FAQs relative to the problem before asking the TO, it is your responsibility to provide documentation to support your favour. Any answer given by the TO is final, and no argument may be given against the TO. Lack of documentation will result in automatically denying your argument, regardless of the case. (aka, bring your books!)

Timing and Slow Play:

Time calls will be made at the following intervals, 1.5hrs remaining, 1hr remaining, 30mins remaining, 15mins remaining, and 5mins remaining. It is up to yourself and your opponent to decide on which turn you want to end your game, given the time remaining for your match, if you are pressed for time. The final call will be a "DICE DOWN" call. At this point you must stop play, your game must not continue. After which both players will be able to score your game so that the matchups can be done for the following round in time. Failure to finish your game on time will result in penalties being applied as it is not fair on the other players to have a short following round.

If you feel your opponent was slow playing, talk to the TO about the issues you had in the game, the TO will deal assess the information given and decide if the player needs to be watched and if further actions need to be taken. Slow play penalties will be at the TO's discretion.

IF YOU ARE A NATURALLY SLOW PLAYER, DO NOT BRING A SLOW PLAYING ARMY LIST, OR PRACTICE HEAVILY WITH YOUR LIST. IT IS NOT FAIR TO ALL OF YOUR OPPONENTS WHO DO GET TO COMPLETE FULL GAMES TO ACCOMMODATE YOUR SLOWER PLAY STYLE. LIKEWISE, PRACTICE PLAYING FASTER.

Presentation:

The army must be easy for your opponent to work out what it is. If you have a heavily converted or proxied army or are concerned in any way, please email photos of your army to cameronporter888@gmail.com and I will give prior approval for you (assuming it is ok).