

WESTGAMER  ULTIMATE

WARHAMMER 40,000

2009

PLAYER GUIDE

WEST GAMER



ULTIMATE

WARHAMMER 40,000

Welcome to the 2009 WestGamer Ultimate Warhammer 40,000 Tournament!

On the pages that follow you'll find details of how this Ultimate Tournament will work. Read them carefully, even if you're a tournament veteran (or have attended an Ultimate Tournament before), as there are a number of differences to regular tournament events and previous Ultimate Tournaments.

HOW THE ULTIMATE TOURNAMENTS WORK

The Ultimate Tournaments are invitational events for the Games Workshop hobbyists of WA where the best of the field can take part to compete for the honour of being the ultimate champion of the tournament season. Furthermore, the Ultimate Tournaments are about promoting the local tournament scene in WA and venerating those players worthy of their efforts in the hobby.

The players consist of 14 contenders who have qualified by placing highly at other events during the year, and 2 'Wildcard' contenders who are nominated by the public and voted in by the event Judges.

EVENT STRUCTURE

You will participate in a series of 6 games, each against a different opponent. All games are to be played using the 40K 5th edition rules.

In the first 4 rounds, players will be pre-matched against their opponents via a judge determined "army composition" rating. This rating will only be used for the player seeding and will have no bearing on tournament scoring. After that, in rounds #5 and #6 the two players with the highest generalship points will play each other, the players with the 3rd & 4th highest scores will play each other, 5th & 6th and so on. The only exception is that you can never play the same opponent twice. Should this happen a referee will step in and sort things out so that the players face fresh opponents of a suitable standing.

By matching the players in the final rounds we can be sure that the winner of the tournament will have faced the toughest opposition along the way.

During the game, each player will be given a results scorecard. Once you've finished your game, you must fill in the card and then hand it in at the front desk. Your results will then be entered into the tournament database.

ABOUT THIS RULES PACK

This pack contains the full tournament rules for Ultimate Warhammer 40,000. All of the rules conventions and references are from UK publications. All competitors should be aware that where any rules interpretation is required, the Referee's decision will be final.

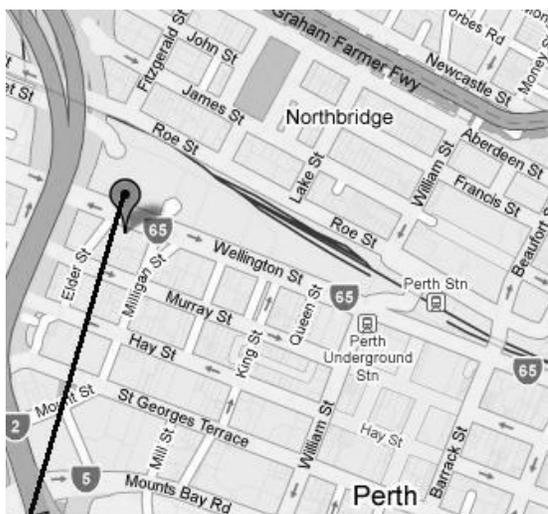
Any updates or clarifications to the event & general event discussion can be found on the Tournaments & Events forum at the main WestGamer website.

www.westgamer.com

Competitors should also have received a special Ultimate Tournament 2009 data disc with additional tournament material. This disc contains this player guide, spare army rosters, commentaries and scoring guides. If you have not received the event disc or are unable to use it, please contact the organizers as soon as possible to organise a replacement or printed copies of any desired material. These files will be uploaded to the Ultimate Tournament website and made available to the general public *after* the event.

Finally, this rules pack contains a provisional schedule for the two days.

VENUE INFORMATION



CITIGATE HOTEL PERTH

The 2009 Ultimate Tournaments will be held at:

**THE "COTTON CLUB" ROOM
Citigate Hotel Perth,
707 Wellington St.**

- Easy access by bus & a short walk from the train line (Perth or City West stations)
- A short walk from Games Workshop Perth
- Ample parking available nearby

Food & Drink

Competitors can enjoy in-room bar service (fully licensed for competitors 18+), as well as the Hotel Restaurant just next to the lobby. Being located in the heart of the city, there are plenty of places to eat available within short walking distance as well.

CONTACTS

If you have any questions about the event, then either e-mail:

ultimate@westgamer.com

or post your questions on the Tournaments & Events forum at:

www.westgamer.com

and we will endeavor to respond as quickly as possible. Alternately, you may call the number below.

MOBILE: 0400 217 211

Please also get in touch with us after the event and tell us what you thought!

WEEKEND INFO

What to do in case of an emergency:

If for some reason you experience last minute complications (such as falling ill or missing a bus) that will result in you being late or unable to come, please call the organizers as soon as you are able. We will do our best to accommodate you, but be aware that due to the tight schedule we are running it may not always be possible.

EMERGENCY CONTACT: 0400 217 211

In the event of a no-show, the organizers will have a ringer army prepared to take their spot. This army will of course be ineligible for any awards.

SPECTATORS

Ultimate Warhammer 40,000 will be open for any spectators to come along and check the event out on either day. The entire weekend will be a tough two days of gaming however, so we will be respecting this and doing our best to ensure that there are no interruptions for the players from the general public.

Spectators (including players watching other games) must not touch anything on a table where a game is in progress, and are not to distract or offer any advice or rules commentary at all. This includes helping to settle disputes. They must also keep a respectful distance from the table edge to allow the players room to move around. Anyone failing to follow these guidelines will receive a warning, and then will be asked to leave the room if they fail to comply.

Also, a special live episode of the show "World's End Radio" will be recorded on the weekend of the event, so you may be approached by the hosts to answer a few questions or to do an interview!

MOBILE PHONES

Pausing during gameplay to answer a call or an SMS can be incredibly rude and annoying for your opponent. We request that all mobile phones be switched off or put on silent whilst games are in progress.

REMEMBER!

Remember to bring any gaming material you require to play 40K, including:

- Your painted army
- Extra copies of your army roster
- This Player Guide
- Rulebooks and Codexes
- Dice (Including special ones)
- Templates & Tape measure
- Calculator
- Super glue (for emergency repairs)
- Objective markers
- Spending money for the bar & food

SCHEDULE

SATURDAY

(28TH NOVEMBER)

Early arriving competitors are to assemble in the hotel lobby (located just outside the "Cotton Club" Room) until the doors open at 8.00am.

8.00am – 8.45am	Earliest entry and check-in
8.45am – 9.00am	Tournament briefing
9.00am	Round #1 begins
11.30am	Round #1 ends

At this time, all players will be asked to set up their armies for public viewing & photos.

11.30am – 12.15pm	Lunch break
12.15pm	Round #2 begins
2.45pm	Round #2 ends
2.45pm – 3.00pm	Afternoon break
3.00pm	Round #3 begins
5.30pm	Round #3 ends

SUNDAY

(29TH NOVEMBER)

Again, early arriving competitors are to assemble in the hotel lobby until the doors open.

8.00am – 9.00am	Earliest entry and check-in
9.00am	Round #4 begins
11.30am	Round #4 ends
11.30am – 11.45pm	Ultimate Quiz
11.45am – 12.30pm	Lunch break
12.30pm	Penultimate round (#5) begins
3.00pm	Penultimate round (#5) ends
3.00pm – 3.15pm	Afternoon break
3.15pm	Ultimate round (#6) begins
5.45pm	Ultimate round (#6) ends

Everyone will be asked to vacate the room and assemble outside until the closing ceremony.

6.00pm – 6.30pm	Closing ceremony & awards
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EVENT CELEBRATION

On the Sunday evenings of both weekends of the Ultimate Tournaments we'll be holding a few celebratory drinks at a local bar (to be announced), to toast the winners and have a generally fun evening. All competitors as well as the general public are invited to join us and we'd love to see you there! Gathering begins at 6.30pm.

RULES OF ENGAGEMENT

ARMY ROSTER

Two weeks before the event you must submit a copy of your army roster for the Judges to refer to. You may submit the list in person (by prior arrangement), by e-mail to ultimate@westgamer.com or hand it in to the Perth Games Workshop store. If you expect to have any problems fulfilling this requirement, make sure you get in touch with the organizers before the due date. **Note that any players submitting their roster later than one full week before the event will receive an automatic ZERO for points in the 'Ultimate Hobby' category.**

When submitting your roster, make sure you include:

- An Ultimate Tournament roster coverpage (a copy is included with this pack and you may print more from the Event CD).
- All pages of the roster itself.
- Any additional background or written material for the army (2 page limit).

You will require a second copy of the roster, which you should keep with you when you are playing. All copies of the roster must include all of the models in your army, their points value, the points value of any equipment, and must specify which models are carrying any upgrades or wargear that you decide to take. Please put your full name on all copies of the list.

Though the judges will be scrutinizing rosters closely and informing players of any inconsistencies in their lists before the event, we take **no** responsibility for any errors that escape our initial notice – so please make absolutely certain that the roster you hand in is correct and conforms exactly to the army you will be using. Any errors discovered during the course of the tournament will result in the culprit losing up to 3 points from the Generalship score for every game in which that army has been used. Double-check your calculations. Make sure that every item of equipment shown on the models in your army has been paid for (remember “what you see is what you get”). If you make a mistake and it is detected during the tournament you will lose points, even if the mistake was an honest one.

ARMY SELECTION

No more than **1750 points** may be spent on the army. Armies must follow the restrictions on army selection of their own Codex.

In addition, the following points will apply for armies at the Ultimate Tournament:

- Codexes released before the 28th October 2009 will be used.
- Rules from the ‘Apocalypse’ expansion book (or any supplements) will not be used for this tournament.
- **Up to 1** special, named or unique character published in a Warhammer 40,000 codex book may be used in an army, but this character (or any unit it is purchased with) does not count towards the minimum unit requirements on the force organization chart.
- Any additional special characters found in White Dwarf magazine, Chapter Approved, or online (such as on the GW web site) may not be used. Special Character models may however be used to represent ‘normal’ characters where appropriate.
- Chapter Approved rules found on the GW web site (such as Armoured Company and Kroot Mercenary forces) may not be used, with the exception of the official Blood Angels Codex.
- ForgeWorld models, rules and army lists from any of the ‘Imperial Armour’ books & ‘Imperial Armour Update’ books may be used with the exception of the following: Special Characters, Flyers, Super Heavy Vehicles, Gargantuan Creatures, Legendary Units, Apocalypse Battle Formations.
- Unless fielding an entire Imperial Armour list, only 1 of each ForgeWorld unit entry may be taken. Experimental rules found on the ForgeWorld web site will not be used.
- All models must be painted and based miniatures of the appropriate type for the troops they represent. Minimum painting standards are three colours on each model (not including colours on the base) in an appropriate scheme. Suffice to say that just an undercoat is not good enough for an Ultimate tournament!
- Weapons, armour options, upgrades and wargear chosen from the army list must be shown on the appropriate models in a unit. You may use converted miniatures to represent troop types not yet available.
- The model types appearing in the army must correctly represent the troops and units being used. Models produced by other manufacturers besides Games Workshop that clearly represent entries from the relevant Warhammer 40,000 Codex may be used as substitutes, **but must be checked by a Judge first.**

- Any and all models not conforming to the restrictions above will be asked by the Judges to be removed from play. We **will** be strictly enforcing this rule. Be warned.
- You **must** assign (and note on all copies of your roster) **10 Kill Points** to units in your army. All HQ and Troop choices must be allocated at least 1 each first, and no units may have more than 1 until every unit in the army has 1 assigned. These are the **only** Kill points that will be generated during any scenarios using “Kill Points” to determine victory.

EVENT FORMAT

The tournament will consist of 6 games played over 2 days. Round #1 - #4 will be played against previously determined opponents (seeded by their composition rating), while round #5 (the ‘Penultimate Round’) and round #6 (the ‘Ultimate Round’) will see players matched against opponents who have generated similar scores in the Generalship category thus far in the event.

At the end of each of these first 4 rounds, each player will be asked to fill out a short trivia form when submitting their scores to the front desk. Each trivia form will feature a different set of questions about the hobby, with topics ranging from rules to 40K universe and race specific background. Each form will be chosen at random from a box and must be filled in secretly at a side table without referring to any books before leaving the front area. Prior to the commencement of round #5, the scores will be tallied and the current leaders on trivia points will take part in a trivia playoff to determine the winner and runner-up of the **Ultimate Quiz**.

Besides winning a small prize, the real bonus of the Ultimate Quiz is getting to choose which scenarios are played in the final 2 rounds of the tournament! The Quiz winner will chose 1 from a list of 6 scenarios which will be played by all competitors in the ‘Ultimate Round’ (round #6), followed by the runner-up who will chose 1 from the remaining 5 to be played by all competitors in the ‘Penultimate Round’ (round #5). Suffice to say that winning the quiz could prove to be an interesting tactical advantage!

FAQs & ERRATA

Each player is responsible for bringing the relevant Warhammer 40K game rules, FAQ & Errata documents that apply to their army with them to the event. (You can find these on the main GW website under “Gaming”)

SCENARIOS

Rounds #1 - #4 will see players competing against each other in 4 different scenarios depending on the tables they are on. Not everyone will be playing the same scenario at the same time, but at the end of round #4 every player will have played each of the 4 scenarios on 4 different tables. The scenarios for rounds #5 (the 'Penultimate Round') and #6 (the 'Ultimate Round') will be chosen by the runner-up and winner of the 'Ultimate Quiz' respectively, and will be played simultaneously by all players.

Scenarios will range from those in the 40K Rulebook, to those included on the Ultimate Tournament Event CD. Different deployment types may be used each game (Pitched Battle, Spearhead & Dawn of War) as per the main rules. Levels of victory in each scenario will be determined by **Kill Points** and / or **Objective Points**. Players will need to provide their own objective markers / counters for any objective based missions.

Each table will be provided with a scenario sheet before the game, or players will be informed of which pages in the rulebook to refer to. The referees will do their best to ensure that all players are matched on 6 different tables during the event.

TERRAIN

Scenery for each battle will have been set up by the referees and may not be moved or changed in any way. We will provide side tables for any army cases, books & gaming tools to eliminate the temptation to shift scenery around to make room for them.

In addition, each table will be supplied with a "battlefield guide" sheet specific to that table. This guide will have pictures or descriptions of the terrain on the table, along with the terrain type and any relevant rules that apply to the scenery. This is designed to help speed up the setup time by eliminating the need to debate over terrain types and effects, and to provide a consistent experience for all players who battle on the same table over the course of the tournament. Please note that these rules are **not** optional and must be played as written. Some battlefields are designed to be a challenge!

TIME KEEPING

Players will have 2 and a half hours per round to complete their games, including setup time. Part of the challenge of the tournament is making tactical decisions under pressure, so games should be played at a reasonably quick pace. Don't wait until it's your turn to consider your next moves!

Before the game:

Before battle commences, players are encouraged to take a brief 'warm-up' period. During this time you must show your opponent all of the models in your army that will be deployed during the initial set up. This includes any models deployed in transport vehicles or being held in reserve.

Players are also encouraged to swap army lists and have a quick chat about anything unfamiliar in their opponent's army as this can speed up game play later on.

The 'warm-up' period is a good way for players to get off to a good start, and to help avoid the situations that can lead to rules disputes and bad feeling. It is basically an opportunity for both players to have a quick chat about their armies and the way they play the game.

During the game:

Get battling! Players will receive time warnings from the referees at these intervals:

- 1 hour remaining
- 15 minute warning
- End of round

After the 15 minute warning is announced, players should begin no new game turns and must play quickly to finish the current game turn. The purpose of this warning is to give players ample opportunity to ensure that they each get the same number of player turns.

When the end of round time is announced, **all games must end immediately**. No more moves may be made & no more dice are to be rolled. There will be **no exceptions** to this, so please take the 15 minute warning seriously so that you're not forced to freeze play in the middle of a critical phase!

After the game:

Upon finishing, both players must fill out their scorecards and hand them up to the front desk **before packing up**. During rounds #1 - #4 you will also be asked to fill out a quiz form before returning to your table.

At this point it is entirely possible that there will still be games in progress, so if you wish to spectate - please be respectful and follow the guidelines mentioned earlier in this pack.

There will be a short break period between each round (longer for lunch). Once players have received information on their next round tables, scenarios and opponents, you may (if you wish) move to your next table and set up (provided the table has been vacated) before the round begins. You and your opponent may roll for table sides and any other 'before game' effects during this time - **but you must not begin game turn #1 until the referees announce the start of the round.**

SCORING

At the end of each game, both players will be required to fill in a scorecard to log the results of the game and to give your opponent a score for their sportsmanship. Please hand this in to the front desk as soon as possible.

Game results:

On this part of the scorecard you will be required to note down the result and each player's total points for the game (this will be objective points, kill points, or possibly both depending on the mission). Players will earn tournament Generalship points according to the margin of victory as follows:

Difference in game Objective Points / Kill Points	Tournament Generalship Points	
	Win	Loss
0	10	10
1	11	9
2	12	8
3	13	7
4	14	6
5	15	5
6	16	4
7	17	3
8	18	2
9	19	1
10+	20	0

Wipeouts:

If you succeed in achieving a "Wipeout!" (Rulebook page #90), then full **Objective Points** available for the mission are scored by the winning player. Any **Kill Points** are calculated as normal for both players.

Sportsmanship:

On this part of the scorecard you will be required to rate your opponent on their conduct as a player during the game.

Examples of these forms can be found on the Ultimate Tournament Event CD.

REFEREES

During each round, the event referees will be available should help be needed. Remember though, your first point of call for questions should be the rulebook, relevant army codex, Q&A / errata document or this pack.

If you really need a referee to sort out a rules question, then you are free to call one over, and our referees may intervene if they see an argument brewing. Be warned however, that our referees will be under strict instructions to give players one of two answers to any question they are asked:

1. They will show you the rule in its relevant place in either the rulebook, codex or other printed source.
2. To roll a D6 to sort out any rules problems not solved by the above.

DECIDING WHO WINS ULTIMATE WARHAMMER 40,000

The winner of Ultimate Warhammer 40,000 will be the player who scores the most points in the categories described below. The points scored in each category will be added together, and the player with the highest total will be the winner. In addition to the overall winner we will also give out a number of other awards, which will be announced at the closing ceremony.

GENERALSHIP (0 – 120 POINTS)

The most important category and the one most critical to winning the event. The procedure for working out the Tournament points for Generalship is quite simple. We expect you (the players) to work out the points for each battle and record them on your Tournament scorecard (which will be provided each round).

Work out your game points as per the relevant scenario, remembering to include all applicable Objective Points and/or Kill Points. The guide for converting these to Tournament Generalship points is included on the previous page of this pack and will be printed on the scorecard also. Decide what degree of victory has been attained - and fill the value in appropriately.

PAINTING (0 – 50 POINTS)

The painting standard of your army will be rated by the Judges using a detailed checklist. There is very little room for subjective marking using this checklist, meaning that all armies in the tournament will be rated consistently in this way without bias. The checklist will cover a range of painting areas, giving a score of up to 44 points. Please see the examples on the Event CD to help you measure the score your army can expect.

The final 6 points in this category will be awarded by the 3 Judges individually. Each judge will be able to allocate 2 points to any army or armies that they pick as their favourites for painting. They may award 1 point each to 2 separate armies, or could elect to award both points to a single army. In order for a player to score the full 50 points available for painting, they must get a full checklist score and all of the Judges points.

Using bought or borrowed armies:

It's not uncommon now for players to use armies that include miniatures which they haven't painted themselves. Whilst we would prefer this wasn't the case, you are permitted to do so. However, we do want to ensure that the 'Best Painted' awards go to the players who did paint their armies themselves and for this reason you'll be asked to indicate to the Judges whether you painted the entire army yourself or if someone else helped. Therefore whilst bought or borrowed armies will still generate points for you, they will be ineligible for any painting awards.

SPORTSMANSHIP (0 – 50 POINTS)

This category is included to encourage players to take part in the tournament in the right spirit. Obviously, we deplore rude or unsporting behavior and we hope that the points available for being a sporting and friendly opponent will discourage players from even thinking of acting in this manner.

The scorecard you fill out each round will have a section to rate your opponent's behavior during the game, giving them a score of up to 10 points each round. This section of the card **must be filled out in secret** so as to not influence the score your opponent gives you. At the end of round #6, your lowest sportsmanship game score will be removed, and the remainder tallied to give you a score out of 50. The reason we remove your worst result is to reduce the chance that someone will attempt to sabotage your overall score, and to reflect the odd personality clash that sometimes occurs.

An example of this form can be found on the Ultimate Tournament Event CD.

ULTIMATE HOBBY (0 – 20 POINTS)

This is a 'catch all' category for the Judges to reward extra hobby effort by players at the event. Parts of an army's presentation that are not part of the army itself are a good example of this, but there are many things that can generate points for players. We're looking for anything hobby, presentation or conduct related, so use your imagination! For more inspiration, check out the Event CD.

TIEBREAKERS

We will be using a few simple systems to ensure that there are no ties at the event.

Overall:

In the case of a tie for overall positioning, we will use player Generalship rankings to determine the sequence of overall rank between tied players.

Generalship:

In the case of a tie for Generalship positioning, we will use a combined total of the overall game points from each round to determine the sequence between tied players

Painting:

In the case of a tie for Painting positioning, the sequence of rank between tied players will be determined by Judge voting.

Sportsmanship:

In the case of a tie for Sportsmanship positioning, the sequence of rank between tied players will be determined by player Generalship rankings. (It is often more difficult to maintain a good Sportsmanship score if you're beating your opponents to a bloody pulp!)

Ultimate Hobby:

In the case of a tie for the player with the most Ultimate Hobby points, the sequence of rank between the highest tied players will be determined by Judge voting. Other ties in this category will be shown as such.

AWARDS

During the closing ceremony, we will be presenting 4 major awards, as well as runners up and several minor awards. The major categories are:

- **Ultimate Champion (all scores combined)**
- **Ultimate General (Generalship)**
- **Ultimate Painter (Painting)**
- **Ultimate Sportsman (Sportsmanship)**

Note that it is entirely possible for any player to win 2 or more of these awards. Players good enough to win multiple categories truly deserve it!

RESULTS

Event results will be available to players before they leave the tournament, and a full listing will be uploaded to WestGamer shortly afterwards with the event coverage.