

Armadale Wargames Inc

Quick March 1500 Point

Warhammer 40K Tournament

Saturday 20 March 2010

Welcome

Welcome to the QUICK MARCH Warhammer 40K Tournament, run by Armadale Wargames. This player's pack should contain all the information you need to take part in the tournament. If you have any questions please contact the tournament organiser ASAP.

The purpose of QUICK MARCH is to give you the opportunity, to use and display your skills as a General, Hobbyist and Sportsman, but most importantly to have fun.

Tournament Schedule

8.30	Doors open
8.30 to 8.45	Registration
8.45 to 9.00	Event Briefing
9.00 to 11.00	Round 1
11.15 to 1.15	Round 2
1.15 to 2.00	Lunch
2.00.00 to 4.00	Round 3
4.15 to 6.15	Round 4
6.15 to 7.00	Packing up, and Presentations

Where is it?

The tournament will be held in the Main Hall, Harold King Community Centre.
11 Grovelands Drive Westfield

How to contact the organisers

You can contact the organisers by phoning Gary Danafor on 94972917 or 0439945576, e-mail gdanafor@bigpond.net.au, or by coming to the club Saturdays 10am to 3pm

If you need to send mail correspondence, please send it to:

Quick March
Armadale Wargames Inc
PO Box 8
Armadale 6992

General Rules

The tournament will be played using the official rules from the Warhammer 40K 5th Edition. All Army limitations are in effect and your force must be a maximum of 1500 points.

Any official 5th edition rules, clarifications and articles from the Australian White Dwarf or GW online released up to and including March 2010 may also be used.

If a Codex has been released for your army you MUST use this book. In cases of articles being duplicated, the most recent version must be used.

Any rules or army lists from White Dwarf that are indicated as test rules or are to be used with opponents consent only may not be used.

All players are to bring a copy of the core rules, any Codices and publication they are using. You must be able to present the rules for any model in your army.

Imperial Armour lists and units may be used however Apocalypse units/formations, Super Heavies/Gargantuan Creatures and Flyers may not be used.

Tournament Scoring

Trophies will be awarded in the following categories:

- Generalship (based on your victories and defeats)
- Sportsmanship (as judged by your opponents)
- Painting (as judged by your peers)
- Best Army (as judged by your opponents)
- Overall (based on your results above)

Army Selection

When writing your army list and preparing your army for Quick March you'll need to make sure it meets the tournament rules, which are:

- No more than 1500 points may be spent on the army.
- Armies must follow all the rules and restrictions on army selection of their own Codex.
- All armies must comply with the Force Organisation Chart for a Standard Missions detailed in their Codex. Only one detachment can be fielded.
- Armies can only be chosen from the latest version of Codex, Imperial Armour book (or PDF update).

Army Lists

Army lists must be in the same format as supplied in the player's pack. 2 blank army lists are attached.

Army Builder lists are also acceptable however you must check that the calculations match the codex point costs. You will also need to have a copy of your codex at the tournament.

Errors in the Army Roster will incur a Generalship points penalty. Double-check the roster before handing it in.

Once you have completed your Army selection you please submit your list **by 13 March 2010** by e-mailing it to gdanafor@bigpond.net.au

Or you can submit the list by bringing it to an AWG meeting on or before **13 March 2010**.
Or by posting it to PO Box 8 Armadale 6992
Or by handing it in at the location you purchased your ticket.

Army Representation

All models must be WYSIWYG and should be painted to a 3 colour minimum.

Armies that are not painted to a three colour minimum will be considered "Green".

Green units/models required to make Leadership or Morale tests, must do so on 3d6 using the 2 highest dice. Units normally immune to psychology e.g. Fearless, must make leadership tests on 2d6.

Unpainted Vehicles count all Armour Values as one point lower than normal.

If you did not paint your army (or part of your army) yourself, this is acceptable, but you must inform the judges. This will exclude you from winning the 'Best painting' award. (But not your painting points)

Terrain

The event organisers will set up each table. Terrain pieces may not be re-arranged by competitors prior to a game.

If it is unclear how some terrain is to be treated with respect to the rules (movement, cover, etc) work this out with your opponent or ask the organiser.

Game Play

Players will compete in 4 games, with the first round opponents determined randomly. Challenges may be issued for the first round games. This can be done by notifying the organiser prior to the event or at registration. If your opponent accepts the challenge your forces will meet in this round only. All other opponents in rounds 2 through 4 will be determined using the GW Swiss System.

Each round will be played using a standard scenario from the 5th edition rule book. However missions maybe sourced from the new Battle Missions book if there are any suited to tournament play.

Each round will run for two hours. This includes any pre-game pleasantries and deployment etc.

Scoring Each Game

To win each game you must achieve the objectives specified in that round's mission or scenario.

Once you have determined the victory points scored for each player you will record these and the Tournament points (from the table below) on the Game Result Form you will be supplied with each round.

Tournament Points		
Difference in victory 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 or more	20	0

In the event that a player wipes out their opponent's force, they automatically win and score the maximum Tournament Points for that game.

Raffles, Food and Drink

Food and drink of questionable nutritional value will be available!

There will also be a raffle