Warhammer 40k rules pack

Introduction/Philosophy

Welcome to our Road to Rising Sun GT!

Rising Sun aims at providing wargaming tournaments in Japan offering a relaxed atmosphere and not to exclusively promote the competitive side of the hobby. But, this is a tournament after all, and therefore there must be certain rules and guidelines.

Considering that many of our local hobby communities consist of a large amount of beginner-level players, we have tried to keep these rules as simple as possible, while still making the event as attractive as possible to veteran players.

We strongly believe that one of the amazing parts of our hobby is that it can be shared worldwide. Being in Japan, we are aiming at an universal event where English and Japanese speaking participants can have fun together, whatever their linguistic skills are.
In order to achieve that we are doing our best to build a bilingual event through our communication, tools, materials, etc.

In this document you will find the rules for the tournament. We encourage all players attending RtRSGT to abide by these rules and follow these guidelines as best as they can. And remember, the TO will have the final decision to any situation that is not covered in these rules.

Happy playing!

Highlights

- Date: June 13th 2021
- Schedule:
  - 9:00 -> Doors open and registration
  - 9:30 ~ 12:30 -> Round 1
  - 13:15 ~ 16:15 -> Round 2
  - 16:45 ~ 19:45 -> Round 3
  - 20:00 -> Results, prizes and closing
- Venue: Fukae Hall, Kobe
  https://www.fukaekaikan.com/
  〒658-0021 兵庫県神戸市東灘区深江本町3丁目5番7号

- Participants: 8-10 players
- System: Warhammer 40k - 9th Edition

- Format: Strike Force - 2,000 points
- Round length: 3 games of 3 hours
- Main TO: Romain Bovéry

System and Format

RtRSGT will be using **Warhammer 40k 9th edition Matched Play** rules, in **Strike Force** size.
> -> Core book pg 280, Chapter Approved GT 2020 page pg 4

Your army must be **Battle-Forged**, include **at least one Detachment** and **no more than 2,000 points**.
> -> *Core book pg 244*

The following releases will be in use, as long as they were **published 2 weeks before the tournament**:
- 9th Edition Core book
- Chapter Approved: Grand Tournament 2020
- Latest codex for your faction;
- Extensions (e.g.g Psychic Awakening) for your faction if still in use;
- Forge World datasheets;
- White Dwarf publications;
- Latest Erratas and FAQs;
- Beta rules (if applicable).

*Codex released for 9th Edition (after summer 2020) invalidate the faction's Psychic Awakening
**Vigilus campaign books and Legend Models datasheets are NOT accepted

Painted armies

A **fully-painted army is NOT mandatory** (but recommended) - you can join with your models as long as they are built and legal.

An army will be considered painted when, and only when, (1) all miniatures are painted with at least 3 colors; and (2) the bases are painted and textured in some way. Painting a base in just one color, let's say brown, will not be considered painted. Contact the organizers in case of doubt.

We strongly encourage painted armies. Painting level will be used as a tie-breaker (see "*Tournament structure, scoring and ranking*" below).

Miniatures

All miniatures must be either **Citadel Miniatures** or **Forge World**.

Your models/units need to be **WYSIWYG as much as possible** to make the game smoother for your opponents.

> -> WYSIWYG is "What you see is what you get", the fact that each miniature's equipment reflects what you selected in your army list.
>
> -> For example, a Space Marine holding a flamer played as a multi-melta can be tolerated, but a whole squad of Space Marines with Boltgun played as Lascannon Devastators should be avoided.

Converted models and Forge World are accepted but **proxies should be avoided**.

> -> A proxy is a model played with the rules of another datasheet, or models from another game - e.g. Terminators played with Intercessor or Stormcast Eternals.
>
> -> Conversions are acceptable as long as at least 70% of the miniature is built with bits of Citadel Miniatures and the original model can be recognized. In case of doubt, get in contact with the organizers in advance.

Sometimes base sizes vary depending on the release of the model. Models will be accepted **as long as bases are the ones included in their latest set**.

Modelling for advantage is not acceptable, and any model that is modelled so will be considered visible as if it were the full height and width of the model, as determined by the judges.

Tournament flow, scoring and ranking

RtRSGT consists of **3 rounds, 3 hours each**.

Pairings will be determined with a standard **Swiss pairing system** (1st round is random).

Each round will use a different **Matched Play mission**:
- Round 1: **Sweep and Clear**, *Chapter Approved GT 2020 pg 52;*
- Round 2: **Overrun**, *Chapter Approved GT 2020 pg 50;*
- Round 3: **Battle Lines**, *Chapter Approved GT 2020 pg 46;*

During a round, players score Victory Points (VP) through:
- **Primary Objectives** (explained in the mission details);
- **3 Secondary Objectives*** picked by the player at the beginning of each round.
  > -> Chapter Approved GT 2020 pg 8 (mission details also include 1 Secondary Objective that can be chosen)

*Secondary Objectives are a big change in 9th Edition and not always easy to deal with. We recommend choosing objectives with a **simple mechanic**, that **fit your army** (or counter your opponent), and **memorize the phase when they can be scored**.

At the end of each round, each player will attribute a **Good Sports mark** (0 to 10) to summarize how much he enjoyed playing with his opponent. A **Best Sports prize** will be awarded at the end of the tournament to the player with the overall higher score.

Each participant will score Tournament Points (TP) as follows:
- **Outcome of each round** (Victory = 1,000 TP, Tie = 500 TP, Loss = 0 TP)
  - +
- **VP scored for each round** (Primary and Secondary objectives*)

*Important: We **DON'T** apply the rule granting 10 Victory Points if your army is Battle Ready (Core book pg 283 - Chapter Approved GT 2020 page pg 7), 16. Determine Victor. **Therefore the score cap for each round is 90 Victory Points**.

Tournament's Victor is the player with the **largest number of Tournament Points** after Round 3's outcome.

In case of a tie, the following rules will be applied as tiebreaker:

- **Army's painting level** (Grand Master = 250 TP; Master = 150 TP; Fully Painted = 50 TP; Not painted = 0 TP)
  - +
- **Total Good Sports mark** converted in TP

Round length and breakdown

We will be **using standard chess clock rules** (see "Appendix") as we believe this is the best way to make each game fair in a tournament context.

Each round will be 3 hours long, including:
- **10 minutes of settings** before the first roll is made - **players' clock DOESN'T start**. You can present your list to your opponent, set the objective markers, select your secondary objectives, agree on terrain zones, etc.
  - *-> Core book pg 281 - Chapter Approved GT 2020 page pg 5, steps 4. Read Mission Briefing to 8. Determine Attacker and Defender*
- **2 hours 50 minutes of game, 1 hour 25 minutes for each player**. Starting before deployment, right after the roll off to decide Attacker and Defender has been made. The Defender **DOES start his clock**, selects his deployment zone and deploys the first unit. Then he switches on the Attacker's time, who deploys his first unit, and so on with the regular game flow.
  - *-> Core book pg 281 - Chapter Approved GT 2020 page pg 5, from step 9. Choose Deployment Zone to 16. Determine Victor.*

Tables and Terrains

Board size will be **44"x60",** as per Games Workshop recommendations.

Tables will have the **same layout and include the same terrain features/rules** as much as possible.

The **layouts will be revealed a few weeks before the event**, please check the "*Agenda*" part for the date.

Agenda, Registration and Payment

- June 6th -> Army lists submissions
- June 7th -> Table layouts reveal
- June 11th -> Lists publication
- June 13th -> Tournament day!

To book a spot and join the tournament, [please fill this following form](#).

The price to participate will be ¥3,000JPY, which should be paid during registration on the day of the tournament, before Round 1 starts.

What do you need to bring?

- **Your army** (we also recommend trays to move easily from one table to another);
- **Your army list** (preferably printed for memo or if your opponent wishes to check something);
- Reference materials for the **core rules, missions, terrain rules, etc.**;
- **Latest codex, Psychic Awakening and other relevant publications** for your army (digital support can be accepted if up to date);
- **Latest FAQs/Erratas** for the core rules and your army's rules/supplements* (preferably printed);
- Your **measuring instruments and dices** (please try to favor dices that are easy to read for everyone (especially the difference between 1s and 6s);
- And your **mask**!

Please note that **lunch is not included**.

*This is quite important as several core rules have been updated already, as well as the adjustments for codices/supplements to 9th edition.

Good sports

Good sports is often summarized to "not cheating", which we believe is so obvious that it shouldn't even need to be mentioned.
At RtRSGT, we believe that good sports is to make the game enjoyable and fun for both players, whichever the issue is. For example, helping/tipping an opponent if you're dominating heavily, not being bitter if you lose or dices are not on your side, etc.

We think Games Workshop did a very nice job explaining what is good sports in the Age of Sigmar General Handbook 2020 (see at the end), so we invite you to refer to it.
For each of their games, players will grant a Good Sports mark to their opponent and a Best Sports prize will be awarded at the end of the tournament.

COVID-19 Safety Measures

We are living through difficult times and we need to make sure that all the participants can enjoy the event while being perfectly safe.
In order to achieve that, all measures that we judge necessary will be applied, such as mask, social distancing, aeration, etc. All these measures will be communicated closer to the event.

Appendix: Time and Chess Clock rules

- Clock doesn't start during the 10 minutes settings allocated to each round (see **Round length and structure**).
- Clock **starts when the Defender starts deploying his first unit**.
- **Players are responsible for passing the clock to their opponent.** So even if player A is playing his own turn, the **clock should be passed to player B if he interrupts for any reason** (Save rolls, Moral test, use of a stratagem, scoring VP, asking clarifications on some rules, checking something with TO, etc.). It is the players' responsibility to pass the clock to their opponent.
- Players can choose to not roll for outcomes in situations that are obvious, for example if player A has 10 saving rolls to do and he is sure the unit won't survive. This is especially used when time is running short.
- **When one player's clock reaches 0, he CAN'T start a new turn. If the clock reaches 0 during his own turn, he CAN'T perform any further actions** such as moving, psychic, shooting, fighting, using stratagems, etc. **Save rolls, Morale/Attrition test and Scoring VP are the only actions possible** for a player with no time left.
- **Game ends at the start of a player's turn when neither player has more than 5 minutes left on their clock.** The players should then use the remaining time to

discuss the outcome and agree on the final score. If the players can't agree on the outcome, they will have to call the TO who will make the judgement.
- Major rules disputes cause time to be paused until a TO determines the situation and makes a judgement. **Time can be paused only by the TO.**

Advice 1: Use "**intention play**". Intention play is as simple as commenting on your actions and ask your opponent for confirmation to avoid re-discussing the matter or re-measuring. A few examples:
-> Moving phase: "I move my unit over there, do you agree that the charge distance will be 8"?" Charge phase: You don't need to measure again.
-> Moving phase: "I set my unit wholly in this ruin to get the cover, is it ok with you?" Opponent Shooting phase: You can apply the cover bonus without checking again.
-> Moving phase: "I will set this unit here so that I can score Linebreaker this turn, is it all right?" End of the turn: No need to check again if the unit can score or not.

Advice 2: **Know your units and their rules**. Have a copy of your list ready to show your opponent (we recommend Battlescribe) and rule books ready just in case.

Advice 3: **Choose secondary objectives that suit your army, without too many conditions**. Remember (or use a note) the moment you can score each secondary objective.

Advice 4: **Study the keywords** to avoid any confusion and re-checking in the rules.

Contacts

Regarding tournament organization, participation, etc.:

       -> Romain (romain.bovery@gmail.com)
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