**Crossroads 2017 – Sept 30th and Oct 1st**

**Warhammer 40K – Singles Tournament**

Welcome to the Crossroads 2017 Warhammer 40K Singles Championship!

**Tournament Format**

The tournament will be 5 rounds. Army lists are to be **1500** points. Currently there is space for 32 players. Army lists must be submitted via email to [kommandochrisp@gmail.com](mailto:kommandochrisp@gmail.com) by September 16th.

**Friday Schedule-**

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| **Check-in, Registration, Open Gaming** | 6:00pm-1:00am |

**Saturday Schedule-**

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| **Registration/Initial Pairings and Welcome** | | 9:30-10:00 |
| **Round 1-** | Scenario: TBD | 10:00-12:10 |
| **Lunch Break** | | 12:10-1:10 |
| **Round 2-** | Scenario: TBD | 1:10-3:20 |
| **Round 3-** | Scenario: TBD | 3:35-5:45 |

**Sunday Schedule-**

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| **Round 4-** | Scenario: TBD | 9:30-11:40 |
| **Lunch Break** | | 11:40-12:40 |
| **Round 5-** | Scenario: TBD | 12:40-2:50 |
| **Awards** | | 3:15 |

**Round Times:**

Each round will be 2 hours and 10 minutes in duration. The first 10 minutes should be set aside for list discussion and terrain clarification. The rest of the time is “game time.” Dice down will be called at the end of the round.

**Army Lists and Restrictions:**

Your army must be Battle-Forged w/ a maximum of 3 detachments

Codices & other source material published by September 1st can be used

Games Workshop and ITC FAQ’s will be used (We will use FAQs published up to the 8th of September)

Forge-World units are allowed

Understrength units will not be allowed

Minimum squad sizes must be reached

Other rules clarifications will be added here, or via a link on the Crossroads 40K GT website.

**Appearance:**

Painted models are not required but there will be an appearance score as part of your overall tournament score. The appearance score will range from 0 for having an unpainted army, to 40 for an amazing looking army.   
  
Please talk to or email Chris Pelletier at [kommandochrisp@gmail.com](mailto:kommandochrisp@gmail.com) if you have questions regarding counts-as models, significant conversions, or if you did not paint your army.

**Scoring & Awards:**

You will score Battle (80 total, 16/game) & Sportsmanship (40 total, 8/game) points each round. Appearance (40) will be scored by the judges.

**Best Overall** – The player with the highest combined score of Battle, Appearance, and Sportsmanship: X/160. (tie-breaker = Battle 🡪 Sportsmanship 🡪 Appearance)

**The Warmaster** – The player that goes undefeated over their 5 games. (Scenarios will have Win/Loss conditions. Only 1 player will go undefeated. This is independent of your battle score)

**Player’s Choice** – Each player gets a vote, and can choose their favorite among the 40K attendees. (This award is independent of your appearance score. (tie-breaker = run-off vote)

**Best Sportsman** – At the end of round 4, you will rank your first 4 opponents. The player ranked highest wins. (tie-breaker = Battle)

**Best Appearance** – You will be scored by a panel of judges against the other attendees.