



Briscon 2019 – Warhammer 40,000 Championships

Tournament Organisers: The Normal Blokes Wargaming: Luke Pearce, Jordan Bennett and Dineeth Liyanagama.

Tournament Director: Queensland Gamers Guild: Jason Beasley.

Contact: thenormalblokes@gmail.com or Dineeth Liyanagama/Luke Pearce/Jordan Bennett on Facebook, or the Briscon 40k 2019 Facebook event.

DETAILS AND PLAYER REQUIREMENTS

1.1 Basic Info:

When: Saturday 27th-28th April 2019

Where: Mt Gravatt Showgrounds - 1644 Logan Rd, Mount Gravatt QLD 4122.

2 Days

5 Rounds

ETC Style Missions

64 Player cap

2hr 45min rounds

Format: Matched Play rules and restrictions with ETC missions, with all FAQ's/errata/new rules prior to and including **April 12th 2019**. New releases or changes from April 13th 2019 onward will not be permitted/in effect for this event.



Event type: Competitive, but bring a good attitude.

Schedule:

DAY 1:

8:00am: Player Arrival/Registration

8:35am: Cut Off for Registration, Player Briefing and Mission Outline

8:45am - 11:30am: Round 1

11:30am – 12:15pm: Lunch

12:15pm – 3:00pm Round 2

3:15pm - 6:00pm: Round 3

DAY 2:

8:30am: Player Arrival/Registration

8:45am - 11:30am: Round 4

11:30am – 12:15pm: Lunch – Players will also put out their armies if they wish to be considered for painting awards

12:15pm – 3:00pm Round 5

3:15pm – 4:00pm Awards and pack up

1.2 Requirements for players before the event:

Payment: \$55 paid at www.briscon.com.au/tournaments.html prior to the event date.

Players will be required to use the **Down Under Pairings (DUP)** to submit lists and for scoring purposes. Lists require **All** individual unit points breakdown, warlord/warlord trait used, psychic powers selected and free relic selected. Pre-game command points usage and specialist detachment selection does not have to be listed, and may vary per round. Registration on DUP is free. **List submissions are due by 11:59pm on Saturday April 12th 2019.**



We will be using the ETC-style combined eternal war, maelstrom of war and kill points victory points. *These are then added together, along with first strike (replacing first blood in all missions), slay the warlord and line breaker (1VP each) to give players a total score, and we will then compare these scores in the following rubric, to give battle points for the round:*

****For players who have not played this before, it's just like playing maelstrom throughout the game, and at the end of the game add up kill points and eternal war end-game scoring****

Difference in both player's total VP's achieved:	Winning player's battle points awarded:	Losing player's battle points awarded:
19+	20	0
17-18	19	1
15-16	18	2
13-14	17	3
11-12	16	4
9-10	15	5
7-8	14	6
5-6	13	7
3-4	12	8
1-2	11	9
0	10	10



Note that tabling your opponent in this event DOES NOT result in an automatic 20:0 win. Players who table their opponents continue to play out the game, with their opponent retaining their scored VP. At the end of the game, scores are compared as normal.

Missions Breakdown:

Mission 1:

Maelstrom: 3 cards.

Eternal War: Retrieval Mission (Markers #1-4 only, BRB page 218).

Kill points: 1VP awarded for each enemy unit killed.

Mission 2:

Maelstrom: 3 cards.

Eternal War: Big Guns Never Tire (Markers #1-4 only, BRB page 221).

Kill points: 1VP awarded for each enemy unit killed.

Mission 3:

Maelstrom: 3 cards.

Eternal War: 3VP for each objective marker 1-6 held at the end of the game.

Kill points: 1VP awarded for each enemy unit killed. .

Mission 4:

Maelstrom: 3 cards.

Eternal War: Secure and Control (Markers #1-2 only, BRB page 222).

Kill points: 1VP awarded for each enemy unit killed.

Mission 5:

Maelstrom: 3 cards.

Eternal War: The Scouring (BRB page 220).

Kill points: 1VP awarded for each enemy unit killed.



Maelstrom Clarification: Generic tactical objective cards ONLY to be used, no faction specific cards - if people have a faction specific deck, cards #11-16 must be used as Secure Objective 1-6 respectively. Players may discard 1 card at the end of each of their turns. Any cards drawn at the start of the turn which are impossible to score may be redrawn. All cards/wording mentioning D3 victory points will count as 2 points, and all wording of D6 victory points will count as 3 points.

ROUND SPECIFICS

2.0 Army Composition

2,000 points maximum.

Battle-forged with a maximum of 3 detachments.

500pts Forge World allowed.

CONVERTED MODELS: Allowed but must be approved before the event!

2.1 Pre-game Setup

Players discuss list specifics prior to game commencing. For pre-game stratagems prior to deployment, including specialist detachments, players roll off and the winner decides who reveals these first.

The winner of this roll-off also places the first objective marker. Markers are placed as per the specific eternal war mission being played. Players continue alternating placement of markers, until all 6 markers are placed. *Note some Eternal War missions may only use 2 or 4 markers, but the other markers are still placed and used for Maelstrom scoring.

Following this, players roll off once more, and the winner of the roll of selects their deployment zone. The other player then deploys the first unit.



2.2 Round Length, Game Ending and Time Limitations

Options for game finish/scoring protocol are described below

1. **Natural End:** At the end of the 5th battle round, the player who took the first player turn rolls a dice. On a 3+ the game continues, otherwise the game ends. **The game automatically ends at the end of the 6th battle round.**
2. **Tabling :** Tabling your opponent in this event DOES NOT result in an automatic 20:0 win. Players who table their opponents continue to play out the game, with their opponent retaining their scored VP, At the end of the game, scores are compared as normal.
3. **Conceding:** Please note that conceding, which is different to tabling, results in an automatic battle score of 0 for the round.

Ideally, we want games to go to the full length of 5+ turns, but sometimes this does not happen. We have included the following protocols to manage games that do not reach a natural end:

4. **Early Finish:** In cases where both players do not believe they can finish all 5+ battle rounds, players may decide on a defined game end. This decision may be made at the 1-hour-to-go or 30-minutes-to-go mark, or alternatively a time where players see fit to decide the game cannot end naturally. Players then play until that time limit, and score **ONLY** up until the end of that battle round.

Players will be reminded of the time **every 30 minutes** - if you are running behind and see that you won't be able to finish all the rounds, please find an outcome where both players have equal turns for scoring purposes. Slow playing, intentional or accidental, is something we wish to avoid.

- *If you have an issue with your opponent playing too slow, please pick this up and discuss it early, not at the end of the round - call a TO if needed.*
- *It is both players' responsibility to finish their turns on time.*
- *The use of chess clocks and timers is allowed at this event, if players wish to bring and use them - if a player runs out of time while using the chess clock, they are only able to make involuntary actions for the rest of the game (saving throws, morale checks etc.).*

2.3 Cheating/Unsportsmanlike Behaviour

We wish to encourage high level play at this tournament, along with high level sportsmanship. Any complaints of cheating in any way will be investigated and dealt with swiftly and accordingly. We wish to be fair with our judgement, but will not stand for any poor gaming etiquette or unfairness. We will remove players from the event if there are any issues with scoring, playing, or behaviour. *Players are encouraged to respect the line, and difference, between competitive play and poor sportsmanship.*

2.4 Event Scoring

Battle: Players will be seeded according to their win/loss score, with their battle points score used for pairings within their bracket. The final winner of the event will have the highest round score, with battle points used to split any draws.

Sportsmanship: Players nominate 1 of their opponents who they played for the Best Sportsmanship Award at the end of the event. Players may only vote for people they have played on the day. The player with the most votes wins. In the case of a tie, the player with the highest battle points who hasn't already won a prize will take the award.

Painting: Players must submit 1 vote for best painted prior to round 5 beginning. Players are encouraged to set up their armies during lunch (day 2) to allow others to view their army, but this is not required. The player with the most votes wins. In the case of a tie, the



player with the highest painting rubric score (below) who hasn't already won a prize will take the award.

PAINTING RUBRIC

A fully painted three-colour minimum and basing will be enforced. Please have your army prepared to this level *at a minimum*. A battle points penalty may occur at the TO's discretion if this is not met. The following painting rubric will be used for scoring for the event:

<u>Painting Criteria:</u>	<u>Score:</u>	<u>Value:</u>
3 colour minimum and based.	Yes	No
Additional highlights and shading used throughout the army		5
Basing of models includes multiple elements/basing materials (eg - grass or rocks over basing paints/material)		5
Different units/detachments easily differentiated and are not confusing.		5
Additional advanced techniques used (freehand work/blending/weathering) above regular tabletop standard.		5
One of the following: Themed army list or objective markers.		2
Appropriately themed display board.		2
Army list printed with all required information.		1
	<u>Total:</u>	/25



3. Awards:

Horus Lupercal: Highest Battle Points

Roboute Guilliman: 2nd Highest Battle Points

Rogal Dorn: 3rd Highest Battle Points

Sanguinius: Best Sportsmanship

Fulgrim: Player's choice (Painting)

The Emperor of Mankind: Best Overall Score