CASTLE ASSAULT 40K 2018

FORMAT:
2000pts (1500pts+ 2x500pts sideboards)
Battleforged – Max 3 detachments
5 Games
3hrs per round
Player cap – 40 player

VENUE:
5/3 Beaumont St, Hamilton NSW 2303

PAYMENT:
Cost: $55
Bank Depost – see payment section

Saturday	Sunday
0900 - Registration	0930 – Registration
0930 – 1230 - Round 1	0931 – Players choice
1230 – 1315 – Lunch	1000 – 1300 - Round 4
1315 – 1615 – Round 2	1300 – 1330 - Lunch
1630 – 1930- Round 3	1330 – 1630 - Round 5
1930 – Fun Time!!!	1645 - Presentation

PARTY PARTY PARTY!:

The most important factor in this torunament is the keyword <PARTY> this is not your regular tournament, aggressive super competitive attitudes should be left at home. Sure the event will be ITC ranked, but that does not mean we are not here to have a fun time. A sensible and FUN attitude is the ultimate thing to bring to this event. Alcohol will be able to be drunk while you play, and if your game is too busy to get a drink, the TO will be more than happy to get you a beer (for a price). Excessively silly behaviour will be frowned upon, happy fun times behaviour will be encouraged. Bring your man dollies, enjoy a few drinks, have a fun time.

PAYMENT: There are 2 steps

1. All player payments need to direct deposit to
Account Name: Fury Juice Pty Ltd
BSB: 032-639
Account: 201619
Bank: Westpac
Please write in the description: CA18 40k (Player Name)

2. Register on the website http://castleassault.net/ with their details
All payments need to be in by 2 weeks before the event Aug 5th.

After paying for your entry, please email **hwburkill@gmail.com** telling me of the payment. Please use your full real name in the reference so it is easy for me to track. This email address will also be the one used to determine your ITC rankings entry.

SUMMARY:
- Warhammer 40k 8th Edition

- Armies to total no more than 2000pts, including either side board

- Maximum 3 detachments

- All Current FAQs and documents will be in use

- ITC ranked, ITC FAQ, ITC Missions

- Battleforged armies only - (No home made rules, only certified GW legal units, eg. White dwarf and Forgeworld)

THINGS TO BRING:
- Measuring devices

- Dice

- 6 objectives

- All associated books for your army list, Codex, Index, White Dwarf magazines for example. You will also be required to have all FAQs associated with your army, and most importantly, your Big Rule Book. If you fail to bring any of these documents and a rules dispute is raised, the TO will rule you to be wrong.

- Multiple printed copies of your army list for your opponent. Digitial copies on a P.E.D. are not acceptable as your opponent may need to view the list during the game for reference.

- A friendly attitude and some good sportsmanship to play some incredible games of 40k.

ARMY LISTS:

Valid army lists will need to be sent to hwburkill@gmail.com by **11:59pm the 11th of August 2018.** All army lists will be expected to follow a standard format, either using a spreadsheer, text document, or .pdf. Details about formatting will be at the end of the document.

All sources (Codex, Supplements, Data Slates, Campaigns, White Dwarfs, etc.) that are released on or before **1st of August** will be in use, this should give everyone enough time to playtest their armies. If in doubt, please contact hwburkill@gmail.com

LATE LISTS:

Army lists that are submitted after **11:59PM the 11th of August 2018** will suffer a **5** point penalty per day off your first game. This penalty will be at the TO's discretion and may be waved for reasonable reasons, but submit them on time and avoid the possibility of a penalty.

ARMY LIST COMPOSITION (and side boards):

Army lists for this tournament will be a base of 1500pts, with the option of having two different 500pt side boards, this takes your maximum army list size to 2500pts. Your base list can go over 1500pts but each of your side boards cannot go over 500pts. Your army list with the use of either side board will have a maximum of 2000pts. So for example, 1512pt base list, plus a 488pt and a 482pt side board. Neither combination will take the list over 2000pts, no side board is over 500pts.

For detachments, each side board does not have to be a detachment on it's own nor does the base list. All that needs to happen is that your list must consist of legal detachments when either side board is applied. For example you could have a spearhead detachment in your base list that is missing one Heavy Support slot. Each side board will have to fill that missing slot to make a legal list. The same will apply to units. You could have a unit of tactical marines with 5 models, and each side board has an additional 5 marines with different wargear for that unit. You will need to clearly specify on your army list which units attach to which detachment, and which models attach to which unit.

It's not mandatory to have a side board. If you are happy with your 2000pt list just submit that single list and you are good to go.

SIDE BOARD SELECTION (in game):

The first thing players must do before starting their game, is exchange army lists (including side board lists) and roll a dice. The loser of this roll off (the lowest result) will put forward a side board, and the winner of the roll will counter that list with one of their side boards. The loser of the roll, can add or subtract one (+ or - 1) to their roll for determining deployment zones and who sets up first as per ITC rules. The decision to add or subtract must be made before rolling. Mission and game set up occurs normally after this.

SCORING SYSTEM AND MISSIONS:

ITC Champions missions will be in play for this event

Scoring will be done via BCP app. This will be a swiss style 1000pt win 500pt draw 0 pt loss system plus battle points. For more info on BCP follow this link (https://www.bestcoastpairings.com/)

AWARDS:

- 1st, 2nd, 3rd : Ranked by highest total win/loss + battle points
  NOTE: Your army MUST be FULLY PAINTED to place!

- 1st and 2nd best presented: Best looking army as voted by your peers

- Sportsmanship: Best sport as voted by the players

- Here for the beers!: Last place

- Special prizes: There may, or may not be, but probably will be, some special surprize prizes over the coarse of the weekend

40K BINGO:

Each player will be given a bingo card at the start of the event. One side will have a numbered box, and on the back of the sheet will be the conditions related to each numbered box.

When a player achieves a numbered box the player is required to call out "Bingo" and the TO will come over and check the conditions were met and mark off the box. The TO being called over is only necessary to stop people from just saying they met the conditions and didn't. There are fun prizes on the line and this is supposed to be a fun part of the event, so cheating would suck the fun right out of it.

Once a row (orthogonally or diagonally) has been completed the player will be able to score some kind of sweet random prize. The person who completes the most boxes at the end of the tournament will be crowned Bingo King or Queen.

A few examples of some of the crazy cool fun bingo conditions:

- Fail a charge roll when a 4" charge or less was required

- Spend a command point to re-roll a successful roll where a 5 or 6 was required, and successfully roll a 5 or 6 again.

- Lose the remaining models of a unit from morale without even needing to roll a dice (for example Ld 7, 3 models remaining, unit lost 10 models, removing the final 3 models without even needing to roll a dice)

SPORTSMANSHIP:

It is expected that players will behave in an appropriate way. Any forms of bad behaviour, be it cheating, being a bad sport, refusing to show rules, etc etc, will not be tolerated. If at any time you feel you are playing some one who is a "bad sport" please bring this to the TO's attention IMMEDIATLEY! The TO cannot do anything about a situation after the event. The TO will do their best to assess and deal with the issues on a case by case situation.

A Best Sports award will be given. At the end of the event, players will be asked to vote for their favourite opponent.

SLOW PLAY:

Due to the relaxed fun environment of Castle Assualt, slow play will not be focused on as much as a normal event would be. That being said, if you feel you have an issue with a player slow playing, please bring this to the IMMEDIATE attention of the TO. Cases will be judged individually. The top 25% of the tables will be taken more seriously than the bottom 75% who may be just here for the beers and the dice rolling.

PRESENTATION:

There is a minimum painting and presentation requirement. All models in the army to be painted to a tabletop standard. This means the bases are at bare minimum sanded or flocked as well as painted. That your models have at least 3 colours on them. Any colours on the bases are not included in this 3 colour minimum. If your models do not meet these requirements, you will still be able to play but you will not be eligible for a podium placing.

Unpainted models will confer a "preferred enemy" rule on your unit. If a unit contains any models that do not meet the above standard, your opponent can re roll all failed to hit and to wound rolls against it or any failed psychic tests that target the unit.

The army must also be easy for your opponent to work out what it is. Try and keep it as WYSIWYG as possible. If you have a heavily converted army, or are concerned in anyway, please email photos of your army to **hwburkill@gmail.com** and I will give prior approval for you (assuming it is ok).

BEST PAINTED PLAYERS CHOICE:

First thing Sunday morning, if you intend to have your army judged by fellow players please make sure your your army is set out and on display after registration with your name, or your armies name clearly displayed. Players will be given a score card to choose their favourite army. There will be a "Best Presented" award available to the top two players which will be decided by votes given to them.

ARMY LIST FORMAT:

The format for word/text/pdf document list submissions will be as followed.

The heading should contain this information,
<Your name> <Your club, if necessary> <Majority Faction as per ITC>
<Deatchments used> <Total points, PL, CP>

All units listed in your army must be under the detachment it is included in.
All units must list the points for the base unit, the points for any upgrades, and the number of models/upgrades in each unit. You MUST list your WARLORD and your first free RELIC. Your army list must be easy to read (Battlescribe copy paste is not acceptablefor example). Failure to follow this or any other errors that require a list resub, might face a list resub penalty. Lists will be peer checked.

Example:

John Smith
The Yeah Nahs
Faction: Orks
2x Battalions 13CP
Total Points = 1748pts, 65PL

Battalion 1

HQ
Zadsnark Da Ripper **(122pts)** <u>**WARLORD**</u>
Big Mek on Warbike +81pts, Killsaw +15pts, KFF +20pts **(116pts)**
Weirdboy (62pts)
Troops
29x Boyz (slugga+choppa) +174pts, Nob +6pts, Big Choppa +7pts, Kustom Shoota +4pts **(191pts)**
9x Boyz (Shootas) +54pts, Nob +6pts, Power Klaw +13pts, Kustom Shoota +4pts **(77pts)**
10x Gretchin **(30pts)**
Battalion 2
HQ
Weirdboy (62pts)
Weirdboy (62pts)
Troops
29x Boyz (slugga+choppa) +174pts, Nob +6pts, PowerKlaw +13pts, KustomShoota +4pts **(197pts)**
9x Boyz (Shootas) +54pts, Nob +6pts, Power Klaw +13pts, Kustom Shoota +4pts **(77pts)**
10x Gretchin **(30pts)**

If you wish to submit your list as a spreadsheet, the following links provide a template for you to use.

For Microsoft users.
https://www.dropbox.com/s/1o7xsykf3700a60/ArmyListSheetVer1.4.xls?dl=0

For Open Apache users.
https://www.dropbox.com/s/nxttrq08mi0gzfb/ArmyListSheetVer1.3.ods?dl=0