



EVENT: QUEENSLAND STATE CHAMPIONSHIPS

VENUE: MOUNT GRAVATT SHOWGROUNDS

DATE: 17 AND 18 MAY, 2025

FORMAT: SWISS ROUNDS

ROUNDS: 4

MISSIONS: TBA DURING THE EVENT

RESTRICTIONS:

> 2600 POINTS

> MAX 1 WARMASTER

> MAX 10 AIRCRAFT

> NO MORE THAN 24 MODELS OF ANY 1 VARIANT (EXCLUDING TACTICAL LEGIONARIES WITH BOLTERS, BASIC AUXILIARIES, AND TECH-THRALLS)

> INFILTRATING UNITS MUST BE DEPLOYED AT LEAST 16 INCHES AWAY FROM THE ENEMY DEPLOYMENT ZONE (AND 20 INCHES FROM A SPACE WOLVES DEPLOYMENT ZONE)

ENTRY FEE: \$60



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SATURDAY SCHEDULE

8:15AM - TABLE SET UP

8:50AM - BRIEFING

9:00AM - ROUND 1

12:00PM - LUNCH

1:00PM - ROUND 2

4:00PM - END OF DAY 1

SUNDAY SCHEDULE

9:00AM - ROUND 3

11:30AM - LUNCH

12:00PM - ROUND 4

2:30PM - PACK UP

2:50PM - PRESENTATION

3:00PM - END OF DAY 2

WHAT TO BRING

- > YOUR MODELS
- > MEASURING TAPE
- > DICE
- > 6 X OBJECTIVE MARKERS
- > A COPY OF YOUR LIST FOR YOUR OPPONENT

PRIZE CATEGORIES

- > BEST GENERAL
- > BEST PAINTED
- > BEST TABLE



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SCORING

2 MATCH POINTS - AWARDED FOR A WIN/BYE

1 MATCH POINT - AWARDED FOR A DRAW

0 MATCH POINTS - AWARDED FOR A LOSS

A BYE WILL BE AWARDED TO A RANDOM PLAYER AT THE BEGINNING OF THE EVENT IF THERE ARE ODD NUMBERS. A BYE WILL THEN BE GIVEN TO THE LOWEST SCORING (LOWEST MP AND VP), PLAYER OF EACH ROUND, WHICH CAN ONLY BE GIVEN TO A PLAYER ONCE DURING THE EVENT.

A BYE WILL BE WORTH A MATCH WIN AND THE VICTORY POINTS AWARDED WILL BE CALCULATED BY AVERAGING THE HIGHEST VICTORY POINT WIN FOR THE ROUND, AND THE LOWEST SCORING WIN FOR THE ROUND.

EXAMPLE, PLAYER A WON HIS GAME IN ROUND TWO AND SCORED 85 VICTORY POINTS - THE HIGHEST FOR ROUND TWO.

THREE OTHER PLAYERS ALSO WON THEIR GAMES DURING ROUND 2 AND THE LOWEST SCORING WINNER MANAGED TO ACCRUE 25 VICTORY POINTS.

SO THE PLAYER WHO RECEIVED THE BYE THAT ROUND IS AWARDED THE WIN (2 MATCH POINTS), AND $(85+25) / 2 = 55$ VICTORY POINTS.

THE WINNER OF THE EVENT (BEST GENERAL), WILL HAVE THE HIGHEST AMOUNT OF MATCH POINTS. IF THIS IS TIED, THEN VICTORY POINTS WILL BE USED AS THE TIE BREAKER TO DETERMINE THE WINNER.



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MODEL REPRESENTATION

MODELS ARE TO REPRESENT THE DETACHMENT THAT THEY'RE PART OF. WYSIWYG IS EXPECTED FOR MAIN WEAPONS. HULL AND SPANSON MOUNTED WEAPONS ARE REQUIRED TO BE ACCURATE ON THE MODEL, BUT HIGHLY ENCOURAGED. IF THEY'RE NOT, THEY MUST BE CLEARLY OUTLINED TO YOUR OPPONENT BEFORE THE GAME BEGINS.

ANY MODELS ON BASES SHOULD BE REPRESENTED AS FOLLOWS (COMPARED TO GW ILLUSTRATIONS):

5 ON A BASE: MINIMUM 3 ON A BASE

3 ON A BASE: MINIMUM 2 ON A BASE

2 ON A BASE: 1 IS ACCEPTABLE (2 PREFERRED)

ALL MODELS SHOULD BE FULLY PAINTED.

LIST SUBMISSION:

PLEASE SEND YOUR LIST TO ALLENTHRUN@GMAIL.COM NO LATER THAN 10 MAY, 2025. ANY RELEASED MODEL OR FORMATION BY GW WILL BE ACCEPTED UP UNTIL THIS DATE.



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