

# VALLEYCON 2021 – 40K

## Details

ValleyCon 2021 tournament will be held on the weekend of 15/16<sup>th</sup> May 2021 at the Expressions Whirinaki Arts & Entertainment Centre in Upper Hutt. This is the player pack, which contains all the important information you require to compete.

Expressions Whirinaki Arts & Entertainment Centre is a 5 min walk from the Upper Hutt train station and for those driving in there is ample off-street parking at both the front and rear of the facility. There is a café at the facility but Upper Hutt city is within walking distance with multiple food options.

## Timetable

Warhammer 40k at ValleyCon 2021 will involve 5 rounds of matched-play games utilising 2000pt armies.

## Numbers

We have space for 32 players

## Registration

Entry cost for ValleyCon 2021 is \$50.

The account details to deposit the funds will be sent to you after you register [here](#).

If payment has not been received by 30<sup>th</sup> April, I will assume you are not attending and pass your ticket on to the waiting list.

## Tournament Organiser Expectations

All the players that attend ValleyCon are expected to conduct themselves appropriately throughout the tournament. That includes playing the game in the right spirit, making sure they have everything they need, and in general contributing to a friendly supportive environment where everyone can enjoy both their games and time spent in between rounds with their peers.

<b>Saturday</b>		<b>Sunday</b>	
Beauty Pageant	08.30am – 09.00am	<b>Round 4</b>	<b>09.00am – 11.30am</b>
<b>Round 1</b>	<b>09.00am – 11.30am</b>	<b>Round 5</b>	<b>12.15pm – 2.45pm</b>
<b>Round 2</b>	<b>12.15pm – 2.45pm</b>	Pack up	3.15pm – 3.30pm
<b>Round 3</b>	<b>3.15pm – 5.45pm</b>	Awards ceremony	3.30pm - 4.00pm

## What You Need to Bring

Any gaming material that you require to play, including:

- This rule's pack
- **A downloaded copy of ITC Battles on a device (to record in-game scoring)**
- At least two printed copies of your army list – one for you and one for your opponent to view (at any time)
- Pen and paper
- The main 40k Rules, the Chapter Approved GT Mission Pack, your relevant Index or Codex/es and any other official publications (White Dwarf, FAQ/Errata and so on) that contain rules for your army
- Tape measure & dice
- At least one pen... again, for effect. Recommend super glue, for those oops moments.
- Any other gaming paraphernalia required to effect yours and your opponent's enjoyment of the hobby, for example, themed objective markers
- A great attitude
- ... your army (painted to a Battle Ready state, got to guarantee 10pts)

## Army lists

These are required be submitted no later than Friday 30<sup>th</sup> April 2021 to allow them to be checked properly and then sent out to participants prior to the event.

Chocolate fish to the first CORRECT list 😊

Lists that are not in or are not correct by the closing date will suffer a penalty.

Lists – in Battlescribe .rosz format **ONLY** – send to [ryan.pike@xtra.co.nz](mailto:ryan.pike@xtra.co.nz)

## Army Restrictions

Only codices or supplements that are released **prior to 01 May 2021** will be allowed in this event.

You are expected to use the most current datasheets for your models.

**NOTE: WE WILL BE RUNNING FULL 6'X4' TABLES, NOT THE MINIMUM RECOMMENDED TABLE SIZE.**

**Armies must:**

- Consist of **2000 points** or less
- Be made up of 1-3 Detachments (Note: the Drukhari Raiding Force of multiple Patrol Detachments can replace one of your three allowable Detachments)
- Be Battle-forged (no Unbound armies)

In addition:

- Pre-game Command Point spending on multiple Relics **must** be chosen prior to the tournament and noted on your army list – that is, you are picking your extra relics and sticking to them for the whole tournament.
- Any other kind of ability or trait you can choose before the game (e.g. Unit modifications, Inquisition Ordo Traits, Litanies, psychic powers) **must** be decided on before the tournament and recorded on your army list – they cannot be changed during the tournament!
- Warlord Traits are fixed for the entire tournament – they **must** be highlighted in your army list (this includes via Specialist Detachments or any other nefarious means)

### **Armies MAY include:**

- **Forgeworld** Models, but you must have the correct model and weapon loadout - **Proxies are not allowable for Forgeworld selections**

### **Model proxies**

- Not all of us have every model we want/need for an army so a proxy can be used as long as they are of approximately the same size (e.g. no using a Leman Russ as a proxy for a Baneblade, whereas using a Baneblade as a Stormhammer is acceptable)
- You may use Forgeworld models as proxies for GW models as long as the above sizing example is used.
- If all else fails, ASK!

### **Armies may not include:**

- No Rules or Army Lists marked as 'Trial' or 'Optional'
- No "Legends" units

### **Tournament specific Errata/FAQ**

GW FAQ: Only Official published GW FAQ as well as any published Errata up to Friday 30<sup>th</sup> April 2021 will be used at ValleyCon 2021 – **no 'draft' FAQs**

### **Army list template**

The Umpire's request is that Army lists are supplied via **Battlescribe file (.rosz)** format. Once all lists are in and checked, they will be sent out to all competitors prior to the day along with the Round 1 draw.

When submitting your army list, you must highlight:

Your Warlord & your Warlord Trait (this is fixed for the entire tournament)

Any Psychic Powers (this is fixed for the entire tournament)

Pre-game CP spend on Relics, Field Commanders, extra Warlord traits etc.

Summoning/Reinforcement units and points, if applicable

### **Oh... and Health and Safety Information**

- Do not attend the event if you feel any way sick.
- Any person that wishes to wear a mask may do so (if mask wearing is not currently mandated). I encourage attendees to act in the best interest of the health of people around them.
- Depending on the current state of the restrictions, there may be additional requirements from the school (which will be advised prior).

## **Playing the Tournament**

You will participate in a series of five games over two days, each against a different opponent.

Players will be matched randomly against an opponent in the first round, utilising whatever arcane methods the TO devises. After that, in each round the two players in 1st and 2nd place (based on their points for gameplay) will play each other, the players in 3rd and 4th place will play each other, the players in 5th and 6th place will play each other, and so on.

The only exception is that you should never play the same opponent or on the same table twice; should this happen let the umpire know so they can sort things out and offer you fresh opponents of a suitable calibre. Opponents who knowingly play each other a second time over the course of the weekend will be penalised accordingly. The main advantage of this system is that it seeds players

after the first round, and makes sure that the final winner of the tournament will have faced some tough opposition along the way.

### **The Bye Buster**

In the event of a no-show, the TO will take all reasonable steps to have a bye buster prepared to take their spot. This army will of course be ineligible for any awards. In the event this is not achievable, a 'bye' may be utilised to ensure smooth running of the event.

## **Playing the Games**

### **Time limits**

- Each game will last 2:30hrs which will be enforced. Games will be variable length as per the Rulebook.
- There will be a reminder at 1:30hrs, and at 2:00hrs. At the 2:15hr mark you should be on the last turn.

**DO NOT** start another Battle Round unless you can complete it within the 2:30hrs limit.

Players must keep track of the turn by turn scoring using the ITC Battles App, available on Google Play or the App Store. You will use this recorded information to fill out your hard copy scoresheet which will then be handed in to the umpire.

### **Getting through your turns – a guide**

Based on the 2:30hr time limit, and allowing 30mins for general greetings, questions about lists, rules, set up etc. this leaves you approximately 2:00hrs to play a 5-turn game.

For 5 turns this equates to 12 minutes per player, per turn(!).

Now yes – the first two turns will be longer than the next three (generally...), so please be aware of the following to ensure you and your opponent have a great time:

1. Know your unit's stats (i.e. don't bring an army that you've barely/never used before).
2. If you don't know your unit's stats, then have a hard copy of them available to reference.
3. **Don't** rely on an army list, codex, or FAQ for your army on a mobility device.
4. Re Points 2 and 3 above, note "**What you need to bring**" on Pg. 2 At least two printed copies of your army list – one for you and one for your opponent to view (at any time).
5. Be mindful that your turn includes your opponent's Fight phase.

**If you only make it to the end of Battle Round 2 in a game, you will be invited\* to download a chess clock app and utilise that for the remainder of the tournament.**

\*invited = instructed/directed/told

### **Models/Units**

The 'What You See Is What You Get' (WYSIWYG) rule is in effect. That means all units must be easily identifiable as the particular codex choice they represent and that any and all weapons/options taken for a unit must be clearly represented on the model(s). You are encouraged to use converted Citadel miniatures to represent units not yet available.

### **Terrain**

Terrain will be pre-set. No player is to reposition any terrain during the event unless needed to position an objective (and then only with agreement of the other player). If you would like a board rearranged, please contact the umpire.

Please spend a few minutes before each game classifying each piece of terrain as per Pg. 82 of the CA: Grand Tournament 2020 book (or Pg. 260 of the big Rulebook).

### **Rules disputes and Rulings**

The Warhammer 40,000 9th Edition Rules and all relevant Games Workshop Errata and Official (**not** draft) FAQs will be used. In the case of a conflict between a printed and digital version of the rules or a codex, the most recent update or FAQ will take precedence.

Should a disagreement or question arise regarding rules during a game, players should seek to resolve the discussion by taking the following steps:

- Discuss with your opponent.
- Take a moment. Read the rules and the relevant Codex/publications. Check the Official FAQ's.
- Call over the Umpire, who will ask you to provide the page/rule details that you are querying.
- The Umpire may discuss with a third party before making a ruling.
- Umpire's rulings are final and not open to dispute.

NO players or non-players are to interfere with or disrupt any games by giving advice (kibitzing) either verbally or physically, by correcting mistakes or reminding of forgotten actions. If there are any issues, please approach the Umpire.

### **Missions**

There will be a mix of six of the nine available Strike Force missions (from the CA: Grand Tournament 2020 book) that will be used at ValleyCon 2021.

**Please note: The mission pack will be sent out by the end of April.**

As scoring is cumulative each round, it is in your interest to get through all 5 turns. Please consider this during list building.

In addition, just in case you missed it:

**WE WILL BE RUNNING FULL 6'X4' TABLES, NOT THE MINIMUM RECOMMENDED TABLE SIZE.**

### **Sports**

ValleyCon 2021 will use a Yellow Card system. If a player is found to be violating the spirit of the game or the rules of the game, and/or the rules and guidelines in this Players Pack, a response can range in severity and generally fall within three categories: Verbal Warning, Yellow Card, and Red Card (which will result in a disqualification from the game or tournament itself). The accumulation of two Yellow Cards will result in an automatic Red Card. The Umpire is free to apply whatever penalties he feels is necessary.

## **Tournament Scoring**

The winner of the tournament is the person that has scored the most Battle Points.

### **Tiebreakers**

In the extremely rare event of a tie, most Favourite Opponents over the tournament will be used as the tiebreaker.

## **Battle Points**

Every game is scored 1000pts for a Win, 500pts for a Tie, and 0pts for a Loss. In addition to this you will score for Primary (45pts) and Secondary (45pts) missions plus Battle Ready (10pts) to a maximum of 1100pts per game.

The maximum anyone could achieve over the course of the tournament is 6600pts. If your army is not painted to a Battle Ready standard, then you will not receive the 10pts per round.

### **Tabling and Conceding**

If you are tabled during your game, it does not result in a 1100-0 result. The player who is the winner will continue to play out their turns for their Primary and Secondary points, with their opponent retaining their scored VP. Only those Primary or Secondary points realistically able to be achieved will be awarded in the five-turn limit. Please consult the Umpire on the day if you are unsure.

If you concede your game, this will result in a 0-1100 score to your opponent.

Note: In those rare instances where both players agree and choose to call a game early this is not classed as conceding. Please confirm this outcome with the Umpire before working out VPs as normal to the end of Battle Round 5.

### **Bye Round**

While unlikely, in the event of a Bye round, this will be allocated to the player with the lowest Battle points (randomly in Game 1). That player receives the win and VP score of 1060-0 points.

No player will be asked to have more than 1 Bye Round.

## **Favourite Opponent**

At the conclusion of Game 6 you will be required to choose your favourite opponent over your six games. The player with the most votes will win the Best Sport award. Tiebreakers will be decided by Victory Points, with the award going to the person who hasn't already won an award.

## **Best Presented Army**

There will be a separate vote that will decide the winner of the Best Presented Armies.

The Best Presented Army awards are for those players who have painted and converted their army themselves. The reward is intended to provide recognition for those people who have put their heart and soul into completing a truly unique army. If the army is either mostly or fully somebody else's work, then it is ineligible for this award. The award will be decided by player voting, and while it is expected that all armies will be displayed during the Pageant, it will be made clear which armies are eligible to receive votes.

Before Round 1 starts you need to set up your army for display and will be asked to rank your choices for the 3 best presented armies [in order, with 1 being best]. These results will be used to determine the best presented armies.

For the removal of all doubt, undercoats count as 'a colour'.