

## **“THE INQUISITION WARS”**

Saturday, November 7<sup>th</sup>, 2009

Warhammer 40,000 Legio Tournament

### **Overview**

Welcome to Legio Malaysia's second 40K tournament! Set on a variety of worlds throughout the Melayu Sector, this is a three round, Swiss style, Warhammer 40,000 tournament. This is also a complete hobby tournament, so sportsmanship and painting scores will have a significant impact on who wins the Overall Champion award. This information packet will serve as an introduction not only to this particular tournament, but also as a guide to how future tournaments will be run by Legio Malaysia. If you have any concerns or questions about this guide, or if something isn't clear, please do not hesitate to contact us through the Legio Malaysia web site:

<http://legiomalaysia.blogspot.com>

### **Rules and Army Composition**

This tournament will use the 5<sup>th</sup> Edition Warhammer 40,000 ruleset. All participants are expected to bring their own original copy of their rulebook, as well as an original copy of the Codex their army list is drawn from. No more than 1750 points may be spent on your army. Army lists must follow all restrictions on army selection from their own Codex. No appendix lists will be permitted. Special Characters are permitted, provided they follow the normal restrictions laid out in their Codex. Only the following Codexes may be used for armies playing in this tournament:

- Space Marines
- Space Wolves
- Black Templars
- Dark Angels
- Blood Angels (White Dwarf 329-330)
- Imperial Guard
- Daemonhunters
- Witch Hunters
- Eldar
- Dark Eldar
- Orks
- Necrons
- Tau Empire
- Tyranids
- Chaos Space Marines
- Chaos Daemons

### **Notes:**

Clarifications have been made explaining how to use Codex: Space Wolves in conjunction with Codex: Space Marines. This is available as a download from Games Workshop [here](#)

Space Marine armies may use Inquisitorial allies as detailed in Codex: Daemonhunters or Codex: Witch Hunters

Inquisitorial armies may take Space Marine or Imperial Guard allies as defined in Codex: Daemonhunters or Codex: Witch Hunters

No codex that is officially released after October 7<sup>th</sup>, 2009 will be used in this tournament- the old version will be used instead. This is to allow all players sufficient time to learn the new rules!

### **Tournament Registration**

Tournament registration is open on a first come, first served basis beginning October 1st. Once we have 30 paid registrations, we'll start accepting people for the reserve/alternate list. No payment is required to get on the reserve list- payment will be collected on the day of the tournament if you are selected to play. The following is required when you submit your registration:

- 1) Your full name
- 2) A clear copy of your army list that shows your selections broken down by HQ, Elites, Troops, Fast Attack, and Heavy Support. Point values must be shown for all selections and wargear taken. The army list must not exceed 1750 points, but may be lower if you wish.
- 3) A valid email address we can contact you at. This will be added to the Legio Malaysia Events List, a monthly notification of what's coming up. If you do not wish to be informed about Legio events, just make a note of that with your registration. However, we still need an email address for you.
- 4) Your standard tshirt size (S, M, L, etc.). You will be given a tshirt on the day of the tournament, exclusively for tournament competitors that register *on or before October 15th*. If you choose to register after October 15<sup>th</sup> we don't need your shirt size.
- 5) RM30.00 in cash. Legio Malaysia members may register at the discounted rate of RM20.00.

You may email all of this information in through the Legio Malaysia website. You may also give this to either Jeff Brooks or Azlan Ramli in person, along with payment. If you wish to submit your payment via bank transfer, please let us know and we can arrange that with you. Once we receive all 5 items from you, we'll confirm your registration.

When you arrive on tournament day at 9:30 AM, at a minimum you need to bring another copy of your army list (for your opponent to refer to if they wish), rulebook, Codex you are using, dice, necessary templates, and a tape measure. These items will not be provided by Legio Malaysia.

## **Judging**

The Tournament Judges (TJ) will be clearly identified during the pre-game briefing before Round 1. Impartial TJs will be on hand the entire tournament to answer questions and assist. If you are unable to resolve a rules issue with your opponent, you may call a judge over to arbitrate. If you choose to do this, *whatever the TJ rules is final*. No discussion or negotiation will be entered once a call has been made, so please bear this mind.

## **Basic Round Information**

This tournament will consist of three rounds, with the first round starting at 10:00 AM. You will have 2 1/2 hours to complete each round. This 2 1/2 hours includes deployment and other pre game necessities. At the end of 2 1/2 hours, all rounds will immediately be halted by the TJs, regardless whose turn it is or how close to the end you are. Time warnings will be given at 1 hour, 30, 15, 10, and 5 minutes left in the round, so the end of the round will come as no surprise. Please be conscious of this- 2 1/2 hours is plenty of time to finish a 1750 point game.

Between Round 1 and 2 there will be a lunch break of 30-45 minutes. A halal pizza lunch is included with your registration fee. If you are a vegetarian, please let us know when you register and we'll make sure to get some pizza with no meat. Between Rounds 2 and 3 there will be a brief 10 to 15 minute break while we enter scores and prep for the next round. We will have soda on hand to drink- if you want something else like tea or water you should bring your own beverages.

## **How Pairings Work**

Legio Tournaments, (unless specified otherwise) are seeded using the Swiss tournament system. For Round 1, the TJs will randomly pair competitors. For Rounds 2 and 3, competitors will be paired with opponents with similar battle scores, provided you have not already played against that opponent. Note that sportsmanship and appearance scores have no effect on the pairings. So, this generally means that winners will play against winners, losers against losers.

## **Terrain**

All terrain for all three Rounds is fixed, so players should not make any adjustments to the way tables are set up. All of the terrain is fairly standard, and the main rulebook is quite clear on line of sight rules.

Regardless, if you have any questions about terrain just ask a TJ and he'll sort you out.

## Result Sheets

When you finish each Round, you need to record the results. TJs will pass out blank result sheets for you and your opponent to fill out. Please fill these out *immediately* after you finish your game, and turn both of them in at the same time to any TJ. The sooner you fill these out, the quicker the TJs can update the scoring and get the next round ready.

## Army Appearance

Legio Tournaments provide a chance for people to show off their armies, and to play against opponents with full painted armies. Games like that represent the best of the miniatures wargaming hobby, and to that end we have rules to make Legio Tournaments as enjoyable as possible.

All armies must be WYSIWYG- What You See Is What You Get. A model armed with a plasma rifle needs to represent a plasma rifle armed model in the army list. Proxies and substitutions are not allowed, as this is confusing for your opponents as they try to figure out what's what on the wargame table. Forgeworld models may be used for entries that are normally allowed in that army's Codex. For instance, you may use a Forgeworld Drop Pod for your Space Marine army rather than the plastic version, Death Korps of Krieg infantry models, Mars Pattern Lemman Russ for a normal Lemman Russ, etc. However, for instance, you may not use a Forgeworld Laser Destroyer to represent a Lemman Russ. If you wish to use Forgeworld models, and you have any doubt at all, please let us know and we'll let you know if it's acceptable.

Scratch built models are permitted on a case by case basis. A card/plasticard drop pod may be usable, but a Gatorade bottle will not. If you wish to use scratch built models, send pictures of what you intend to use to us through the Legio Malaysia website. We'll take a look and make a call. However, if there is an existing model in the range that's readily available, don't expect us to ok the scratch built version.

All models must be mounted on bases that *their current versions use*. So, Terminators must be mounted on 40mm bases for instance. Bikes may be mounted to cavalry bases, or the new "capsule" bases. Larger bases may be permitted for dioramas or other effects- let the TJs know in advance and they will give you a ruling.

ALL models must be fully painted. The minimum is 3 colors, based, with "painting effort" involved. TJs will make the final call as to what consists of a painted model. Under no circumstances will bare plastic/metal models or primed models be allowed in the tournament. **No exceptions whatsoever will be made to this rule**- if you bring unpainted models you will not be allowed to use them in your games.

## **Sportsmanship**

Good sportsmanship is important- both players should enjoy their game with one another. Miserable, rude, belligerent, or otherwise lousy players have no place in Legio Tournaments. We strongly encourage all players to act as though they are “Hobby Ambassadors”, spreading good will and fun wherever they pull out their miniatures for a game. This is, after all, a hobby!

Therefore, we wish to reward players that exhibit a great attitude and make things fun for those around them. To this end, you will give a Sportsmanship score to each of your opponents at the end of the tournament.

You will rate each of your opponents with a 1, 2, or 3 Sportsmanship score, with 3 being the best. However, there’s a catch. You may not give any duplicate scores! So, one of your opponents is going to get a 1, one of them a 2, and one of them a 3.

Now, many of you are probably thinking, “That’s not right! What if I enjoy all three games? Why shouldn’t I be able to give all 3’s if I wish?” Good question.

We use this system for two primary reasons. First, it helps prevent Sportsmanship score ties. In many tournaments that don’t use this kind of system, many times you’ll get a lot of tied scores. Remember, just because you have someone a 1 doesn’t mean you think they are a horrible player. It just means that out of the three games, you enjoyed the other two players a little more.

Second, using this system helps minimize the impact of “club cartels”. In many tournaments I’ve run in the past, a gaming club would show up to a tournament to play. Before the tournament started, they will have agreed beforehand that if they play against a fellow club member, they will assign them the maximum painting and sportsmanship scores regardless of what they really deserved. This system makes it more likely that club members will capture more awards. By taking appearance scores off the card (and letting the TJs judge that impartially), and by using this “1, 2, 3 System” for Sportsmanship, the effect of pre-tournament “pacts” is greatly minimized.

I know for many of you this might seem very counter intuitive, but give it a try and think about it. It really does work!

That’s it for this info packet. Once again, if you have any questions just send us an email or drop by a Friday Hobby Night. We’ll get you sorted out!

Cheers,

Jeff Brooks  
Legio Malaysia