

“KINDRED”

Saturday, March 6th, 2010

Warhammer 40,000 Legio Hobby Doubles Tournament

Overview

Welcome to Legio Malaysia's first ever 'Legio Hobby Tournament'! Not only is this our first Hobby Tournament (more on that later), it's also our first Doubles Tournament. You and your partner will fight other teams in a three round, Swiss style, Warhammer 40,000 tournament. This information packet will serve as an introduction not only to this particular tournament, but also as a guide to how future Hobby 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>

Our mission is to support all of the games our members love to play, so expect to see Hobby Tournaments for other systems in the future like Flames of War, Warmachine, and others. If you have an idea for our next tournament, or would like to take part, come to one of our Friday Hobby Nights and get involved!

Rules and Army Composition

This tournament will use the 5th 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 500 points may be spent on your army, which when combined with your partner will fight as a combined 1000 point force. Each 500 point force must have at least one HQ choice and one Troops choice. Other than this exception to the normal Troops requirement rule, all other force selection rules are in effect. 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:

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

Imperial Guard 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

Any two armies may combine for your team, even ones that would typically have nothing to do with each other (such as Emperor's Children and Eldar for instance). However, teams formed with armies that complement each other may score higher for the Doubles Hobby Champion award. See Doubles Hobby Champion details below for more info.

No codex that is officially released after February 5th 2010 will be used in this tournament- the old version (if it exists) will be used instead. This is to allow players sufficient time to learn the new rules.

Forgeworld models

For this tournament, we've decided to add some more hobby options for those interested. For players who own Forgeworld miniatures AND original copies of the appropriate rules, we are allowing most of the models in. As long as the model you wish to use is NOT one of the following, you should be good to go:

Flyers may not be used, such as Thunderbolts or Ravens.

Nothing with structure points or mass points may be used, such as Baneblades or Harridans.

Conversions may be used to represent models instead of the Forgeworld versions, but they must be very clear, and **they must be approved before playing your first game**. Due to some problems with the earlier events, **NO EXCEPTIONS** will be made to this. If you play games with converted models that have not been approved, and we find this out during the tournament, we may take punitive action as detailed in the conversions section later. To avoid these problems, we strongly recommend that you use an actual Forgeworld model should you choose to use the rules for one.

Of course, models must be used consistent with the Imperial Armour book it's listed in, as well as the Codex you are using. Regardless, any use of Forgeworld models/rules must be approved before completing your registration, without exception.

Tournament Registration

Tournament registration is open on a first come, first served basis beginning December 11th, 2009. Once we have 20 paid team 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) Both player's full names, as well as the name of their team.
- 2) A clear copy of your army lists 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. Each army list must not exceed 500 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 sizes (S, M, L, etc.) for both members of your team. You will each be given a tshirt on the day of the tournament, *exclusively for tournament competitors who register on or before February 12th*. If you choose to register your team after February 12th, your shirt sizes are not required (as you will not be receiving them).
- 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 Arzmi or Khairul Effendy 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 both team members 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 90 minutes to complete each round. This 90 minutes includes deployment and other pre game necessities. At the end of 90 minutes, 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- 90 minutes is plenty of time to finish a 1000 point doubles game.

Between Round 1 and 2 there will be a light lunch break of 30-45 minutes. Sandwiches are 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 sandwiches with no meat.

Between Rounds 2 and 3 there will be a brief 30 minute break for tea and to allow you to view all the other armies (and vote for Players Choice) while we enter scores and prep for the next round. We will have tea and coffee on hand to drink- if you want something else like soda or water you should bring these with you.

How Pairings Work

Legio Hobby Tournaments, (unless specified otherwise) are seeded using the Swiss tournament system. For Round 1, the TJs will randomly pair teams. For Rounds 2 and 3, teams will be paired with opposing teams with similar battle scores, provided you have not already played against that team. 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. Both teams should agree on the terrain effects before starting their game.

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, along with your Team Sheets, 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 Hobby 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 Hobby Tournaments as enjoyable as possible.

All armies must be played by the person that built and painted them. Players may not enter a Legio Hobby Tournament with an army they did not completely build and paint themselves. Players with armies they did not hobby are welcome to play in Legio Tournaments and Legio 'Ard Boy Tournaments, but they are not welcome in Legio Hobby Tournaments.

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 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. 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 aesthetic effects- let the TJs know in advance and they will give you a ruling.

ALL models must be fully painted and based. 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 and/or unbased models you will not be allowed to use them in your games. Please refer to the "Legio Malaysia FAQ" document on the Legio Malaysia website if you are unsure what the definitions of "fully painted" and "based" are.

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 Hobby 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 opposing teams at the end of the tournament.

You will rate each of your opposing teams 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 opposing teams 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!

The Awards

Four trophies will be given out for this Hobby Tournament. Here they are, with a brief description of what they represent and the criteria for winning them:

Best General

The team with the highest total of battle points will win this award, thus proving that they are the mightiest team in the tournament! Huzzah!

Best Sportsmanship

The team with the highest overall Sportsmanship total, as voted by the teams they played against, will receive this award. Clearly, this team was the most fun to play against and represent what is best in our hobby. Huzzah!

Player's Choice

The team who receives the most votes from their fellow players for their army's appearance, theme, and background will receive this award. This team has truly earned the admiration and respect of their peers for their hobby efforts. Huzzah!

Team Hobby Champion

The ultimate prize in a Legio Hobby Tournament, this award is given to the team with the best combined appearance, background, and theme as determined by the Tournament Judges. Is the team painted well? Does it make sense that these two forces would work together? Have the team members coordinated their armies' basing and appearance with each other? These are some of the questions the judges will ask themselves while scoring the teams. The winner of this award has won the tournament, and each member will receive the blessed Purity Seal for their efforts. Huzzah!

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,

Arzmi & Khairul
Legio Malaysia