

ARKADIA CRUSADE

WARHAMMER 40,000 TOURNAMENT



INFORMATION & RULES PACK

TOURNAMENT SURVIVAL GUIDE

If you have any questions about the rules, registration, details, or anything else concerning the Arkadia Crusade tournament, please use the following email:

corin@arkadia.hr

Things you will need to bring with you

- Your painted miniatures
- Objective counters where appropriate
- At least two legible copies of your Army Roster
- English Language Rulebook
- English Language errata and other rules that you might need
- Dice and Templates
- Tape measure
- Valid codex for your army
- any other gaming material that you require to play

Tournament Registration

- You can apply for the tournament using the following email:: corin@arkadia.hr
- Registrations for the tournament will be accepted until May 20th.
- When applying please include your name, contact email and an army that you will be playing with
- Please also include in your registration if you require accommodation for Saturday night (~17€/night)

Tournament Information

- **The tournament will be held during two days (May 23rd and May 24th).**
- Organization of tournament: Association of tabletop wargamers "Arkadia"
- Location of the tournament:: City center for culture Maksimir, Svarcova 18, Zagreb, Croatia
- Chief Referee: Kovacevic Kruno
- No more than 1750 points may be spent on the army
- All models in the army **MUST** be painted citadel miniatures (contain at least 3 colors), unpainted models will be removed from the play by the referee
- The tournament does **NOT** have an entry fee, it is free for all participants
- Drinks will be provided by the tournament organizers, food will **NOT** be provided by the organizers
- Best painted army competition included in the tournament
- Best painted model competition also included in the tournament



Arkadia Crusade

Arkadia Crusade Tournament is played over two days (Saturday and Sunday, may 23rd and may 25th). There will be five rounds during those two days. Three fights on Saturday, and two fights on Sunday. Best painted army, and best painted miniature competition will be organized on Sunday.

How each round works

The tournament consists of five rounds, each lasting 2.5 hours (deployment and roster checks are included in that time). Deployment of units should not last more than 15 minutes per player. If players are found to be prolonging the deployment or stalling the play, they will be warned and/or punished by the Referee.

In the first round, the players will be matched randomly against an opposing player. In each subsequent round, players will be facing appropriate opponents according to their ranking.

Should a player draw the same opponent again, a Referee will step in to sort things so that the players face suitable opponents.

You will be assigned a table for each game. Anyone that does not have an opponent should call for a Referee, who will attempt to locate their opponent.

If this is not possible, and the opponent does not arrive within 15 minutes of the start of the game, than they will be considered late for the game, and may face suitable action from the Referee as a result.

Each battle will be fought on a 6' by 4' table with fixed scenery. If you are unhappy with the scenery layout, alert the Referee who will ensure the layout is fair, however the Referee may insist you use the table "as is".

Once you finish the game, you must fill in the result card and than hand it in to the Referee. Your result will than be entered into the tournament database. This will decide the new rankings and ultimately the winner of the Tournament.

Selecting an Army

Only the main lists from the following Warhammer 40.000 codices may be used. In the instance of a new codex being released or updated, it will only be valid for the use providing it has been on sale for one full calendar month prior to the event.

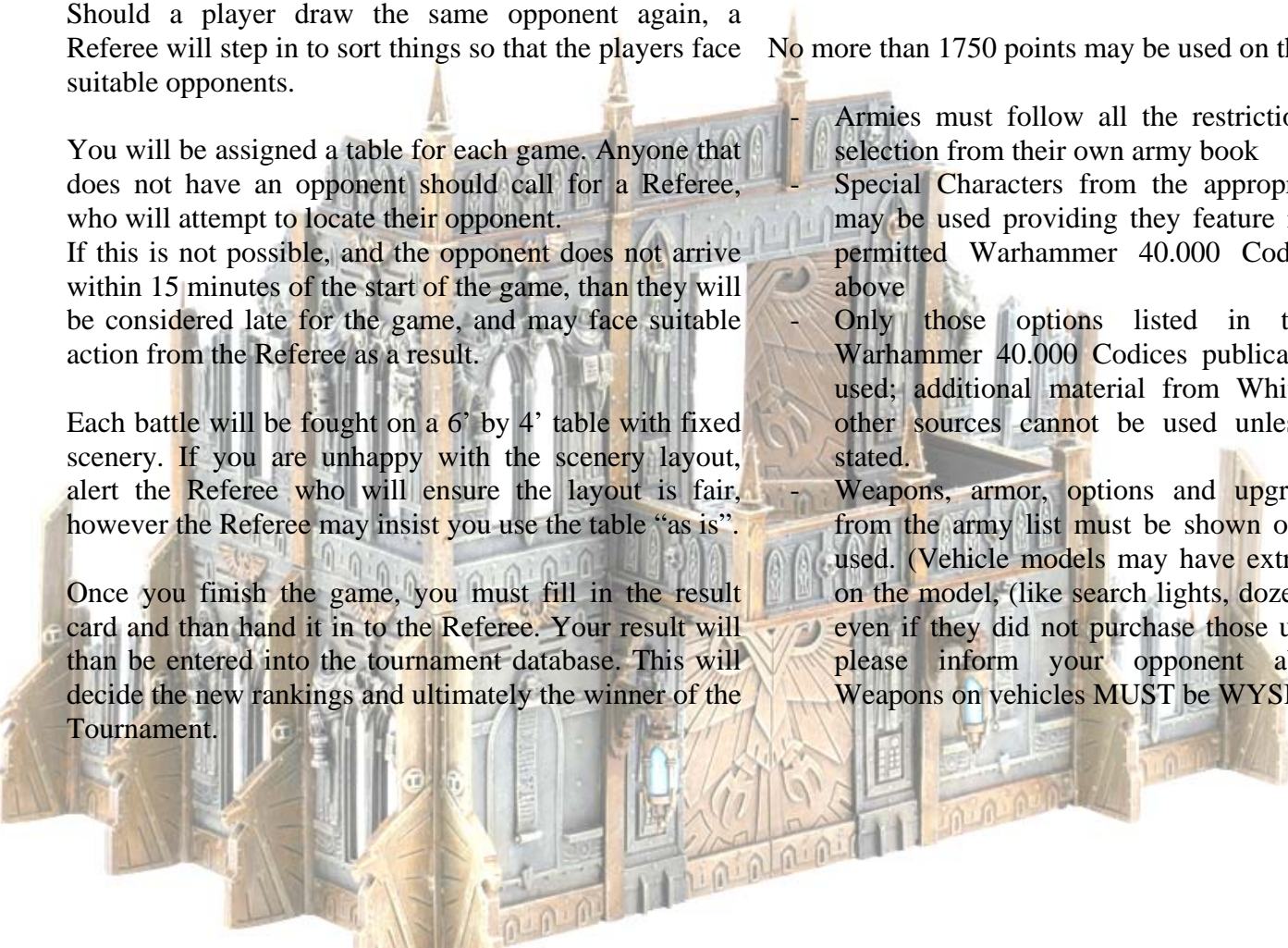
Codex: Black Templar	Codex: Blood Angels *
Codex: Chaos Daemons	Codex: Chaos Space Marines
Codex: Daemonhunters	Codex: Dark Angels
Codex: Dark Eldar	Codex: Eldar
Codex: Imperial Guard	Codex: Necrons
Codex: Orks	Codex: Space Marines
Codex: Space Wolves	Codex: Tau Empire
Codex: Tyranids	Codex: Witch Hunters

* PDF available as a download from:
<http://www.games-workshop.com>

Army Selection

No more than 1750 points may be used on the army!

- Armies must follow all the restrictions on army selection from their own army book
- Special Characters from the appropriate codices may be used providing they feature in the list of permitted Warhammer 40.000 Codices printed above
- Only those options listed in the relevant Warhammer 40.000 Codices publication may be used; additional material from White Dwarf or other sources cannot be used unless otherwise stated.
- Weapons, armor, options and upgrades chosen from the army list must be shown on all models used. (Vehicle models may have extra equipment on the model, (like search lights, dozer blades etc) even if they did not purchase those upgrades, but please inform your opponent about those! Weapons on vehicles MUST be WYSIWYG



Army Roster

When you arrive at the event you must bring two legible, preferably typed copies of your Army Roster, one is for the Referee to refer to, while other is for you to use during the event. Referee will also apply penalties for any roster they feel are either incorrect or below the required standard for each of the games it was used in. The roster must contain the following information:

- Player name
- The name of the models used in your army, as well as their points value
- Any extra equipment or special items must be clearly marked along with their points cost.

Any changes made to the Roster without informing the Referee may result in action taken against you.

Rosters will be checked during the event. If you detect an error in your opponent's army roster you **MUST** report the matter immediately!

Scenarios

The Tournament will be following the scenarios as shown on page 90 of the Warhammer 40.000 rule book*. They all use standard force organization chart

Round 1:	Annihilation
Round 2:	Capture and Control *
Round 3:	Annihilation
Round 4:	Capture and Control *
Round 5:	Seize Control

* Before the round starts the Referee will roll for the number of objectives for all tables (the same roll for everyone)

Deployment

The Tournament will be using the deployment rules on the page 92 of the Warhammer 40.000 rule book. These will be determined randomly by the Referee before each round.

Sportsmanship and player conduct

This Tournament is not meant to be a cut-throat, win-at-all costs competition, and because of this we expect and require participants to compete in a friendly manner.

Every person attending this event is entitled to enjoy their games throughout the course of the event; If you are not enjoying your game for whatever reason, then you should call over a Referee to discuss the situation at hand.

At the end of your 5th battle (and not after each fight), you will mark each of your opponents with a Sportsmanship grade. This grade **should** represent how much you enjoyed the game and how friendly your opponent was. This grade **should not** represent whether you lost or won your game or what did you think of your opponents' list. In other words, this is **not a composition score!** You will mark each of your opponents with a grade between 0 and 5 (0 being the worst grade and 5 being the best). You can only give one '0' mark and one '5', but other than that, you are free to mark your opponents as you please (you don't have to give anyone a '5' if you don't want to, for example).

Do note that we consider a mark of 3 to best represent an average game, a mark which should best describe a majority of games. 0 would be a game that you wish you never had to play, and 5 would be the game you would replay every day over and over again. We also hope that the players will judge their opponents fairly. After each player receives all the Sportsmanship points, we will deduct the highest and the lowest mark and add the others for your grand total (max 15 pts).

Example: If you got 3,4,4,2,5, your total would be **11** (3+4+4, without 2 and 5)

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves!



Deciding who wins the tournament

After each game you must record the following information on the reference card provided:

- Result of the game (Win, Lose, Draw or Concede), which will generate your Generalship points
- The number of kill points scored or objectives held where appropriate (those will be used as a tie break in the event of a tie in your Generalship points)

Players will be ranked in order of Tournament points. If there is a tie, than the players that have scored the same number of Tournament points will be separated by their cumulative kill points/objective points.

Tournament points are awarded as follows:

Win	30 points
Draw	10 points
Loss	1 point
Concede	0 points

Best army and best model competition

In addition to the main Tournament, Best Army competition will be held. After all battles, painting judges will have marked all the armies. Each player can then vote for one of the armies in the competition. The army with the most votes will win.

Best model competition will be held at the same time. All the participants of the tournament can appoint one miniature for this competition. Each player can than vote for one of the miniatures. The miniature with the most votes will win.

The following rules apply for these competitions:

- You can not vote for your own army/miniature
- The miniature must be a Citadel/ForgeWorld miniature (from the Warhammer 40.000 universe)

Schedule

SATURDAY

09:00 – 10:30
10:30 – 10:45
11:00 – 13:30
13:30 – 14:30
14:30 – 17:00
17:30 – 20:00

Earliest entry and registration
Briefing and introduction
Round 1
Break for lunch
Round 2
Round 3

SUNDAY

10:00 – 12:30
12:30 – 13:30
13:30 – 16:00
16:30
17:30
18:30

Round 4
Break for lunch
Round 5
Best army and best miniature competition
Awards Ceremony
End of Tournament

