# NICon 2019 40k Waaagh-nganui

Waaagh-nganui is a Warhammer 40k tournament for NICon 2019, organised by Scott and Nathaniel.

NICon is held on Saturday 1 June and Sunday 2 June 2019 (Queens Birthday weekend) at Whanganui City College.

Waagh-nganui consists of six rounds of games of (40k) with 1500 point armies.

# Registration

Entry Forms and the entry fee are to be sent to Rob Shirley: [rashirley54@gmail.com](mailto:rashirley54@gmail.com) and payment made by Bank Account 06 0996 0309939 00, ensure your name and some form of Capitalised Short Reference to the gaming system is included.

Entry cost for NICon is $50 up until 28 April 2019, after which the cost is $60.

There is a maximum of 32 spaces available.

You will not be officially entered until you have submitted an entry form, paid the appropriate entry fee and had your entry cleared by the Tournament Organiser.

# Tournament timetable

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| --- | --- | --- | --- |
|  | **Time** | **Mission (and source book)** | **Deployment** |
| Saturday 1 June | | | |
| Briefing | 08.15 - 08.25 |  |  |
| Round 1 | 08.30 - 11.00 | Dominate and Destroy (Chapter Approved 2017) | Front-Line Assault |
| 30min Break | 11.00 - 11.30 |  |  |
| Round 2 | 11.30 - 14.00 | Vital Intelligence (Chapter Approved 2018) | Dawn of War |
| 30min Break, including Best in Show | 14.00 - 14.30 |  |  |
| Round 3 | 14.30 - 17.00 | The Four Pillars (Chapter Approved 2018) | Search and Destroy |
| Sunday 2 June | | | |
| Round 4 | 08.00 - 10.30 | Tactical Escalation (BRB) | Vanguard Strike |
| 30min Break | 10.30 - 11.00 |  |  |
| Round 5 | 11.00 - 13.30 | Tactical Gambit (Chapter Approved 2017) | Hammer and Anvil |
| 30min Break | 13.30 - 14.00 |  |  |
| Round 6 | 14.00 - 16.30 | Narrow the Search (Chapter Approved 2018) | Spearhead Assault |
| Clean Up | 16.30 - 16.45 |  |  |
| Prizegiving | 16.45 - 17.00 |  |  |

Depending on numbers Sunday afternoon there will be an awards ceremony with regognition presented in the following categories:

* 1st Overall
* 2nd Overall
* 3rd Overall
* Best Presented Army
* 2nd Best Presented Army
* Best Sport

# Army lists

These are required be submitted no later than Friday 17 May to allow them to be checked properly and then sent out to participants prior to the event.

* Lists are to be sent to Nathaniel at [inffinit@gmail.com](mailto:inffinit@gmail.com)
* If at all possible please send as a battlescribe roster file (.rosz)
* Lists should highlight Warlord, warlord trait, detachments, factions and relics. These are fixed.
* Pre-game command point spending on multiple relics must be stipulated in your army list.
* Any abilities you must select before the start of the game (like psychic powers) must be decided on before the event and be stipulated in your army list
* Only codices or supplements that are released prior to May 1 2019 will be allowed in this event.

# Armies must:

* Consist of **1500 points** or less
* Be Battle-forged (no Unbound armies)
* Have 1-3 detachments.
* No understrength units.
* May include 0-1 Forgeworld datasheet – **excluding** lords of war/titanic.
* No fortifications.

# Tournament specific Errata/FAQ

* GW FAQ: All official GW FAQ and Errata will be used. No trial or optional rules will be used.
* Death from the Skies: We will only use the ‘Leaving combat airspace’ rules

# Models

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). If you have proxies or custom models it is recommended that you send a photo prior to submitting your army list.

There is no painting requirement, **BUT** you opponent will receive **2 additional CP** for **each** unit in your army that is not fully painted (3 colour) and based.

# Terrain

Terrain will be pre-set. No player is to reposition any terrain during the event. If you would like a board rearranged please contact the TO.

Please spend a few minutes before each game classifying each piece of terrain.

It would be greatly appreciated that local participants that have suitable terrain please bring it along and make it available to the Umpire for use in the competition. ***If you can indicate at registration whether you can assist with this that would be fantastic.***

Any help that could be provided in setting up/packing up tables would be gratefully accepted. The Hall will be open on Saturday from 8.00am with the Umpire’s Briefing at 8.15am.

# What You Need to Bring

Any gaming material that you require to play, including:

* Your army
* Copy of the player’s pack
* Copy of the Rulebook, appropriate codex, any extra information you need
* 2 copies of your list for your opponent to view
* Pen / pencil
* Dice, rangefinder (ruler / tape measure), tokens
* An appropriately competitive yet convivial disposition

**Pre-Game, Deployment, & Setup**

The following process should be used to start each game; this order overrides the process described in the rulebook.

1. Discuss terrain and decide types.
2. Where objectives are places by players, each player rolls a D6: the player who rolled highest places the first objective as per the mission, players then alternate placing objectives.
3. Each player rolls a D6: the player who rolled highest then chooses their table edge.
4. The player who did not choose table edge deploys their first unit, followed by the other player. Players then alternate deploying units.
5. Once both forces have deployed the players roll off to see who goes First – the player that finished deployment first has +1 to this roll. If the winner chooses to go first, the player going second can attempt to seize the initiative.

# 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, at 2:00hrs and 2:15mark.
* DO NOT start another turn unless you can complete it within the 2:30hrs limit.

# Tournament Scoring

The Total Tournament Score is out of 150, from the following criteria.

# Sportsmanship (30 pts)

After every game each player will be asked to complete a sports score sheet rating their opponent. The default score is 5, and the TO will question any deviation from this.

|  |  |
| --- | --- |
| **Score** | **Description** |
| 0 | **Your opponent more than occasionally displayed behaviour you would classify as border line cheating and was not what you expected to face at the tournament.** Examples may include they employed a "rubber ruler", applied differing rules interpretations to their sole advantage, stretched the rules when it suited etc. This score should be handed out only after careful consideration. |
| 3 | **Your opponent's behaviour clearly detracted from your ability to enjoy the game.** They refused to resolve rules disputes amicably or displayed an unsavoury attitude throughout the game - whether too much gloating when winning or too much bitterness when things didn't go their way. PLEASE NOTE calling over a TO for a rules dispute is regarded as an amicable outcome and should not be punished. |
| 5 | **Your opponent gave you a decent amicable game or better.** Your opponent was essentially in line with, or exceeded your expectations of another player's behaviour. Rules queries were decided amicably. Nothing they did detracted from your ability to enjoy the game, other than maybe having beat you but you can hardly hold that against them... |

At the conclusion of Game 5 you will be required to choose your favourite opponent. The player with the most votes will win the Best Sport award. Tiebreakers will be decided by Battle Points.

# Battle Points (120 pts)

Every game will offer a maximum of 20 Battle Points. To determine Battle Points, each player adds up their victory points, compares it to their opponent's victory points and consults the table below.

When calculating your VPs, the following changes apply:

* Round 3 - The Four Pillars: The VPs for ***Siphon Power*** are **doubled**: 2 VPs to the player who controls more objectives, or 6 VPs if a player controls all four objectives.
* Round 6 – Narrow the Search: The player who controls the objective for ***Zeroing In*** gains 4 VP, rather than 1 VP in that turn.

|  |  |  |
| --- | --- | --- |
| **VP Differential in favour of player** | **Battle Points player score** | **Battle Points opponent score** |
| 0 | 10 | 10 |
| 1-2 | 11 | 9 |
| 3-4 | 12 | 8 |
| 5-6 | 13 | 7 |
| 7-8 | 14 | 6 |
| 9-10 | 15 | 5 |
| 11-12 | 16 | 4 |
| 13-14 | 17 | 3 |
| 15-16 | 18 | 2 |
| 17-18 | 19 | 1 |
| 19+ | 20 | 0 |

*If you concede your game you will receive 0 Battle Points and 0 Victory Points. Your opponent will receive maximum points.*

If both players agree and choose to call a game early this is not classed as conceding.

The rule of **Acceptable Casualties** is in effect for all missions.

# Tiebreakers

In the event of a tie, total VP’s scored for the tournament will be used as the tiebreaker.

If an additional tiebreaker is required, it will be based on the number of Secondary Missions won, then Primary Missions (if required).

# Rules disputes and Rulings

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

1. Discuss with your opponent.
2. Take a moment. Read the rules and the relevant Codex(es)/publications. Check the FAQ’s.
3. Call over the referee who will ask you to provide the page/rule details that you are querying.
4. The referee may discuss with a third party before making a ruling. Resolution may include a roll-off for marginal calls.
5. The Referee’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.

# Disclaimer

In the event that the Player Pack is amended, all players will be notified before May 1.