October 22nd & 23rd, 2022

Tournament Information & Player Rulespacket

Venue

Grand Geneva Resort & Spa

7036 Grand Geneva Way, Lake Geneva, WI 53147

[Hotel Block for Grand Geneva Resort](#)

Hosted By [Dragon Fall Convention](#) & [Warpstorm MKE](#)

Tickets

Dragon Fall Badge & Warhammer Ticket-
https://tabletop.events/conventions/dragon-fall-2022

BCP Event Page (register after buying badge)
https://www.bestcoastpairings.com/eventlanding/45y0fvkp

2022 TOURNAMENT SERIES SCHEDULE

Saturday	4 weeks before	2 weeks before	6 days before	2 Days before	
Event Date	**Open Sign-ups**	**Codex Cutoff**	**Lists Due**	**Preview Day**	**Location**
February 19	1/22/2022	2/5/2022	2/13/2022	2/17/2022	Faklandia Gaming
March 12	2/12/2022	2/26/2022	3/6/2022	3/10/2022	Hobby Knights
April 16	3/19/2022	4/2/2022	4/10/2022	4/14/2022	Faklandia Gaming
Apr 30 & May 1 Open GT#1	4/2/2022	4/16/2022	4/24/2022	4/28/2022	**MGC, Wisconsin Center, MKE**
May 14	4/16/2022	4/30/2022	5/8/2022	5/12/2022	Hobby Knights
June 25 & 26 Open GT#2	5/28/2022	6/11/2022	6/19/2022	6/23/2022	**Nexus Game Fair, Brookfield**
July 16	6/18/2022	7/2/2022	7/10/2022	7/14/2022	Hobby Knights
August 20	7/23/2022	8/6/2022	8/14/2022	8/18/2022	Faklandia Gaming
September 17	8/20/2022	9/3/2022	9/11/2022	9/15/2022	Hobby Knights
October 15	9/17/2022	10/1/2022	10/9/2022	10/13/2022	Faklandia Gaming
October 22 & 23	**July 2022**	**10/8/2022**	**10/16/2022**	**10/20/2022**	**DragonFall GT, Lake Geneva**
November 12	10/15/2022	10/29/2022	11/6/2022	11/10/2022	Hobby Knights
December 3 & 4 Champions GT	**Invitational RSVP**	**11/19/2022**	**11/27/2022**	**12/1/2022**	**Hobby Knights**

dates subject to change, check social media for any updates

TOURNAMENT SCHEDULE

Saturday

8:30-9:15   Check-In

9:15-9:30   Tournament Kickoff

9:30-12:15   Round 1:

Mission 32 - Death and Zeal

12:15-1:15 Lunch

1:15-4:00   Round 2:

Mission 11 - Recover the Relics

4:00-4:15   Break

4:15-7:00 Round 3:

Mission 13 - Data Scry-Salvage

Sunday

9:00-9:30   Doors Open

9:30-12:15   Round 4:

Mission 33 - Secure Missing Artefacts

12:15-1:15 Lunch

1:15-4:00   Round 5:

Mission 21 - Abandoned Sanctuaries

4:00-4:15   Points Tally

4:15-4:30   Awards

TOURNAMENT DETAILS

This is a Warhammer 40k singles event using the matched play rules found in the Warhammer 40,000 rulebook and supplemented with all Games Workshop published FAQs and Chapter Approved publications.

++ This event consists of FIVE two-hour and forty-five-minute game rounds. Three games will take place on Saturday, with the remaining two being played on Sunday. Pairings will be made ten minutes before rounds begin, please use this time to find your table, introduce yourself to your opponent, start pre-game discussions and set objectives on the field. Do not begin any unit deployment or dice rolling until the timer has begun for the round.

++Armies will consist of no more than 2000 points, a maximum of 3 detachments and will use all the appropriate rules for a matched play Strike Force sized game. No Fortifications unit types will be allowed during this event. **Balance Dataslate Q2 2022 and Content Validity Updates (4/20/2022) will be used for this event.**

++ This event will require Battle Ready painted armies; Judges can and will turn away players at check-in if your full army is not to this standard. Please reference the following photo, use the middle model's "tabletop standard" as a benchmark to what judges will be looking for. An effort must be shown to be put into the model's basing and can be a determining factor in whether or not your army is considered fully Battle Ready.
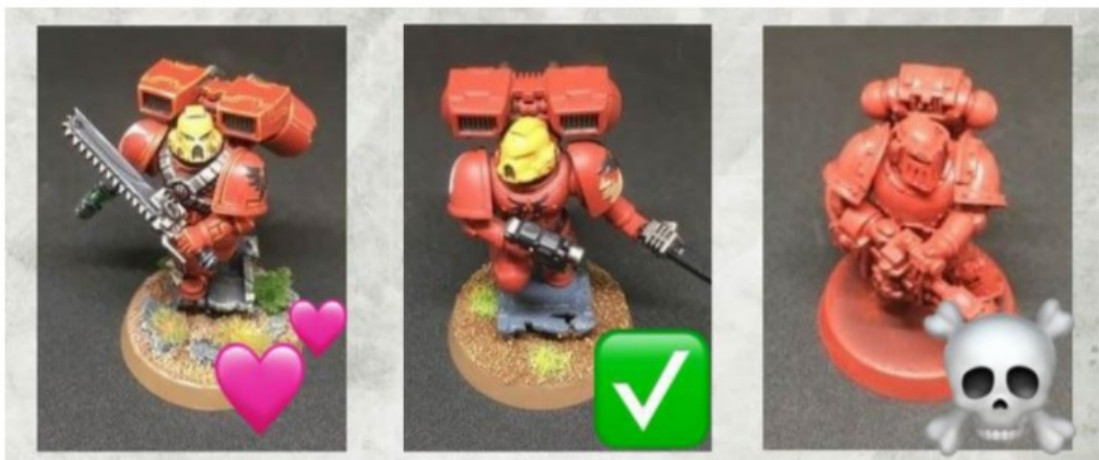
via Hellstorm Gaming

++ Please email WARPSTORMMKE@GMAIL.COM to get any conversions and/or substitute models approved before army list submission on October 16th. Conversions, third-party and 3D printed miniatures are allowed but must be an obvious interpretation, and as close to WISYWYG as possible, of the unit being represented. In the email, provide photos of the model you want to use and the official model that it will be representing.

++ Terrain will be Player Optimized, please see the Terrain Addendum at the end of this document.

++ Chess clocks are not required, but may be provided for players that wish to use them. Please note that only one player needs to request/consent for a timer to be used on their table. Clocks must be used at the start of a game and must be used through its entirety.

++We will allow Games Workshop publications (codices, Warzone supplements, etc) released up to two weeks before the event (Saturday, October 14th, 2022). Any content published after this date will be reviewed by TOs and determined whether or not to be used for the relevant event(s). These may include FAQs, Balance Dataslates or any other content provided by Warhammer Community or other relevant sources. Please check the [Warpstorm MKE](#) Facebook page for these posts closer to the event date.

++ This event will provide scores to ITC standings for personal and team results and reports totals within a week after the event.

++ The use of Best Coast Pairings (BCP app) will be required to track scores during the event and to match players each round. Players will be expected to have their lists submitted into BCP the Sunday before the event (6 days). Scores will be submitted for ITC power rankings through BCP.

PLAYER MATERIALS

Players will be expected to bring the following items with them on game day:

1. A printed copy of your army list (Battlescribe format preferred)
    a. Warlord Traits, Relics, Psychic Powers and pregame Stratagems must be listed.
    b. Digital lists may still be used for convenience, and must be consistent with the BCP submitted list.
2. Collection of miniatures, consistent with provided army list
    a. Please play as close to 'what you see is what you get' (WYSIWYG) as possible. Though some proxying will be allowed (0pt equipment, Relic upgrades, etc), anything deemed excessive to this allowance by judges may be disqualified. If in doubt, please email the T.O. at WarpstormMKE@gmail.com.
3. Six-sided dice 'D6' (easily legible, traditional pips preferred)
    a. No dice rolling apps will be allowed
4. Measuring devices, such as tape measures and engagement range tools
5. Warhammer 40,000 9th Ed. Core Rulebook and/or Chapter Approved 2022 Warzone Nephilim Grand Tournament Mission Pack
6. Army Codex and (if applicable) Ally Codex / Sub-Faction Supplement / Psychic Awakening or War Zone book and appropriate, current FAQs and Erratas from [Warhammer Community](#)
7. Optional: Misc. point trackers, Stratagem Cards, Dice Trays, Pen (blue or black ink)

AWARDS

Lord Commander, Battlemaster, Overlord - Top-in-faction for Imperium, Chaos and Xenos

Champion - Top Winning Army

2nd Place

3rd Place

Wooden Spoon

Hobbyist Award - Army Presentation, Judged Scored

CODE OF CONDUCT

We will be using ITC conduct guidelines found within this link. Please review the Code of Conduct as it will be expected that all players, spectators and organizers attending the event shall adhere to this, save for any changes deemed necessary by the organizers, which will be discussed the morning of the tournament.

USEFUL LINKS

Warhammer Community Downloads https://www.warhammer-community.com/downloads/

Warhammer Community FAQs https://www.warhammer-community.com/faqs/

Best Coast Pairings site (links to app store) https://www.bestcoastpairings.com/

ITC 40k 9th Ed. Guidelines
https://docs.google.com/document/d/1bUs0HrJ3f6YzR6mWlT1LRLq0i9_0ekf7ah9WhCTxsIo/edit

Warpstorm Player Resources (Player Packet, Terrain Set-up Guide, Terrain Rules, Scoresheet)
https://drive.google.com/drive/folders/1JqbQYZkflmYUgVCLYtyw8SW7-iALs28I?usp=sharing
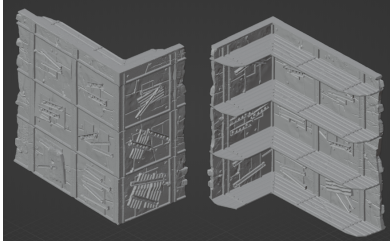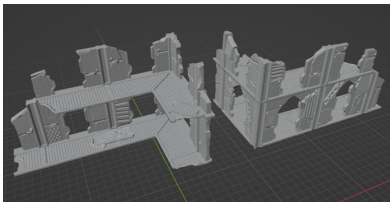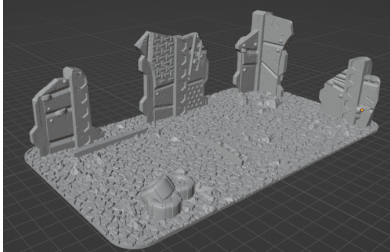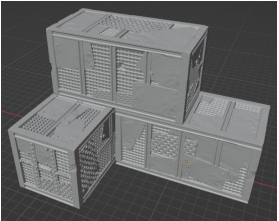
GOOD LUCK AND HAVE FUN!

Lead Tournament Organizer - Ryan 'Kirsch' Kirschbaum

Warpstorm Event Committee

Faklandia Gaming & Hobby Knights Staff

-Terrain Addendum-

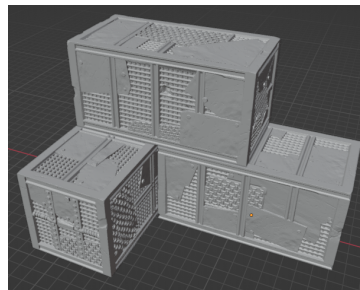|	**Large Ruin (no windows)**	Pieces per player
	-Light Cover -Breachable -Defensible -Obscuring -Scalable **9"H x 9"L x 5"W**	**1*** 6" away from all terrain and table edges
	Small Ruins (windows) -Light Cover -Breachable -Defensible -Obscuring -Scalable **5"H x 9"L x 5"W**	**2** 4" away from all terrain and table edges 5"H x 9" L x 5" W
	Forest -Dense Cover -Breachable -Difficult Ground -Defensible **9-8"L x 5-4.5"W**	**1*** 4" away from all terrain and table edges
	Armored Containers -Light Cover -Scalable -Exposed Position **2.5"H x 5"L x 2.5"W**	**3**** 4" away from all terrain and table edges

* - The exception to the Large Ruin's 6" distance is in relation to the Forest, these two terrain types may be as close as 4" to one another, this includes your opponents features as well.

** - The Armored Containers (or Crates) must be set up together as a single terrain feature, with two pieces on the bottom in a "tetris" pattern, and the remaining piece stacked on top, all in a horizontal orientation without any gaps. See examples:

Tetris-style patterns   **Stacked third crate, all horizontal**

Terrain Keyword Bulletpoints

Breachable	**INFANTRY, BEAST and SWARM** models can move through walls, girders, chains and foliage.
Defensible	**INFANTRY** units can <u>Hold Steady</u> or <u>Set to Defend</u> when declared as a charge target (if no enemy within Engagement Range). **<u>Hold Steady</u>: Overwatch attacks hit on 5+. **<u>Set to Defend</u>: Cannot fire Overwatch but add 1 to hit rolls in next Fight phase.
Dense Cover	Subtract 1 from hit rolls made for ranged weapons if at least 3" tall. Does not apply to models that are only shooting through their own terrain feature. No penalty when shooting at **AIRCRAFT** and units with W characteristic of 18+.
Difficult Ground	Subtract 2" when making a **Normal Move, Advance, Fall Back or charge** move over this terrain feature (unless the moving unit can **FLY**, or if the moving unit is **TITANIC** and the terrain feature is less than 3" in height).
Exposed Position	Models do not receive benefits of cover while on top of this terrain feature.
Light Cover	+1 to saving throws against ranged weapons. Invul. saves are not affected.
Obscuring	Blocks visibility if at least 5" tall. Models on or within can see and be seen normally. **AIRCRAFT** and models with W characteristic of 18+ can be seen normally.
Scalable	Only I**NFANTRY, BEAST, SWARM and FLY** models can be set up or end a move on top of this terrain feature (excluding ground floor). I**NFANTRY, BEAST and SWARM** models can move through the floors, ceilings and gantries.

-Pre-Game Set-up-
[Please aim to take 15 minutes to complete these pre-game steps]

1) Greet you opponent and review army lists, fill out the scoresheet with the table # and round # in the top left corner, and your names along with starting CP

2) Set objective markers on the field according to the mission

3) Roll off to determine Attacker and Defender, high roll chooses

4) Defender places the first terrain piece, alternate back and forth until all 10 pieces have been set

5) Pick your Secondary Objectives All must come from Warzone Nephilim GT pack. –(At this time, move any objective markers if the mission calls for it)

6) Declare units embarked in transports and units in reserves/off table (Deep Strike)

7) Defender deploys their first unit, alternate back and forth until finished

8) Roll off to determine who gets the first turn of the round. Then play Warhammer!