

2009 Origins Rogue Trader Tournament Official Rules

- 1) The 5th Edition Warhammer 40K rules will be used.
- 2) Forces will be 1750 points.
- 3) All of the current valid Games Workshop codexes will be used. This includes the following: **Chaos Demons; Chaos Space Marines; Daemonhunters; Dark Eldar; Eldar; Imperial Guard; Necrons; Orks; Space Marines** (Blood Angels, Dark Angels, Space Wolves, Generic); **Tau Empire; Tyranids**, and; **Witch Hunters**. Imperial codexes can use Daemonhunter and/or Witch Hunters as per the rules given in their appropriate books.
- 4) Three (3) games will be played. A Swiss tournament system will be used to pair up players for games. No one will play the same opponent twice.
- 5) Here is the schedule for the tournament:

9am – 9:30am	Sign In
9:30am – 10pm	Pre-Game
10am – 12pm	Game One
12pm – 1pm	Lunch
1pm – 1:30pm	Pre-Game
1:30pm – 3:30pm	Game Two
3:30pm – 4pm	Break
4pm – 4:30pm	Pre-Game
4:30pm – 6:30pm	Game Three
6:30pm – 7pm	Break
7pm	Award Ceremony

- 6) Scoring for the tournament will fall within a range of 0 to 100 points. That total is split up into the following categories: Battle Points (0-60 points); Painting Points (0-20 points), and; Sportsmanship (0-20 points).
- 7) Each battle can generate anywhere from 0 to 20 points for a player. The specific rules for figuring out points for a particular scenario will be listed on the scenario sheet.
- 8) Sportsmanship points will be awarded in the following manner. Each participant will receive a game sheet on which they can record the results of their battle and the score they wish to give to their opponent. Use the following scale to rate the sportsmanship of the person you just played (this list will be repeated on the results sheet):

“This fellow was about as much fun as Darth Vader after someone shot his puppy. He cheated whenever possible and brought a list that was a cheese complete fest. Get me out of here!”	0 Points
“Definitely not fun. He didn’t know the rules, did things that were suspicious, and was generally unpleasant. I rather not play this guy again.”	1 Point
“Somewhat fun, but there were some problems that decreased my enjoyment. I would play this guy again if I had nothing else better to do.”	2 points
“Fun, but not spectacular. I would play this guy again.”	3 Points
“Quite enjoyable. This guy was more than reasonable and definitely added to my fun. I’d look forward to playing him again.”	4 Points
“I had a great time! This guy really added greatly to my enjoyment of this game. I would play him again at a moment’s notice.”	5 Points

In addition to these grades a person who receives a single “5” rating receives an extra point. If he receives two “5” ratings he receives a bonus 3 points and if he three “5” ratings he gets 5 extra points. In the case of ties the award for Best Sportsman will go to the individual with the highest Battle Point rating. If that is a tie then Painting will be used to determine the winner. If somehow that is a tie then a coin toss will be employed.

- 9) Painting scores will range from 0 – 20 points. Painting will be judged by 40KOrigins.com officials. While ultimately an individual’s painting score will be up to the judges to determined, they will use the following basic rating system as a guide:

Bare plastic and metal	0 Points
Very basic paint job with no highlighting or shading. Bases are not flocked.	5 Points
Complete, if basic job. Three colors were used on all models and the bases were flocked. Some highlighting and shading.	10 Points
A thoroughly fine job complete with competent highlighting and shading. Some conversions and stylized bases to add flare to the army.	15 Points
Excellent army. A true masterpiece done by an artist we’d like to have teach us! Deserves to be seen in White Dwarf.	20 Points

Note that judges can give a rating anywhere from 0-20 as they see fit in the case of armies that don’t fall exactly under the definitions given above.

- 10) While 40Korigins.com will do its best to adjudicate rules discussions and conflicts ultimately once made the judgments of the staff are final.
- 11) By entering this tournament you give 40KOrigins.com the right to post pictures of the tournament action or of your army. We want to show everyone the great time we all had at Origins!