

CARNAGE TOURNAMENT 2012

INFORMATION PACK v1.2

INTRODUCTION



The Carnage Tournament is a competitive event for a group of players to get together and play Warhammer 40,000 all weekend long, as well as celebrate the skills of exceptional hobbyists and those who embody great sporting behaviour. For this to happen successfully, there are two principles that must be adhered to by all players who attend.

First and foremost, the Carnage Tournament 2012 is not meant to be a win at all costs competition. Therefore, each player is expected to conduct themselves in a friendly manner, whether it is towards each other, the Judges or the general public. Players are reminded that the Carnage Tournament 2012 takes place in Warhammer World, a public venue, and should be mindful of this at all times.

Secondly, the Judges are the adjudicators of the Carnage Tournament 2012 and have been empowered to make clear and unambiguous decisions when it comes to any issue that requires player co-operation. Players are advised that from the moment of entry, the decisions of all Judges regarding the fair adjudication of the Carnage Tournament 2012 rules, the Warhammer 40,000 rules and all issues of health and safety are final and every single player is obliged to accept a Judge's decision. No discussions will be entered into once a decision has been made and any breach of a decision will result in a Red Card.

If you are not prepared to accept and abide by these two principles, then perhaps the Carnage Tournament 2012 is not the event for you. If you are prepared to follow these principles, then the Judges look forward to seeing you at the Carnage Tournament 2012.

Simon Tull
Carnage Events Organiser

IMPORTANT

Please read the following Information Pack carefully as it details how the Carnage Tournament 2012 will be organised.

Any updates or clarifications regarding the Carnage Tournament 2012 will be published on the Carnage Events website: www.carnage-events.com.

The Carnage Tournament 2012 FAQ will be published on the Carnage Events website and emailed to all players no later than four weeks before the Carnage Tournament 2012. If you have any rules questions that you would like clarified, or if you have any other questions regarding the Carnage Tournament 2012, then please email: carnage-events@hotmail.com.

All Carnage Tournament 2012 material will be published and presented in English and unfortunately no interpreters or translations can be provided.

PREPARING FOR CARNAGE

ARRANGEMENTS

All players must arrange the following for themselves:

- Spending money.
- Transportation.
- Accommodation.

INVENTORY

All players must bring any gaming materials they require to play, including the following:

- A fully painted Warhammer 40,000 army.
- The latest English language versions of the Warhammer 40,000 Rulebook, Codex and any other Games Workshop publications that they require to use their chosen army.
- A copy of this Information Pack.
- Two copies of each Army Roster.
- A carrying tray.
- A tape measure.
- Three 40mm Objective Counters.
- Dice and templates.
- Pen and paper.
- Super glue and poly cement.

TOURNAMENT SCHEDULE

SATURDAY

The schedule for the first day of the Carnage Tournament 2012 is as follows:

TIME	EVENT
9.00am-9.50am	Registration
9.50am-10.00am	Morning Briefing
10.00am-11.30am	Round One
11.30am-12.00pm	Break
12.00pm-1.30pm	Round Two
1.30pm-2.30pm	Lunch and Army Presentation
2.30pm-4.00pm	Round Three
4.00pm-4.30pm	Break
4.30pm-6.00pm	Round Four

SUNDAY

The schedule for the second day of the Carnage Tournament 2012 is as follows:

TIME	EVENT
9.00am-9.50am	Registration
9.50am-10.00am	Morning Briefing
10.00am-12.00pm	Round Five
12.00pm-1.00pm	Lunch and Best Army Vote
1.00pm-3.00pm	Round Six
3.00pm-3.30pm	Break
3.30pm-5.30pm	Round Seven
5.30pm-6.00pm	Break
6.00pm-6.30pm	Awards Ceremony

RULES OF ENGAGEMENT

ARMY ROSTERS

All players must hand in one copy of their Strike Force Army Roster and one copy of their Battle Force Army Roster to the Judges during Registration on the first day of the Carnage Tournament 2012. Players will also require a second copy of their Army Rosters to refer to during each Round.

Both copies of an Army Roster must adhere to the following:

- Be clearly legible.
- Include the player's name.
- Adhere to the criteria listed in the ARMY SELECTION section.
- Clearly state, for all of the models in the army: their points value, the points value of any additional equipment or wargear and which specific models carry any additional equipment or wargear.

The Judges will check every Army Roster that is handed into them. If any mistakes are found with an Army Roster, then all of the games in which the respective player used the illegal Army Roster will be changed to Wins in favour of their opponents. The respective player will be asked to amend their Army Roster in the presence of a Judge.

Using an illegal Army Roster again in later Rounds will result in a Red Card and all of the games in which the offending player used the illegal Army Roster will be changed to Wins in favour of their opponents.

If during the Carnage Tournament 2012 you think an opponent has an illegal Army Roster, then please notify the Judges.

ARMY SELECTION

All armies entered into the Carnage Tournament 2012 must adhere to the following:

- A Strike Force must be no more than 1250pts.
- A Battle Force must contain all of the units from the Strike Force without any changes, plus no more than 500pts of additional units.
- Each Strike Force and Battle Force must use the following Force Organisation Charts:

	STRIKE FORCE	BATTLE FORCE
HQ	1	1-2
ELITES	0-2	0-3
TROOPS	2-4	2-6
FAST ATTACK	0-2	0-3
HEAVY SUPPORT	0-2	0-3

- Each army must be chosen from the PERMITTED CODEXES section.
- Each army must follow all of the restrictions within the relevant Codex.
- When multiple versions of a Codex exist, the most recent version will be used, providing that its release is no later than twenty-eight days before the Carnage Tournament 2012.
- Players may not use models that represent one recognised army whilst using the Codex of another recognised army. For example, a player with a Dark Angels army may not use Codex: Space Marines and should use Codex: Dark Angels instead.
- All downloadable FAQs that have been published on the Games Workshop website are in effect.
- Vehicles and units detailed exclusively in Forge World publications may not be fielded.
- All models must be WYSIWYG as described in the WYSIWYG section.
- All models must be painted with at least three colours.
- All models must have textured and painted bases.
- All models must be Citadel or Forge World models.
- Conversions must begin as and contain a majority of Citadel or Forge World components. Conversions that do not contain a majority of Citadel or Forge World components are not permitted. Models which are entirely scratch built are permitted.

PERMITTED CODEXES

The permitted Codexes are as follows:

Codex: Black Templars	Codex: Imperial Guard
Codex: Blood Angels	Codex: Necrons
Codex: Chaos Daemons	Codex: Orks
Codex: Chaos Space Marines	Codex: Sisters of Battle
Codex: Dark Angels	Codex: Space Marines
Codex: Dark Eldar	Codex: Space Wolves
Codex: Eldar	Codex: Tau Empire
Codex: Grey Knights	Codex: Tyranids

ORDER OF BATTLE

REGISTRATION

All players must arrive for Registration on both days of the Carnage Tournament 2012 to confirm their attendance. During Registration on the first day, the Judges will take one copy of each of your Army Rosters. Players will also need to inform the Judges if they did not paint their entire army, as this will affect their nomination for the Best Army award.

MORNING BRIEFING

After Registration has been completed, the Judges will commence the Morning Briefing, during which greetings and announcements regarding the Carnage Tournament 2012 and the use of the Warhammer World facilities will be made.

THE CARNAGE TOURNAMENT 2012

The Carnage Tournament 2012 will be organised as follows:

- Players will enter a Warhammer 40,000 tournament comprising of seven games, each forming a Round.
- Players will use their Strike Force during each Round on the first day of the Carnage Tournament 2012. Players will use their Battle Force during each Round on the second day of the Carnage Tournament 2012.
- Before each Round, the player fixtures will be announced in addition to their assigned tables. All tables will be numbered.
- In Round One, players will be matched randomly against each other. After Round One, players will be matched based on their total Battle Points. The only exception is that a player will never play the same opponent twice. Should this happen, then please notify the Judges who will step in and make sure each player faces a fresh opponent.
- If there is an odd number of players, then in each Round, a random player will receive a Bye Victory and will be awarded a Win, though they will not actually play a game. A player will never receive more than one Bye Victory. Please note that a Bye Victory is randomly determined and cannot be requested.
- Once the player fixtures for each Round have been announced, the Judges will then announce which mission and deployment rules will be used from the MISSIONS and DEPLOYMENT sections and pages 90-93 of the Warhammer 40,000 rulebook.

- Each game will be fought on a 6' by 4' table with provided terrain.
- Each Round will include a five-minute warm-up. During this time, players are advised to:
 1. Clear up any potential rules problems that might occur during the game.
 2. Discuss the special rules and victory conditions of the mission.
 3. Ask questions about each other's armies and the special rules that apply to it.
 4. Notify each other if they are using the 'counts as' rule as described in the WYSIWYG section.
 5. Set up the provided terrain in an agreeable manner and discuss its effects.
 6. Set up their armies as defined by the mission and deployment rules.
- Players are asked to play at a brisk pace so that the Carnage Tournament 2012 can keep on schedule.
- Players will be informed when there are only twenty minutes left to play in each Round. In the interest of fairness, players should only start a new game turn after the twenty minute mark if they are convinced that they can finish it. If both players cannot agree on this, then simply end the game.
- At the end of each game, both players will need to fill in a Results Card provided by the Judges.

RECORDING BATTLE POINTS

Both players must record onto their Results Cards the number of Battle Points that they and their opponent have scored during this Round. Both players must also record the number of Victory Points that they have scored during this Round as described on page 108 of the Warhammer 40,000 rulebook.

Players receive Battle Points based on the outcome of each game as determined in the following table:

GAME RESULT	BATTLE POINTS
Win/Bye Victory	30
Draw	10
Loss/Concede	0

In addition, players can receive bonus Battle Points as determined in the following table:

BONUS	BATTLE POINTS
Player has four or more Kill Points or has captured two or more Objectives than opponent	1
Most expensive enemy HQ unit is destroyed or falling back at the end of the game	1
Most expensive enemy non-HQ unit is destroyed or falling back at the end of the game	1

Should a player concede, then they receive no Battle Points and count as scoring no Victory Points. The player who did not concede will be awarded a Win with full bonus Battle Points and counts as scoring full Victory Points.

RECORDING SPORTSMANSHIP

Both players must also secretly record a Rating about each other's sportsmanship on their own Results Card. The two Ratings a player can record are as follows:

RATING	RESULT
Great Opponent	Your opponent played in a friendly manner and helped to ensure you played the sort of game you came to experience.
Difficult Opponent	Your opponent played in poor spirit, quibbled excessively or was too aggressive in interpreting the rules.

Players are asked not to record a Difficult Opponent without good cause and should not be surprised if a Judge approaches them to enquire why a Difficult Opponent rating was recorded. In almost every case, players are expected to record a Great Opponent.

Players who receive two Difficult Opponent ratings will receive a Yellow Card. Players who then receive further Difficult Opponent ratings will receive a Red Card for each additional rating.

Once both players have filled in their Results Card, they must hand it in to Judges. Players who do not hand in their Results Card will not receive any Battle Points. Players are advised to double check their Results Card before handing them in as the Judges are unable to amend any submitted Results Cards.

INTERFERENCE

The only people who should be involved in each game are the players themselves. This means that any players who finish their games early must not become involved in another game in any way. Players who feel their game is being interfered should inform a Judge. Interfering with a game that is not your own will result in a Yellow Card.

RULES QUESTIONS

In order to avoid arguments over rules questions, players should refer to the Warhammer 40,000 Rulebook and/or appropriate Codex or FAQ as soon as a question arises. If the Warhammer 40,000 Rulebook and/or appropriate Codex or FAQ does not cover the situation or you simply cannot agree on a solution, then you may either:

- Roll a D6 to determine a temporary measure. For instance, on a roll of one to three, one player is correct and on a roll of four to six, the other player is correct.
- Refer to a Judge who will either show you the rule in the Warhammer 40,000 Rulebook and/or appropriate Codex or FAQ, or ask you to roll a D6 as above.

Please note that there is nothing wrong with politely asking an opponent if they can show you the appropriate rule or set of characteristics at any point during a game.

MISSIONS

ANNIHILATION

Please refer to page 91 of the Warhammer 40,000 rulebook.

CAPTURE AND CONTROL

Please refer to page 91 of the Warhammer 40,000 rulebook.

CARNAGE

Both sides are attempting to capture vital equipment from the wreckage of an ambushed vehicle convoy or downed aircraft. The spoils are closely scattered, ensuring fierce fighting will occur for their possession.

After deciding deployment zones, but before deploying any unit (as described in the DEPLOYMENT section and on pages 92-93 of the Warhammer 40,000 rulebook), the players must position one Objective Counter over the centre point of the table. Starting with the player that will deploy first, each player then chooses a point outside of his own deployment zone and places an Objective Counter there. These additional Objective Counters must be placed within 18" of the central Objective Counter but may not be placed within 12" of each other.

After positioning the Objective Counters, deployment of the forces begins, as described in the DEPLOYMENT section and on pages 92-93 of the Warhammer 40,000 rulebook.

At the end of the game, you control an Objective if there is at least one of your scoring units, and no enemy unit (scoring or otherwise), within 3" of it.

The player controlling the most Objectives wins. If the players control the same number of Objectives, the game is a tactical draw.

SEIZE GROUND

Please refer to page 91 of the Warhammer 40,000 rulebook.

DEPLOYMENT

DAWN OF WAR

Please refer to page 93 of the Warhammer 40,000 rulebook.

PITCHED BATTLE

Please refer to page 92 of the Warhammer 40,000 rulebook.

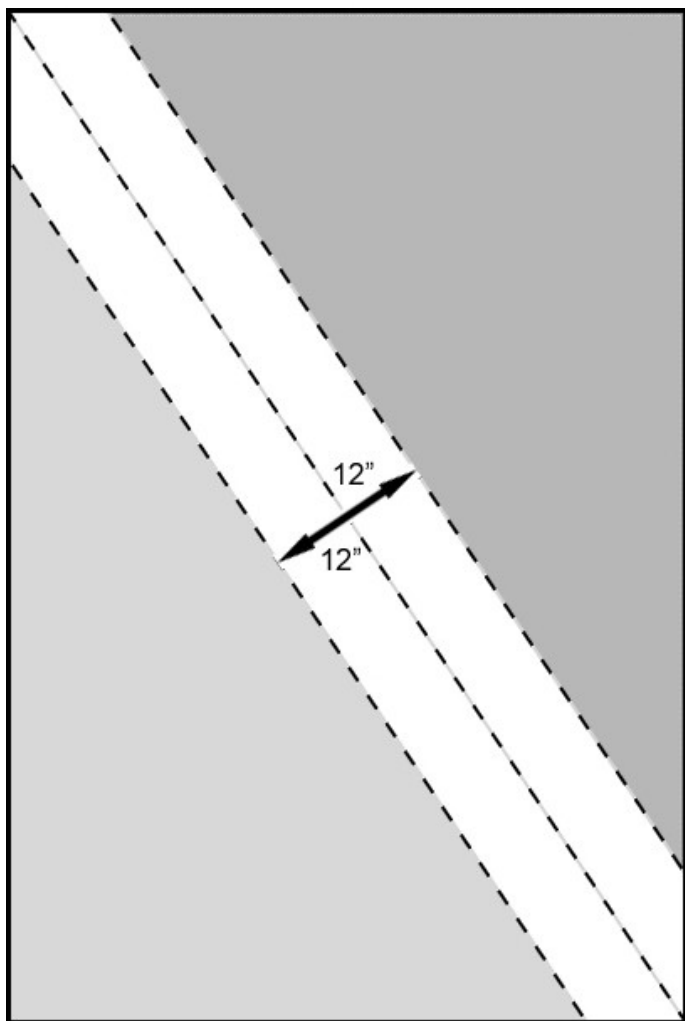
SPEARHEAD

Please refer to page 93 of the Warhammer 40,000 rulebook.

TOTAL WAR

Two rapidly advancing forces have learnt of each other's proximity and have changed course to engage.

The table is divided diagonally into two halves as shown below.



The players roll off, and the winner chooses to go first or second. The player that goes first then chooses one of the long table edges to be his own table edge. He then deploys his force in his half of the table, with all models more than 12" away from the table's middle line (this is his 'deployment zone'). His opponent then does the same in the opposite half.

Deploy any infiltrators and make any scout moves.

Start the game! Once deployment has finished, the player that chose his deployment zone first starts game Turn 1 with his first player turn.

JUDGES

The prime duty of the Judges is to make sure that the majority of players enjoy themselves at the Carnage Tournament 2012. The Judges will intervene in any argument that they see or are alerted to. If a player keeps on spoiling the Carnage Tournament 2012 after a Judge has intervened, then they will be asked to adjust their attitude or be penalised.

Judges have a simple penalty system when dealing with incidents as follows:

CARD	PENALTY
Yellow Card	A Yellow Card is given to players who commit a minor offence, interfere in other games or receive two Difficult Opponent verdicts. Recipient players will have one Battle Point deducted from their Grand Total and be asked to adjust their attitude or face further penalty.
Red Card	A Red Card is given to players who commit a second minor offence, commit a serious offence, breach a decision made by a Judge, use an illegal Army Roster again or receive further Difficult Opponent verdicts. Recipient players will have three Battle Points deducted from their Grand Total and be asked to adjust their attitude or be expelled.

The Judges reserve the right to expel players that spoil the Carnage Tournament 2012. Refunds will not be issued to players who are expelled.

ARMY PRESENTATION

At the end of Round Two, every player must leave their Battle Force and both Army Rosters set up on the table they have just played on for the Judges to examine during Army Presentation.

The Judges will examine each army and its accompanying Army Rosters to ensure that it adheres to the criteria listed in the ARMY SELECTION section. The Judges will make note of any models that do not adhere to the Army Selection criteria and will inform the respective player before Round Two that they are not permitted and cannot be used at the Carnage Tournament 2012.

The Judges will also nominate up to five armies for the Best Army vote. The Judges will be looking to nominate coherent and visually striking armies. The Judges will not nominate armies that were not painted by their owner or do not adhere to the criteria listed in the ARMY SELECTION section.

THE AWARDS

AWARDS CEREMONY

At the conclusion of the Carnage Tournament 2012, the Judges will host an Awards Ceremony during which they will award the Champion, 2nd Place and 3rd Place, Best Army and Best Sportsman.

CHAMPION, 2ND PLACE AND 3RD PLACE

The Champion, 2nd Place and 3rd Place recipients will be determined as follows:

- At the end of Round Seven, the Judges will add together each player's Battle Points to form their Grand Total. The player with the highest Grand Total will be declared the Champion.
- The players with the second and third highest Grand Totals will be awarded with the 2nd Place and 3rd Place awards respectively.
- In the case of any ties, the recipient will be the player who scored the most Victory Points. Bie Victories do not count towards Battle Points in the case of a tie.

BEST ARMY AWARD

The Best Army award is awarded to the player who has brought the most coherent and visually striking army to the Carnage Tournament 2012.

The Best Army will be determined as follows:

- During Army Presentation, the Judges will nominate up to five armies for the Best Army vote. The Judges will not nominate armies that were not painted by their owner. Best Army nominees will be informed of their selection before Round Five.
- At the end of Round Five, all nominees must arrange their armies where instructed by the Judges so that the players can inspect them.
- All players will be invited to vote for the Best Army after Round Five. Each player will be given a Voting Card, onto which they write down the nominee they feel should receive the Best Army award. Best Army nominees may not vote for themselves.
- The nominee with the most votes will receive the Best Army award.
- In the case of a tie, the recipient will be determined at the Judge's discretion.

BEST SPORTSMAN AWARD

The Best Sportsman award is awarded to the player who has participated in the most admirable spirit during the Carnage Tournament 2012.

The Best Sportsman will be determined as follows:

- All players will be invited to vote for the Best Sportsman after Round Seven. Each player must write down the player they feel should receive the Best Sportsman award onto their Results Card for Round Seven. Players are only able to vote for another player that they have played.
- The player with the most votes will receive the Best Sportsman award.
- In the case of a tie, the recipient will be determined at the Judge's discretion.

RESULTS

The Carnage Tournament 2012 Results will be published on the Carnage Events website no later than one week after the Carnage Tournament 2012. Once the Carnage Tournament 2012 Results are published on the Carnage Events website, they can not be altered in any way.

WYSIWYG

All models used at the Carnage Tournament 2012 must be WYSIWYG, which is an acronym for 'what you see is what you get'. WYSIWYG ensures that all players utilise appropriate models that represent the characters and units on their Army Rosters, including any additional equipment or wargear they have been equipped with, so as to avoid confusion during games.

Although all models used at the Carnage Tournament 2012 must be WYSIWYG, you may decide that certain models in your army 'count as' another model. This is especially useful if you wish to include older models that are no longer covered by your chosen army's Codex or wish to include converted models in your army. Models which 'count as' another model must be roughly the same size as the model they 'count as'.

Additionally, a player who invents their own unrecognised army may use any appropriate Codex to represent it. All models in these armies must be WYSIWYG. For example, a player who invents their own Space Marine Chapter may decide to use Codex: Blood Angels to represent their army.

If you are unsure whether or not your models are WYSIWYG, then please email the Judges at: carnage-events@hotmail.com no later than two weeks before the Carnage Tournament 2012. You will need to include a description of the models you are unsure are WYSIWYG. If it is possible, then please include pictures of the models which you are unsure are WYSIWYG. The Judges will disallow any models which are not WYSIWYG and the player will be notified of the Judge's decision.

If during the Carnage Tournament 2012 you think your opponent has models that are not WYSIWYG, then please notify the Judges.

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Special thanks to the proofreaders of the Carnage Tournament 2012 Information Pack.