

“THE SHARDS OF CHAOS”

Saturday, August 1st, 2009

Warhammer Legio Tournament

Overview

Welcome to Legio Malaysia's first ever Warhammer 'Legio Tournament'! Set on battlefields across the Old World, this is a three round, Swiss style, Warhammer. This is also a complete hobby tournament, so sportsmanship and painting scores will have a significant impact on who wins the Overall Champion award. This information packet will serve as an introduction not only to this particular tournament, but also as a guide to how future tournaments will be run by Legio Malaysia. If you have any concerns or questions about this guide, or if something isn't clear, please do not hesitate to contact us through the Legio Malaysia web site:

<http://legiomalaysia.blogspot.com>

Our mission is to support and develop the miniatures wargaming hobby in Malaysia, so expect to see tournaments for other systems in the future like Flames of War, Warmachine, and others. If you have an idea for our next tournament, or would like to take part, come to one of our Friday Hobby Nights and get involved!

Rules and Army Composition

This tournament will use the standard Warhammer ruleset. All participants are expected to bring their own original copy of their rulebook, as well as an original copy of the Army Book their army list is drawn from. No more than 2000 points may be spent on your army. Army lists must follow all restrictions on army selection from their own Army Book. No optional or appendix lists will be permitted. Special Characters are permitted, provided they follow the normal restrictions laid out in their Army Book. Only the following Army Books may be used for armies playing in this tournament:

- Beasts of Chaos
- Bretonnia
- Daemons of Chaos
- Dark Elves
- Dwarfs
- The Empire
- High Elves
- Lizardmen
- Ogre Kingdoms
- Orcs & Goblins
- Skaven
- Tomb Kings
- Vampire Counts
- Warriors of Chaos
- Wood Elves

FAQ articles from Games Workshop's website will be used. They can all be found here:

<http://www.games-workshop.com/gws/content/article.jsp?categoryId=1000018&pIndex=1&ald=3000006&start=2>

We recommend that you print off the appropriate article for your army and bring it with you to the tournament.

Tournament Registration

Tournament registration is open on a first come, first served basis beginning July 1st. Once we have 20 paid registrations, we'll start accepting people for the reserve/alternate list. No payment is required to get on the reserve list- payment will be collected on the day of the tournament if you are selected to play. The following is required when you submit your registration:

- 1) Your full name
- 2) A clear copy of your army list that shows your selections broken down by Characters, Core, Special, and Rare choices. Point values must be shown for all selections and items taken. The army list must not exceed 2000 points, but may be lower if you wish.
- 3) A valid email address we can contact you at. This will be added to the Legio Malaysia Events List, a monthly notification of what's coming up. If you do not wish to be informed about Legio events, just make a note of that with your registration. However, we still need an email address for you.
- 4) Your standard tshirt size (S, M, L, etc.). You will be given a tshirt on the day of the tournament, exclusively for tournament competitors.
- 5) RM30.00 in cash. Legio Malaysia members may register at the discounted rate of RM20.00.

You may email all of this information in through the Legio Malaysia website. You may also give this to either Jeff Brooks or Azlan Ramli in person, along with payment. If you wish to submit your payment via bank transfer, please let us know and we can arrange that with you. Once we receive all 5 items from you, we'll confirm your registration.

When you arrive on tournament day at 9:00 AM, at a minimum you need to bring another copy of your army list, rulebook, Army Book you are using, dice, necessary templates, and a tape measure. These items will not be provided by Legio Malaysia.

Judging

The Tournament Judges (TJ) will be clearly identified during the pre-game briefing before Round 1. Impartial TJs will be on hand the entire tournament to answer questions and assist. If you are unable to resolve a rules issue with your opponent, you may call a judge over to arbitrate. If you choose to do this, *whatever the TJ rules is final*. No discussion or negotiation will be entered once a call has been made, so please bear this mind.

Basic Round Information

This tournament will consist of three rounds, with the first round starting at 10:00 AM. You will have two hours to complete each round. This two hours includes deployment and other pre game necessities. At the end of two hours, all rounds will immediately be halted by the TJs, regardless whose turn it is or how close to the end you are. Time warnings will be given at 1 hour, 30, 15, 10, and 5 minutes left in the round, so the end of the round will come as no surprise. Please be conscious of this- two hours is plenty of time to finish a 2000 point game.

Between Round 1 and 2 there will be a lunch break of 30-45 minutes. A halal pizza lunch is included with your registration fee. If you are a vegetarian, please let us know when you register and we'll make sure to get some pizza with no meat. Between Rounds 2 and 3 there will be a brief 10 to 15 minute break while we enter scores and prep for the next round.

How Pairings Work

Legio Tournaments, (unless specified otherwise) are seeded using the Swiss tournament system. For Round 1, the TJs will randomly pair competitors. For Rounds 2 and 3, competitors will be paired with opponents with similar battle scores, provided you have not already played against that opponent. Note that sportsmanship and appearance scores have no effect on the pairings. So, this generally means that winners will play against winners, losers against losers.

Terrain

All terrain for all three Rounds is fixed, so players should not make any adjustments to the way tables are set up. All of the terrain is fairly standard, and the main rulebook is quite clear on line of sight rules.

Judges will place "Shards of Chaos" terrain pieces as needed. Full rules for these will be handed out on the day of the tournament.

Regardless, if you have any questions about terrain just ask a TJ and he'll sort you out.

Result Sheets

When you finish each Round, you need to record the results. TJs will pass out blank result sheets for you and your opponent to fill out. Please fill these out *immediately* after you finish your game, and turn both of them in at the same time to any TJ. The sooner you fill these out, the quicker the TJs can update the scoring and get the next round ready.

Army Appearance

Legio Tournaments provide a chance for people to show off their armies, and to play against opponents with full painted armies. Games like that represent the best of the miniatures wargaming hobby, and to that end we have rules to make Legio Tournaments as enjoyable as possible.

All armies must be WYSIWYG- What You See Is What You Get. A model armed with a halberd needs to represent a halberd armed model in the army list. Proxies and substitutions are not allowed, as this is confusing for your opponents as they try to figure out what's what on the wargame table. Magic items do not need to be specifically represented on the model, but weapons & armor should be, within reason. For instance, a model armed with any kind of magic shield should have a shield somewhere on the model. Magic hand weapons (swords, maces, etc.) may be represented by any other hand weapon the player chooses. Use common sense, and make sure your army represents what your army list says. If you have any doubts about an entry, please contact us and we'll get you sorted.

Scratch built models or substitutions are permitted on a case by case basis. A LOTR Ent could be used as a Wood Elf Treeman, but a stick with some static grass on it will not. If you wish to use scratch built models, send pictures of what you intend to use to us through the Legio Malaysia website. We'll take a look and make a call. However, if there is an existing model in the range that's readily available, don't expect us to ok the scratch built version.

All models must be mounted on bases that *their current versions use*.

ALL models must be fully painted. The minimum is 3 colors, based, with "painting effort" involved. TJs will make the final call as to what consists of a painted model. Under no circumstances will bare plastic/metal models or primed models be allowed in the tournament. **No exceptions whatsoever will be made to this rule**- if you bring unpainted models you will not be allowed to use them in your games.

Sportsmanship

Good sportsmanship is important- both players should enjoy their game with one another. Miserable, rude, belligerent, or otherwise lousy players have no place in Legio Tournaments. We strongly encourage all players to act as though they are "Hobby Ambassadors", spreading good will and fun wherever they pull out their miniatures for a game. This is, after all, a hobby!

Therefore, we wish to reward players that exhibit a great attitude and make things fun for those around them. To this end, you will give a Sportsmanship score to each of your opponents at the end of the tournament.

You will rate each of your opponents with a 1, 2, or 3 Sportsmanship score, with 3 being the best. However, there's a catch. You may not give any duplicate scores! So, one of your opponents is going to get a 1, one of them a 2, and one of them a 3.

Now, many of you are probably thinking, "That's not right! What if I enjoy all three games? Why shouldn't I be able to give all 3's if I wish?" Good question.

We use this system for two primary reasons. First, it helps prevent Sportsmanship score ties. In many tournaments that don't use this kind of system, many times you'll get a lot of tied scores. Remember, just because you have someone a 1 doesn't mean you think they are a horrible player. It just means that out of the three games, you enjoyed the other two players a little more.

Second, using this system helps minimize the impact of "club cartels". In many tournaments I've run in the past, a gaming club would show up to a tournament to play. Before the tournament started, they will have agreed beforehand that if they play against a fellow club member, they will assign them the maximum painting and sportsmanship scores regardless of what they really deserved. This system makes it more likely that club members will capture more awards. By taking appearance scores off the card (and letting the TJs judge that impartially), and by using this "1, 2, 3 System" for Sportsmanship, the effect of pre-tournament "pacts" is greatly minimized.

I know for many of you this might seem very counter intuitive, but give it a try and think about it. It really does work!

That's it for this info packet. Once again, if you have any questions just send us an email or drop by a Friday Hobby Night. We'll get you sorted out!

Cheers,

Jeff Brooks
Legio Malaysia