

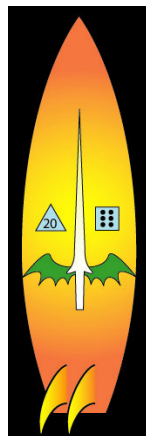
# Rogue Trader Tournament

**Gamex 2008  
LAX Radisson Hotel  
Memorial Day Weekend  
May 23-May 26, 2008**

## **RULES**

**Hosted by:  
B.A.G.G.I.N.S.**

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# Rogue Trader Tournament Rules

## The Events

Warhammer Fantasy RTT starts Saturday morning, May 24, 2008

Warhammer 40,000 RTT starts Sunday morning, May 25, 2008

Both events have the same schedule for each day:

8:30 a.m.	submit armies for inspection and rankings. Players who have pre-submitted army lists to the referees may show up at 9:00 to 9:15 without jeopardizing game start
9:30 a.m.	heat 1 begins, 2.5 hour game
12:00 p.m.	heat 1 completed, 40 minute cleanup and lunch break
12:40 p.m.	heat 2 begins, 2.5 hour game
3:10 p.m.	heat 2 ends, 20 minute cleanup and break
3:30 p.m.	heat 3 begins, 2.5 hour game
6:00 p.m.	heat 3 ends, 15 minute cleanup and rankings
6:15 p.m.	awards ceremony, completed by 6:30 p.m.

A celebratory big battle will be held after each tournament, starting at 7:00 p.m. and ending at 1 a.m. Saturday will feature a Strategicon Siege! Sunday will feature Strategicon Apocalypse!

## The Basics

Rogue Trader Tournaments are for fun, and poor sportsmanship will not be tolerated. Conduct yourself as you would have your opponents conduct themselves, and behave in a manner that will not bring the hobby into disrepute. Acceptable behavior is that which you could expect to be comfortable with in regular, everyday life. Unacceptable behavior can include, but is not limited to, physical abuse, verbal abuse, drunkenness, and other behaviors deemed unacceptable by judges at the event. Be aware that, depending on the situation, unacceptable behavior may result in your ejection from the event and the convention altogether.

Judges are responsible for the adjudication of rules, and the running of these events. A judge's ruling, decision, or safety warning is final, and will not entertain discussion once they have made a decision. This includes safety warnings, rules adjudications, Painting Points, Sportsmanship Points, and Battle Points. Judges will post current point totals with each new round of table assignments. If participants find that the Battle Points posted do not match with what they believe they have earned then they should address the possible discrepancy with the judges at the head table.

Judges have strict instructions to work as a team, and be as consistent as possible. Judges will handle difficult situations and provide adjudications as required. Please note that adjudications are for the current event. Adjudications from past events will not be considered.

You must bring all materials needed to play including dice, measuring devices, templates, models, and any rules that you will be using. This must also include your army list, with at least one extra copy for the judges (3 preferred), which will be checked for accuracy. You must use the same army list for each game, and a copy of your army list will be provided to your opponents after each match. In addition, messengers will be used in both tournaments, 3 for 40k and 4 for fantasy.

## Army Preparations

All models must be painted and based, meaning that all models are required to have at least three colors on them. At the bare minimum, bases must be painted if not flocked. If your models are not painted, they may not be used in the Rogue Trader Tournament. The army must also be WYSIWYG (What You See Is What You Get). Weapons, armor options, and upgrades chosen from the army list must be shown on characters and a majority of the models in a unit or squad.

All models must be of the appropriate type for the troops they represent and comply with the “Counts As” rule below. Alternative models may be used to represent entries from Codices or Army books. Units from Imperial Armour books are not permitted. Army list choices whose models aren't available must be converted. Your messengers should use a standard base size and be identifiable through painting, modeling, or by use of a counter.

Should you wish to field certain models in your army that “count as” something different in your list than the model that was originally intended you need to follow these basic rules: the models must be roughly the same size as those you are substituting them for, you must be consistent throughout your army, and you must be very clear with your opponent prior to the game, going over anything that may potentially cause confusion.

You may use Special Characters as long as they meet the specified requirements (e.g., you may not use a Special Character that is restricted to armies over 3,000 points or under 1,500 points if the tournament you are playing is using 1,750 or 2,250-point armies!).

When a new Codex or Army book is published, you must use it if it is more than 30 days old at the start of the event. If the book is newer than this, you can use either the new book or the old book.



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## Warhammer Fantasy Battles

No more than 2,250 points may be spent on the creation of your army. Armies must follow all restrictions on army selection from their own Army Book. Only the main army list be used for the army in question. No appendix lists are permitted. Special Characters are permitted, subject to the normal restrictions for that character in the Army Book.

Only the following armies from these reference sources may be taken at this tournament:

Warhammer Armies: Bretonnians	Warhammer Armies: Ogre Kingdoms
Warhammer Armies: Beasts of Chaos	Warhammer Armies: Orcs & Goblins
Warhammer Armies: Hordes of Chaos	Warhammer Armies: Skaven
Warhammer Armies: Dark Elves	Warhammer Armies: Tomb Kings
Warhammer Armies: Dwarfs	Warhammer Armies: Vampire Counts
Warhammer Armies: Empire	Warhammer Armies: Wood Elves
Warhammer Armies: High Elves	Ravener Hordes: Chaos Dwarfs
Warhammer Armies: Lizardmen	White Dwarf: Dogs of War

Special notes:

**Messengers** – Four messengers will be used in one of the games.

**Dogs of War** – Ogre Kingdoms units marked with the special rule Dogs of War may be included as Rare choices in armies that include that option in their main army list. Other Dogs of War may be included as listed in the White Dwarf articles outlining Dogs of War and Regiments of Renown

**Giants** - Giants may be taken as a Rare choice by armies noted in the GW Giant Rules download.

**Wood Elves** - Wood Elves players may not use their special rule that normally allows them to bring an additional woods. Wood Elf players will instead be preferentially placed on tables that contain woods.

## Warhammer 40,000

No more than 1,750 points may be spent on the creation of your army. Armies must follow all restrictions on army selection from their own Codex. Only the main army list be used for the army in question. No appendix lists are permitted. Special Characters are permitted, subject to the normal restrictions for that character in the Codex.

Only armies from the following Codices may be taken at this tournament:

Codex: Space Marines	Codex: Eldar
Codex: Space Wolves – With CSM Clarifications	Codex: Dark Eldar – With White Dwarf Update
Codex: Black Templars	Codex: Orks
Codex: Dark Angels	Codex: Necrons
Codex: Blood Angels - White Dwarf List	Codex: Tau Empire
Codex: Imperial Guard	Codex: Tyranids
Codex: Daemonhunters	Codex: Chaos Space Marines
Codex: Witch Hunters	Codex: Daemonic Legions

Special notes:

**Messengers** – Three messengers will be used in one of the games.

**Space Marines** - Traits may be used; if using a Chapter with traits defined in the Codex then those traits must be used. Clarifications have been issued by GW explaining how to use Codex: Space Wolves. You may use Inquisitorial allies as defined in Codex: Daemonhunters or Codex: Witch Hunters

**Imperial Guard** - Doctrines may be used; if using a regiment defined in the Codex then those doctrines must be used. You may use Inquisitorial allies defined in Codex: Daemonhunters or Codex: Witch Hunters

**Forces of the Inquisition** - Inquisitorial armies may take Space Marine or Imperial Guard allies as defined in Codex: Daemonhunters or Codex: Witch Hunters

## Army Composition and Pairings

The base composition score is calculated from the characteristics of the characters and units selected. In Fantasy Battles, this score increases with heavy use of hero, lord, and rare slots, powerful magic items, flying units, monsters, non-themed DoW selections, etc. In 40k, this score increases with heavy use of wargear and non-troop selections. This base score is then modified by the referees using a tournament hardness rating (or “cheese factor”) by up to 5 points in either direction positive or negative. Well-balanced, thematic armies will tend to reduce points, while known high-ranking tournament lists will increase them.

**Composition will not directly affect your tournament score**, although it will be used as a tie-breaker for final awards, with the lowest composition score having the advantage. The main purpose of composition ratings is to ensure that players will be likely to face off against like-minded players. The rating will be used to determine seeding of players for the first round, and will influence seeding for future rounds. The two highest composition armies will face off, then the two below them, etc., with ties determined by referee vote. For second and subsequent rounds, Battle Points will be used to seed players, with ties using composition points to provide the best match.

Please alert referees if you are paired off with one of your “regular gaming buddies” and we will determine if a swap can be made that will expose players to new opponents without adversely affecting the fairness of this Composition-Modified Swiss Style (CMSS) pairing system.

If there is an odd number of players, the lowest composition score army will get an automatic bye (win) for the first round and will play a referee to keep his skills sharp. If there is still an odd number of participants in future rounds, the next lowest will get the next bye (win), etc. as expected.

## Player Battle Score

Battle Points are decided by victory or defeat on the battlefield, as well as accomplishing a variety of additional victory conditions specific to each of the three games. A good general will both defeat his or her enemy, as well as confound their ability to accomplish their nefarious (or just) additional goals. The first game will provide from 2 to 12 points, the second 2 to 13, and the third 2 to 15, so a total score of 6-40 will be generated for players in all three games.

**Primary Victory Conditions** – Each game will have the ability to lose (2 points), tie (4 points), win (6 points), or sweep (8 points). This may be associated with the actual victory points generated by the battle in a conventional manner, but typically this will not be the case.

**Secondary Objectives** – Each game will also have secondary objectives that may have little overlap with the primary victory conditions. Each of these additional victory conditions provides additional points, although some of these points may be very challenging to claim!

# Army Painting Score

Painting and modeling will be judged by referees during the tournament and during breaks. Each will be scored in the manner of Grand Tournament ratings, with 34 points available. A cap of 30 points enables well painted armies as well as very well converted and modeled armies to compete at a top level. **The total score will feature in the final score for each player.** In addition, during the lunch break, all players can walk around and vote for up to 3 armies for the Players' Choice award.

## Painting (total score capped at 30 points)

Check One Box

- |  |           |
|--|-----------|
| <input type="checkbox"/> Army is fully painted, but only to the three-color standard of basecoating.     | 5 Points  |
| <input type="checkbox"/> Army is beyond fully painted, additional steps beyond the three-color standard. | 10 Points |

## Main Army (14 available in this section) Check All That Apply to Bulk (80%+) of Army

- |   |          |
|---|----------|
| <input type="checkbox"/> <b>Painting is Uniform:</b> Not a mix of schemes, styles, and looks.   | 1 Point  |
| <input type="checkbox"/> <b>Clean Basecoat Colors:</b> Base colors are painted neatly.  | 1 Point  |
| <input type="checkbox"/> <b>Details:</b> Details are painted such as eyes, buckles, and jewelry.  | 1 Point  |
| <input type="checkbox"/> <b>Clean Details:</b> Details are painted well (clean, have highlights).   | 1 Point  |
| <input type="checkbox"/> <b>Hand-Painted Details:</b> Details (that are well executed) have been added such as unit markings, banner artwork, blood marks, dirt on cloaks, etc. | 1 Point  |
| <input type="checkbox"/> <b>Artistic:</b> Banners, markings, and details are hand painted to an incredible degree!  | 1 Point  |
| <input type="checkbox"/> <b>Highlights/Shading:</b> Drybrushing, lining, shading, inking, etc. (not required to be clean)   | 1 Point  |
| <input type="checkbox"/> <b>Clean Highlights:</b> Lines are neat, drybrushing is appropriate, inking is controlled and not sloppy.  | 1 Point  |
| <input type="checkbox"/> <b>Layers of Highlights:</b> More than one layer of highlight, which may include shading, highlights over inking, blending, etc.                       | 1 Point  |
| <input type="checkbox"/> <b>Beyond Basics:</b> Highlights have been blended, shaded, or layered well – beyond the basic highlighting techniques of drybrushing and inking.      | 1 Point  |
| <input type="checkbox"/> <b>Masterful Blending:</b> Highlights have been masterfully blended, shaded, or layered.   | 2 Points |
| <input type="checkbox"/> <b>Overall Appearance:</b> Everything works great together to create an awesome scene!   | 2 Points |

## Basing (worth up to 4 points) Check all that apply to bulk (80%+) of army

- |  |         |
|--|---------|
| <input type="checkbox"/> <b>Based/Detailed:</b> Bases have basing materials (flock/sand/tiles) or details painted on them.   | 1 Point |
| <input type="checkbox"/> <b>Extra Basing:</b> The bases have multiple materials (rocks/grass), extra details painted on them (cracks in tiles), or if extra basing is inappropriate, basing done very well (eg. rolling desert dunes). | 1 Point |
| <input type="checkbox"/> <b>Highlights:</b> Bases have highlighting (shading/drybrushing).   | 1 Point |
| <input type="checkbox"/> <b>Special details:</b> Extra details on the larger bases (helmets, skulls, animals, building rubble, etc.)   | 1 Point |

## Conversions (Worth up to 4 points) Check One Box for conversions that are appropriate and well executed.

- |   |          |
|---|----------|
| <input type="checkbox"/> <b>Minimal:</b> The army has some conversions (head and weapons, rotations) or interesting swaps.  | 1 Point  |
| <input type="checkbox"/> <b>Minor:</b> Units have multi-kit conversions including head and weapon swaps. This is for more than a few models such as a unit.   | 2 Points |
| <input type="checkbox"/> <b>Major:</b> The army has some difficult conversions using putty, plastic card, drilling, sawing, minor sculpts, etc. This could also apply to the entire army having well done multi-kit conversions   | 3 Points |
| <input type="checkbox"/> <b>Extreme:</b> The army has extreme conversions, which could be: a scratch built sculpt of an entire model, a large amount of models with difficult conversions, or the entire army is highly converted | 4 Points |

## Other (worth up to 2 points) Check all that apply to bulk (80%+) of army

- |  |         |
|--|---------|
| <input type="checkbox"/> <b>Display Base:</b> Basic based & highlighted or detailed display base.  | 1 Point |
| <input type="checkbox"/> <b>Something Special:</b> There is something above and beyond about a model's painting, the display base, a conversion, or the basing (eg. movement trays are based/highlighted). | 1 Point |

# Player Sportsmanship Score

Sportsmanship is the nature of good play and good attitude. Sportsmanship is rated by each player for their opponents for each match, which gives feedback of how their behaviors were perceived. This encourages people to bring their best behavior and positive attitude, reinforcing the goal that this is supposed to be a fun weekend of playing with toy soldiers and meeting other gamers. While you won't love every game you play (or every opponent), there is a standard you can reasonably expect to provide you with a positive overall experience. The points break down as follows:

Sportsmanship Checklist	
<b>Compulsory Trappings</b> These are the basic items an opponent can reasonably expect from you.	
<input type="checkbox"/> Did your opponent show up on time (or early)?	1 Point
<input type="checkbox"/> Did your opponent have all the materials they needed to play (dice, templates, army list, rules for their army, rules for the game)?	1 Point
<input type="checkbox"/> Did your opponent play their turns in a reasonable amount of time (taking in account time to plan strategy, and includes playing throughout all the phases)?	1 Point
<b>Game Play</b> These items include what your opponent did during the game or in deciding what to field.	
<input type="checkbox"/> Did your opponent measure accurately for both model moves and shooting distances?	1 Point
<input type="checkbox"/> Did your opponent solve rules disputes by showing you the relevant passages in their rulebook (or, if that could not be found or remained confusing, was amicable about bringing over a Rules Judge)?	1 Point
<input type="checkbox"/> Was your opponent's army easy to understand with clear conversions or completely WYSWIG?	1 Point
<input type="checkbox"/> Do you think your opponent built an army based on the theme of the relevant gaming universe and supplied background for that army (as opposed to a force built purely for winning with little or no regard to that army's established background)?	1 Point
<b>Behaviors</b> These items include basic social skills.	
<input type="checkbox"/> Was your opponent of good humor and amicable when not concentrating on strategy or planning out moves (this does not mean they put on a one man circus for you, but rather was not angry/grumbling/complaining/obtuse during your game)?	1 Point
<input type="checkbox"/> Was your opponent helpful in explaining correct rules, explaining how their army works?	1 Point
<input type="checkbox"/> Win or lose, was this person the type of opponent you look forward to playing again?	1 Point

This will mean that players can earn up to 10 sportsmanship points per game for a total of 30 possible points. Ties for Best Sport will go to the lowest Generalship Score (*keep your chin up!*).

## Total Score

Painting (up to 30) plus Sportsmanship (up to 30) plus Generalship (up to 40) for a total of up to 100 points per player. Anticipated awards are GREAT HAMMER (Best Overall), Best General, Best Painted, Best Sport, Players' Choice, Overfiend (best job out of the top 25% cheese factor), and Underdog (best job out of the lowest 25% cheese factor). There will be a maximum of 1 prize per player (in given order), except for the Players' Choice award, which has no referee intervention.