THE LAST CHANCERS

The Last Chancers

Warhammer 40,000

1500 points Tournament

Using this rules pack:

This rules pack is broken down into sections which cover the rules of the tournament, your army roster, the missions you will be playing and a host of other bits and bobs of useful information. You can use the quick links on the left to navigate through it.

Should you have any questions, please email us at thelastchancersireland@gmail.com for further details. This document should ideally provide all the information you need to play in our 40k event. If this is your first tournament, or perhaps it's been a while since you played games in person, it would be useful to print and bring with you to the event or downloaded for viewing on your phone or device.

Event Schedule:

Saturday 22nd June -

Registration: 12pm – 12:30pm

Sunday 23rd of June -

Day 2: sign in – 10:30am – 11:00am

Game 1: 12:30pm – 3:30pm

Game 3: 11:00am – 2.00pm

Lunch: 3:30pm – 4:30pm

Lunch: 2:00pm – 3:00pm

Game 2: 4:30 – 7:30pm

Game 4: 3:00pm – 6:00pm

Awards ceremony – 6:00pm – 6:30pm

Attending the tournament:

If you have not attended a tournament before, or want a reminder on what to bring, here is a list of the items you will need to bring with you for the tournament games:

• Your army

• Dice

• Measuring Tape

• The Warhammer 40,000 10th edition rule book and your codex / The digital army index (this version is ideal as this is likely the most up to date version of the rules)

• The 10th edition Leviathan cards

• Your printed army list (1 copy)

• Objective Markers (40mm bases, Leviathan markers or neoprene

Pre-measured mats)

• The Tabletop battles app by Goonhammer will be mandatory for tracking your scores this app is free and can be found in the apple and android play store

What is useful to also bring?:

• This rules pack
• Your armies data cards
• Super Glue (for those inevitable breakages)
• Wound markers for your units

Section 1 - Army rosters

You can only create one army roster for the Tournament, and it must be used for all of the Games that you play. An easy way to submit your list is to use the Battle scribe 'chat text' Export or the WH 40k app for mobile from Games Workshop. However, please note that apps may have errors so please always manually check your list before submitting. Present each unit separately including a full list of its items and point costs. The list must not be more than 1500 points total and include a Warlord (marked on the list) Submitting your list: All players will need to register before the event using via direct message on discord or email thelastchancersireland@gmail.com before the 14th of June at 11:59pm

Section 2 - Tournament rules & Restrictions

• Armies must follow the restrictions on army selection in the rulebook. Armies must
be built from 10th edition indexes and codex's released on or before the 31st May 2024.

• Legends units may not be used, but proxy models may be used to represent other miniatures,
where appropriate. To do this, please contact the organisers with photographs of the miniatures via
email for approval before the 31st May 2024.

• Models and squads should be marked as different from one another. Unmarked allowances will be
made for units that divide (e.g. Combat squads or spawn created by Chaos killing characters).

• Weapons, war gear options and upgrades chosen from the army list should be shown on most of
the models in a unit. Paid upgrades such as weapon upgrades must be displayed. Common sense
kicks in here folks, if you have any doubts, simply pop us out an email with some pictures and we can
approve them. But players should aim for WYSIWYG (what you see is what you get) as this ultimately
helps avoid confusion

• Conversions or 3rd party models must be identifiable. Please contact the Tournament organisers
for approval. 3d printed models may be used but all require approval from the Tournament
organisers.

• Judges set up the terrain for the battle and it must not be moved or changed by players. If the
scenery needs changing, call one of the Judges to correct it.

Section 3 - Playing the Tournament

Finding an opponent:
Opponents will be randomly allocated for the first round, and then allocated based on criteria such
as Wins and Battle points.
Scenarios
Scenario 1: Take & Hold / Chilling Rain / Search & Destroy

Scenario 2: Priority Targets / Chilling Rain / Sweeping Engagement

Scenario 3: : Vital Ground / Chilling Rain/ Crucible of Battle

Scenario 4: Scorched Earth / Chilling Rain / Search & Destroy

Wiping out your opponent:
Players continue the mission and point scoring even if their opponent's army is wiped out to
determine the final number of Battle Points.

Timekeeping:

During each game we require players to be at tables at least 10 minutes before each game to discuss their armies.

During games we will give players a warning when only 30 minutes remains at this point you have 30 minutes to finish the turn you are on or the game, In the interest of fair play, we strongly suggest that you only start a new turn after the 30-minute mark has been announced if you are both convinced that you can finish an entire game turn. If you can't agree with your opponent, you should call over a referee to make the decision.

Sportsmanship:

Toy soldiers are serious business, so emotions can get flared when we're in the heat of the moment. Please use your time before the game to talk things out with your opponent regarding terrain, rules etc so there is little or no confusion during the game. If in doubt, err on the side of calling the judge or going with the least advantageous determination of a rule for yourself. Be respectful and appropriate with your opponents please, if not then we may apply penalties for unsporting or inappropriate behaviour.

Interference:

Only you and your opponent play the battles together. This means that friends and onlookers who finish their games early must not comment on or interfere or be involved in the game in any way. Interfering of any kind with a battle that is not your own may be considered a yellow card offence card offence and any interference should be reported to a referee immediately, even if it is meant in good faith. 2 such offences by anyone will result in points reductions at the referees discretion

Using an illegal army:

Using an illegal army will result in your registered score for all rounds played changing to 0, regardless of the actual outcome of the battles. You will be required to amend your army with a judge to fit the tournament requirements before the next round.

Dice rolling apps / Dice concerns

Dice rolling apps not to be used as they can be hacked. Any concerns over cheating with dice should be immediately reported to the judges at the event.

Final rulings:

The Judges' decision on all matters is final this includes but is not limited to player matchups, the TLC Board also reminds players that we can only enforce club rules infractions that happen on the premises during club hours (persistent arguments from a player may result in that player being deducted points excluded from games or being expelled from the tournament).

Section 4 – Working out the result of your game

Your result:

The Goonhammer 40k scoring app will be used for scoring in all games. We recommend that you check these after each round and, should you find an error, report it to a Judge. We will either change it immediately or ask you to get your opponent from that round to agree on the change. We will do this in a limited window before starting the next game. If you have not submitted your result within 15 minutes of the game ending, both players will be awarded a 0-0 score.

We will need the final score for both players in each game to be submitted to the judges for recording and matchmaking for subsequent games.

Section 5 – Terrain

During the tournament terrain will have terrain pre assigned and set up by the tournament organizer. All ground floors on ruins will be line of sight blocking and we will be aiming to have a good amount of terrain volume per table. Terrain for the event will be split into 3 categorys

Large terrain
All will be on 12″x12″ boards or have a similarly sized footprint, and will be treated as ruins using the terrains footprint or the base for the purposes of determining whether or not units are within the terrain, or for determining line of sight, Titanic units may only fire through ruins if their base is partially or wholly within the footprint of the terrain pieces base. Otherwise they block line of sight as per normal

Medium terrain
All medium terrain pieces will be split into 2 categories:

Ruins
These will be treated identically to their larger scale counterparts

Light cover This terrain provides +1 cover save for any units firing at units across this terrain

<u>Small terrain</u>
This scale of terrain is limited to barricades barrels and crates barricades and craters and general smaller scale battlefield detritus no taller than 2″ and offers +1 cover save to all infantry in or behind them these follow all other usual rules for terrain of this type

Section 7 – Your Tournament Results

Painting Scores:

Players whose armies follow these painting guidelines will receive battle point scores in their games. It is at the judge's discretion to award a reduced points value for armies for partially / not complying with these criteria.

• 3 colours minimum: This will award you your painting victory points during your tournament games. This is to be lenient with players who are entering the game or whom may be playing a new army, this is not to be abused the following image is an example of a miniature painted to a 3 colour minimum. If you may contact us before the event for approval on what is considered a 3 colour minimum at the club email thelastchancersireland@gmail.com .

Credits:

A massive thank you to the team at Gaelcon who authored the document, upon which this rules pack was based, the rest of the board and in particular a massive thank you to Iarek who proof read this rules pack