

Flat Con V
Warhammer 40,000
Rogue Trader Tournament Outline

General Rules:

1. 1500 point army using one standard force organization chart - 4 games
2. "New" or "Trial" assault rules will be used (See Chapter Approved:2004)
3. Trial Vehicle rules are NOT being used. Rulebook stands.
4. Any rules/codices listed as "trial" are not allowed, including any armored company variants
5. Imperial Armor vehicles (ForgeWorld) are allowed, but ONLY if you have copy of rules available for opponents/judges attached to your army list
6. All models must be modeled appropriately. Proxies aren't allowed
7. Models must be painted and must be Games Workshop, ForgeWorld, Maurader, Fanatic or custom sculpted by player within tolerable limits. Ask beforehand if questions.
8. No Vehicle Design Rules, monstrosities or custom created animals/beasts are allowed
9. Be prompt and play your game at a good pace. Stalling is not tolerated.

Specific Tournament Rules:

1. Good sportsmanship is to be expected! Judges/convention officers have undisputed right to eject you from tournament with no refunds and no appeals. Don't make it an issue please. We have zero tolerance for it. Adeptus Flatlandicus league members will receive NO special treatment on this point.
2. You will be playing 4 games. 2 games will be 'normal' Rogue Trader Tournament type missions - the other two will be an attacker/defender mission. You will play the mission twice: Once as the attacker and once as the defender. Even armies that are normally always attackers will defend when it's their turn. To make sure pairings works each player will be assigned to "Group A" or "Group B". When attacker/defender missions are passed out (you won't know what round they'll be), the Judge will announce which Group is using their Attacker list and such. I realize this means you will have zero chance to play other players in your same 'group'. Sorry. This MAY be based off the Chicago-land summer 40k campaign, "Crisis Of Faith" as the faction of Accuser and Accused.
3. You will use the same 1500 list for all games - but you'll be allowed other 'free' items in your attacker/defender armies. The items you choose MUST be indicated on your tournament army list for judges and all players to see. You cannot choose your 'free items' after finding out your opponent ☺ Equipment purchased must be labeled as to which unit will be equipped with it.
4. If it's not 100% clear as to what your attacker/defender make up is, you will not be allowed to use free stuff. It's that easy. You will be required to have three versions of your list printed. Two regular, one attacker and one defender will be needed. The judge will need a copy of all three although, background, history, battle experience ("fluff") will only need to be included once for judge.
5. All things being equal, FlatCon V's Judge wants to tell you that "Troops" are the key.

Attacker/Defender Notes:

1. For each Troop Slot (does not have to be full-sized) in your 1500 army, you gain one "Build Point (BP)" to use to purchase additional items for your attacker/defender armies. Multiples of items may be purchased if enough BP's unless noted.
2. These items MUST be physically available in your army. Either modeled by you or purchased from appropriate third party sources (ForgeWorld/Epicast/GW/GaleForce9/etc.) and they WILL be judged as part of your army's appearance scores and theme/composition. Do not moan and worry about having to build more models...there are many ways to spend the BP's without having to build anything.
3. You do not have to use the BPs and no judging penalties of any sort will befall you for choosing not to use them. But, no additional or alternative advantages/units will be made available to you. It's an advantage for the taking.

Attacker Build Points:

1. One Improved Preliminary Bombardment (just like rulebook, but hits on 5+) = 6 BP's
2. One Preliminary Bombardment (like rulebook) = 4 BP's
3. Light Tower (see details below) = 1 BP's
4. Trojan Tank (See, Imperial Armor Update) with a Mine Sweeper & rough terrain mod = 3 BP's
5. Night Vision Goggles (one unit immune to night fight rules) = 1 BP / unit
6. Cyclops Demolition Vehicle (See, Imperial Armor Update) w/ controller = 2 BP's

Defender Build Points:

1. Bunker (like rulebook, 4" x 6" maximum) = 4 BP's
2. Razor Wire section (1" x 6") = 1/2 BP each (maximum 4)
3. Tank Trap section (1" x 6") = 1/2 BP each (maximum 4)
4. Light Tower (see details below) = 1 BP each
5. Mine Field (4" x 6") = 3 BP
6. Sentry Gun/Tarantula (see Imperial Armor update) w/ heavy bolters = 1 BP's (maximum 3)
7. Sentry Gun/Tarantula (ditto) w/ las cannons = 2 BP's (maximum 3)
8. Fortification/Obstacles (2" x 6") [played as forests] = 2 BP's (maximum 2)
9. Night Vision Goggles (one unit immune to night fight rules) = 1 BP / unit

Light Tower:

Basically it's a tower with a vehicle "spotlight" on it. No taller than 8". Based on a 60mm base (round, square, octagon, whatever). It could be constructed with any material but all races will use same rules. It's armor 11. Destroyed with any glancing or penetrating hit. Immobile once placed and will make a normal 'night fight' roll in the shooting phase. Units that are successfully marked may be shot at by friendly units in same army. Also, it can always be shot at by enemies at night within range as normal spotlight equipped vehicle. Tada! That's a spotlight tower.

Schedule:

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| Check in | 8:00 – 8:50 |
| Announcements | 8:50 – 9:00 |
| Game One | 9:00 – 10:45 |
| Game Two | 11:00 – 12:45 |
| Lunch | 12:45 – 1:30 |
| Game Three | 1:30 – 3:15 |
| Game Four | 3:30 – 5:15 |
| Awards | by - 5:30 tentatively |

If all players get done early, the schedule might be modified. Otherwise, the schedule will strictly be adhered to and "count downs" will be given throughout the matches. If the 10 minute mark is left, do NOT start another turn. Finish the turn you're on and end it there. The time of matches will run off the Judge's watch and there is no guarantee of specific countdowns on time ok? You can watch the clock and stalling will be warned on you once...twice and you'll be removed from the tournament.

Questions or Army List submissions for pre-judging advice:

orkboss@mtco.com

Scoring:

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|---|----------|--------------------------------|
| 1. Battle Points = 0-20 per game | Total 80 | |
| 2. Sportsman = 0-15 per game plus +5 for each "best sport" vote | Total 80 | |
| 3. Composition = 0-28 judged plus +3 for each "best theme" vote | Total 40 | |
| 4. Appearance = 0-28 judged plus +3 for each "best appearance" vote | Total 40 | Total Tournament = 240 points. |