



TOURNAMENT TRACKERS EVENT SATURDAY SEPTEMBER 30, 2006

**INTERSTATE CENTER
2301 WEST MARKET STREET
BLOOMINGTON, ILLINOIS 61704**

SCHEDULE

08:00AM	CONVENTION OPENS
08:45am - 09:30am	Checkin/Game 1 Prep
09:30am - 11:30am	Game 1 (Start as soon as you have an opponent)
11:30am - 12:30pm	Lunch/Players Choice Voting/Game 2 Prep
12:30pm - 02:30pm	Game 2
02:30pm - 02:45pm	Game 3 prep
02:45pm - 04:45pm	Game 3
05:00pm - 05:45pm	Judges Tabulate Scores
05:45pm	Awards and Pictures

FEE

\$10 FEE PER PLAYER. AS WE RECEIVE YOUR FEE, YOU GET A SPOT... SO SIGN UP EARLY. PART OF THE FEE PAYS FOR YOUR ENTRANCE TO THE TOURNAMENT AND THE REMAINDER WILL BE USED TO PAY FOR TERRAIN AND AWARDS. SEND THE \$10 FEE TO FLATCON, PO Box 109, MINIER, IL 61759-0109.

AWARDS

- OVERALL CHAMPION
 - RUNNER UP
 - BEST GENERAL
 - BEST SPORTSMAN
 - BEST APPEARANCE
 - BEST ARMY
 - PLAYER'S CHOICE
 - GOLDEN CRATER AWARD (LAST PLACE)
- *EACH PERSON WILL WIN ONLY ONE AWARD.**

WHAT TO BRING

**ONE ARMY OF UP TO 1850 FROM ONE STANDARD FORCE ORGANIZATION CHART.
DON'T FORGET YOUR ARMY LISTS, BOOKS, COPIES OF RULES YOU MAY EMPLOY, TEMPLATES, TAPE MEASURES, DICE, ETC.**

INFORMATION/QUESTIONS



**FOR ADDITIONAL INFORMATION OR QUESTIONS
CONTACT:
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GENERAL TOURNAMENT RULES

- ARMIES WILL CONSIST OF UP TO 1850 POINTS FROM THE STANDARD ORGANIZATION CHART.
- USE FORCE RULES FOUND IN THE 4TH EDITION WARHAMMER 40K RULEBOOK, A CURRENT WARHAMMER 40K CODEX OR THE CHAPTER APPROVED. CITADEL JOURNAL ARMIES ARE NOT TOURNAMENT LEGAL. UPDATES TO THESE RULES CAN BE FOUND ON THE ROGUE TRADER WEBSITE.
- THE ARMY MUST BE MADE UP OF CITADEL, MARAUDER, FANATIC, OR FORGE WORLD MINIATURES. YOU MUST USE THE MODELS THAT ARE REPRESENTATIVE OF YOUR RACE. IF YOU ARE PLAYING SPACE MARINES YOU MUST USE SPACE MARINE MODELS. MODELS MUST APPEAR ON THEIR APPROPRIATE BASE SIZE OR SOME CONFIGURATION THAT TAKES UP AN EQUAL AMOUNT OF SPACE.
- WHAT YOU SEE IS WHAT YOU GET (WYSIWYG). IF A MODEL IS ARMED WITH AN ITEM, IT MUST BE SHOWN ON THE FIGURE. MODELS FOR ARMY LIST CHOICES THAT ARE NOT AVAILABLE MUST BE CONVERTED.
- EVERY MODEL MUST BE PAINTED (MINIMUM OF THREE COLORS).
- SPECIAL CHARACTERS MAY BE USED IF IT FALLS WITHIN OTHER REQUIREMENTS (CODEX, ORG CHART, POINTS, ETC).
- THE JUNGLE FIGHTING, VEHICLE DESIGN, AND ALTERNATE NIGHT FIGHTING RULES WILL NOT BE USED.
- IMPERIAL ARMOUR MAY BE USED.
- YOU MUST CONDUCT YOURSELF IN A MANNER THAT WILL NOT BRING THE HOBBY INTO DISREPUTE.
- YOU MUST BRING ALL MATERIALS NEEDED TO PLAY INCLUDING: DICE, MEASURING DEVICE, TEMPLATES, MODELS, AND ANY RULES THAT YOU WILL BE USING.

TOURNAMENT GAME PLAY RULES

- EACH PLAYER WILL PLAY 3 GAMES AGAINST 3 DIFFERENT OPPONENTS.
- YOU MUST SHOW UP AND RETURN ON TIME FOR EACH GAME. THE TOURNAMENT AND FUN WILL NOT WAIT FOR ANY INDIVIDUAL.
- MAKE QUALITY USE OF THE TIME BETWEEN GAMES. MAKE NOTES DURING YOUR GAMES, NOT AFTER. QUICKLY MOVE TO YOUR NEW LOCATION, GET TO KNOW YOUR OPPONENT, AND SHARE ARMY LISTS. I SUGGEST TRYING TO FIND A GOOD METHOD OF MOVING YOUR MINIS... YOU WILL FIND THIS ESPECIALLY USEFUL IF YOU EVER ATTEND A GW GRAND TOURNAMENT.
- PLACING THE SCENERY – UNLESS THE SCENARIO REQUIRES YOU TO RESET TERRAIN, LEAVE IT WHERE IT IS. THIS GIVES EVERYONE MORE TIME FOR WHAT YOU CAME FOR – GAME PLAY.
- TRY TO RESOLVE RULE QUESTIONS BETWEEN YOURSELVES. OTHER PEOPLE HAVE GAMES TO PLAY AND THE COORDINATOR HAS A TOURNAMENT TO RUN. REMEMBER TWO THINGS: ONE, THE GAME IS FOR FUN; TWO, THAT SPORTSMANSHIP IS A HIGH PERCENTAGE OF YOUR SCORE AND YOU DON'T WANT TO TRY AND CHEAT YOUR OPPONENT.
- AFTER FINISHING EACH GAME, QUICKLY DETERMINE WHO WON AND COMPLETE THE RESULTS FORM AND PREPARE TO MOVE ONTO THE NEXT GAME.

TOURNAMENT SCORING

BATTLE POINTS	60 MAX
SPORTSMANSHIP	40 MAX
APPEARANCE	25 MAX
SELECTION	20 MAX
TRIVIA QUIZ	5 MAX
TOTAL	150 MAX

