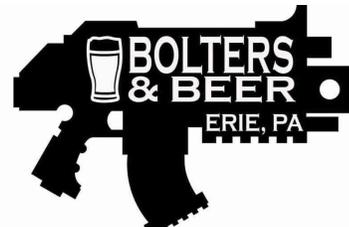


2021 WARS ON THE SHORE gt



august 28th and 29th, 2021

sponsored by:



player packet
name: _____

2021 GT Schedule:

Saturday:

9:00am – 9:45am	Registration
9:45am – 10:00am	Announcements
10:00am – 1:00pm	Round #1
1:00pm – 2:00pm	Lunch
2:00pm – 5:00pm	Round #2
5:15pm – 8:15pm	Round #3

Sunday:

9:00am – 9:30am	Check-In & Announcements
9:30am – 12:30pm	Round #4
12:30pm – 1:30pm	Lunch
1:30pm – 4:30pm	Round #5
4:45pm – 5:00pm	Award Ceremony & Prizes

Scoring System & Pairings:

GT Scoring System:

- Overall scoring will consist of *Victory Points*.
 - Players can score a maximum of **500 Victory Points** for the event.

 - *Mission Points*:
 - Each mission will be worth a maximum of **90 Victory Points** (450 max for the entire event).

 - *Paint Judging*:
 - Paint scoring will be worth a maximum of **50 Victory Points**.
 - Each army will be judged in painting by two Judges using the painting rubric.
 - The two scores will be averaged together to determine the final painting score for a player.
- ** Please note, scoring is based on the Judge's discretion & is not open for debate. Players may leave a write up with their army explaining any details, conversions, & techniques. Also, Judges may ask players to explain any conversions, techniques, etc...**

GT Pairings:

- *Round #1*:
 - Pairings for Round #1 will be randomly generated.
- ** If you are paired up against someone from your local club/gaming group for Round #1, please let the tournament organizer know so we can re-pair against a different player.
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- *Rounds #2 thru #5*:
 - Pairings for Rounds #2 thru #5 will be determined by player rankings based on current *Victory Points* scored.

General Information & Guidelines:

General Information:

- The Warhammer 40,000 9th Edition Rules & all relevant Games Workshop errata & tournament FAQ's will be used during this event.
- The Fallout Gaming Event Code of Conduct will be in effect for this event.
- Please be advised that all Interim Rules, & The Rule of 3 rules will be in effect for this event.
- Any Codices, rules, FAQ's, etc... released after Sunday, August 15th, 2021 will **not** be in effect for the event.

Army Roster Guidelines:

- Army Roster Point limit is 2,000 points.
- Armies may include up to (3) Detachments.
- Forgeworld units & army lists will be allowed in this event.
- Understrength units will **not** be allowed in this event.
- All Army Rosters **must** be Battle Forged.
- Players will select their own warlord traits, psychic powers, & army specific charts.
- Warlords, Warlord Traits, Psychic Powers Relics, etc.. are to be considered as part of your Army roster & will remain the same throughout the event.

2021 GT Rulings:

Judging Overview:

- A judge has the final word for rulings (right or wrong). Please be prepared to have fully discussed all issues with your opponent & both of you agree that you cannot come to an agreement on a ruling. At that point, please have all reference material available & then call for the judge.
- Judges will be actively walking around during the event to monitor games.

Player Responsibility:

- As a player, you have the responsibility to notify a judge if any issues occur during your games. Any & all issues must be reported to a judge immediately so that it can be resolved before the game is completed.
- If an issue is not reported to a judge when it occurs, further action on the subject cannot be taken due to the situation becoming one player's word vs another.

Rules:

- The most current Games Workshop Codices, Datasheets, FAQ's, etc... will be used for this event.
- If a rule is not covered in any of these reference materials, please see a judge for a ruling on the matter
- All rulings will be based off printed material by Games Workshop. If a discrepancy arises between the physical copy & an eBook or 3rd party program (such as Battlescribe), the physical copy will be considered correct unless an FAQ has precedence.

Player Requirements:

- Players will be required to bring the following items in order to play in this event:
 - Army Roster (minimum 6 copies)
 - 9th Edition Warhammer 40,000 Rulebook.
 - Gaming Aids (this includes dice, tape measures, wound counters, tokens, etc...)
 - Any codices / army books needed for your army.
 - Any associated FAQ's for your army.

WYSIWYG:

- Armies at the event must be at least 95% WYSIWYG (what you see is what you get).
- If you are using a conversion / proxy model for the event, you must have the model(s) pre-approved prior to the event by a Judge.
- Converted units/models must be similar in size comparison to the unit they are representing.
- If you have any conversion / proxy models in your army, you must make your opponent aware of the unit(s) before the game.

2021 GT Rulings (continued):

Round Times:

- Players will be given 3 hours to complete each game.
- An announcement will be made for the following timing situations to all players:
 - 2 hours remaining in the round.
 - 1 hour remaining in the round.
 - 30 minutes remaining in the round.
 - 15 minutes remaining in the round.
 - Dice Down – End of the Round.
- When “15 minutes remaining in the round” is announced, players will not begin any new Battle Rounds.
- Up until this announcement has been made, players will continue to play the mission, unless both players agree that the game has been completed.
- If a player refuses to continue a mission prior to the 15 minute announcement, that player will forfeit the mission & be given a Yellow Card.
- When the time limit is up in a game, a hard “Dice Down” will be called & all players must immediately stop playing & tally up their results, regardless if the turn was finished.
- Once “Dice Down” has been called, any players that continue to proceed with their game will be penalized Battle Points & be given a Yellow Card.

Cheating & Slow Playing:

- Cheating & Slow Playing will not be tolerated at this event in any form.
- Any alleged incidents should be brought to the judge’s attention immediately.
- Incidents of Cheating & Slow Playing will result in disciplinary action to your score & your possible disqualification from the event without refund.

Definition of Penalties:

- Verbal Warning:
 - A Verbal Warning is a verbal admonition to a player. This is the least severe penalty that can be given.
 - Verbal Warnings are used in situations of minor incorrect play or disruption where a quick word can easily correct the behavior or a situation.
 - All Verbal Warnings will be noted for the duration of the event.
- Yellow Card:
 - A Yellow Card is an officially tracked penalty.
 - Yellow Cards are used in situations of incorrect play when a reasonable amount of time is required to correct the situation.
 - (3) Yellow Card infractions by a player will result in a Red Card.
- Red Card:
 - A Red Card is issued in a situation where a significant disruption has occurred during the event. Or activity that damages the integrity of the event. It is also used for infractions that have a high probability for a player to gain an advantage.
 - A Red Card immediately ends the event for the player subject to the infraction & the player will be disqualified from the event without refund.