The Rise Of Angels VIII

Rulespack version 1.0

1. Introduction

Welcome to the rulespack for the Rise of Angels VIII tournament. A tournament organised by The Fallen Angels. Within this rulespack you'll find all the rules and information you need to participate in the Rise of Angels VIII tournament.
Please note that the contents of this rulespack might not be definite and additions or changes may be made. The latest version of this rulespack, as well as the latest information will always be available from the Fallen Angels forum. You can also contact us with any questions at,

Tournament-info@the-fallen-angels.nl

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1.1 general information

The tournament will be held at,
Saturday 26 november 2016
Het klokhuis
Weberstraat 2
3816 VC
Amersfoort

The cost of the tournament will be: € 10,00 this will include entrance to the tournament,
Two drinks and of course price support. Please keep in mind that we do not have an unlimited supply of change. <u>Drinking/eating own consumptions is not allowed at the venue.</u>
Drinks and small snacks can be bought at small and fair prices.

2. Requirements

In order to participate in the tournament you will need to bring everything to play a few games of Warhammer 40,000. Below we included a list of items that you will need to bring to the tournament. Please be aware that this is a general list and might not be complete, and you might need extra items for your specific army.
- This Rulespack
- Your Army roster
- Your Painted Army
- 6 Objective markers
- Rulebook, Codici, Errata and any other official publications that you might need during the tournament.
- Templates, Markers, Tape measure, Dice (including special ones) and glue for repairs

3. Tournament rules, restrictions and other guidelines
For the Rise of Angels VIII tournament we have but one real rule:
- Make sure that you and your opponent enjoy your game of Warhammer 40,000
Besides this one rule of galactic importance we have a few restrictions and guidelines that will apply during the tournament. These restrictions and guidelines are designed to help us to organize a fair and fun tournament, with a well deserved winner, while ensuring that all players can enjoy their games. Please read these restrictions and guidelines carefully.
- The UK version of the rulebooks, codici, errata's and any other official publications will be used.
- All additional tournament material will be published in English.
- When multiple versions of a rule or codex exist the most recent ruling will be used. Given that the ruling in question was published at least one month prior to the tournament. (this obviously does not apply for FaQ's)
- Codexes override the rules of the general rulebook, unless this has been amended in an official errata or this directly contradicts this rulespack.
- All armies must adhere to the army rules and restrictions. (see section 3.1)

3.1 Army rules

Your army with which you'll participate in the tournament will have to abide by the following rules.
- The total points of your army may not exceed 1850 pts.
- All armies must be battle forged and may consist of any number of detachments. These may be any combination. Please note that a formation is regarded as a detachment on its own according to page 121 in the rulebook.
- Only armies listed below may be used in the Rise of Angels VIII tournament.
- Armies have to follow all restrictions on army selection as from their own codex.
- Forgeworld rules are restricted.
- White dwarf and black library entry's are allowed. As long as you have the datasheets with rules with you. (when sending your army roster send in a digital copy so the roster can be checked)
- Fortifications (with the exception of the Aquila Strongpoint and Wall of Martyrs Imperial Defence Network) may be used in accordance to the rules in the stronghold assaultbook. (you may use a converted one with the same dimensions as the original model. If there is no official model of the fortification that fortification may not be used).

3.2 Permitted armies

3.2.1 codices
All current codices are allowed as well as the supplements if they refer to a current codex.

3.2.1 forgeworld and imperial armour
o Approved Unit List: http://tinyurl.com/j3ffywo
o Approved Army Lists:
- Army lists in Imperial Armor 14: The Siege of Vraks: The Death Korps of Krieg and Renegades of Vraks.
- Army lists in Imperial Armor 13: War Machines of the Lost and the Damned: Renegades and Heretics.
- Army lists in Imperial Armor 12: Minotaurs Chapter, and the Death Korps of Krieg Assault Brigade.

Note: All units in these Army List are played exactly as they are listed, points cost, stats, etc. You cannot use the stats or points cost listed in the respective Codicies, even in the case where a unit has the same name unless noted otherwise.
Exception: The Dark Harvest army list is not allowed, although 40k approved units in it that can be purchased outside of the Dark Harvest detachment, are allowed.
- Army lists in Imperial Armor 11: Eldar Corsairs.
- Army lists in Imperial Armor 4, 2nd Ed: Detachment D-99 and the Red Scorpions Chapter Tactics and Characters.

Note: The Inquisitorial Experimental Detachment Warlord Trait bonus and penalties may be selected at the beginning of each game.
- Army lists in Imperial Armor 3, 2nd Ed: Elysian Drop Troops and Imperial Guard Tallarn upgrade and Mukaali Rough Riders.

Note: All units in this Army List are played exactly as they are listed, points cost, stats, etc. You cannot use the stats or points cost listed in Codex: Astra Militarum even in the case where a unit has the same name unless noted otherwise.
Exception: Where units are listed as having the Junior or Senior Officer special rules, reference the

Voice of Command rules in Codex: Astra Militarum.
- Thagmata Mechanicum Armylist:

Note: Although several unique detachments are presented in this book, this list can only be played using a Combined Arms Detachment or an Allied Detachment as presented in the Rulebook.
Army lists in Imperial Armor 1, 2nd Ed: Armored Battle Group.
Note: All units in this Army List are played exactly as they are listed, points cost, stats, etc. You cannot use the stats or points cost listed in Codex: Astra Militarum even in the case where a unit has the same name.

o Forgeworld Chapter Tactics are allowed.
o Units with Experimental Rules are not allowed.
o Forgeworld units are Unique. This means only 1 of each of those units can be taken as part of your army. When using one of the Forgeworld Army Lists above, the Unique restrictions is removed for Troop units.

3.3 Army roster

To participate in the tournament you will need an army roster. To ensure that everyone has a clear armyroster, we have summed up the requirements for your army roster here.
- Include your name and entry number (see section 4.1)
- Be typed, clear and readable (do not use abbreviations)
- Contain all special rules that apply to the army
- Contain all information for play and reference, namely:
  ◦ Points cost of models, upgrades, equipment, wargear, etc.

To ensure that all armies are correct and made according to the existing restrictions, all army rosters have to be sent in to be checked by the referees. To give the referees enough time to check all the army rosters, we require all army rosters to be sent in before 5th of November 23:59 at the latest. This means that we have to have received your army roster at this time to earn the points.

Note: The Judge and TO hold the right to ask certain players to change their Army Lists if they feel the lists will not contribute to the positive tournament experience of the other players. This is an extreme measure that will not be used easily, but is an option if necessary. this will not result in losing the points earned for sending a correct list on time.

You can send in your army roster to the e-mailadress:
tournament-registration@the-fallen-angels.nl

Only army rosters in PDF, Word and Exel documents will be accepted, meaning that only files with the following extensions shall be accepted:
- .pdf
- .doc (.docx)
- .xls (.xlsx)
No other file types will be accepted, and no exceptions will be made.

In case of using dataslates and formations that are not printed in a codex make sure you send a copy of said dataslate or formation in addition to the armylist.

On the day you will also have to bring a printed army roster. You will be able to use this army

roster during the tournament.
It is allowed to play with digital army lists and codices as long as you have hard copies of your army and codices available in case your tablet malfunctions or the battery runs out.

4. Participating in the Rise of Angels tournament

4.1 Signing up

We require all participants of the Rise of Angels tournament to sign up beforehand. Signing up will only be able through e-mail. You can sign up by sending an e-mail to:
Tournament-registration@the-fallen-angels.nl

Make sure to include the following information when signing up:
● Your name
● The army you will be playing with
● Optionally: The club that you're from
● Optionally: An alternative e-mail to receive updates on. Otherwise we will send important announcements to the same e-mailadress that you used to sign up with.

After signing up you will receive a confirmation e-mail that you've signed up for the Rise of Angels tournament, together with an entry number. You will need this entry number to send in your army roster.
Payment can be done while registering for the tournament at the start of the day.

4.2 Registration

At the start of the day you will have to register for the tournament. During this registration we will:
● Check the spelling of your name
● Confirm you've brought the same army as you registered with

The registration will take place from 8:30 – 8:55, after which the tournament will start.

4.3 Timetable

8:30 – 8:55   – registration
8:55 – 9:00   – introduction
9:00 – 12:00   – round 1
12:00 – 12:45 – lunch break
12:45 – 15:45 – round 2
15:45 – 16:00 – afternoon break and voting best army
16:00 – 19:00 – round 3
19:15 – 19:30 – award ceremony

Before each round starts a list with pairings will be hung up on different locations in the tournament hall. From the start of round 2 onwards the pairing lists shall also include the current scores of all players.

During the lunch break we will ask all players to display their armies on the tables that they have just played on. During this time the referees will pick the best army nominees.

During the second break the three best army nominees will be asked to display their armies on special tables. After which all players will be asked to cast their vote for the Best Army Award during the break.

4.4 Playing the Rise of Angels tournament

The tournament will be played in three rounds. In the first round players will be matched in a random order. After the first round players will be matched based on how well they did in the previous rounds. To make the tournament as interesting as possible for all players the following points apply to all pairings:

- Players will never be paired against a player that they already played against.
- If you filled out a club name during your initial registration we will always strive for a pairing where you don't have to play against a player of your own club. Unfortunately this is limited to the circumstances, so we can't ensure this though we will do our very best.
- Should any of these circumstances arise, please inform a referee of this immediately so that we may be able to correct the mistake before the round starts.

Please note that players who arrive late will directly be paired against each other, even if they're from the same club.

4.4.1 Rules questions

Rules questions are always a possibility at a tournament like this. To prevent rules questions from turning into endless debates and irritated situations, we suggest the following steps to deal with any rules questions.

1. Look up the relevant rule in the rulebook, codex or FAQ. Most times reading the relevant rule again will solve the uncertainties.
2. If you're still unsure about the situation or you simply cannot agree with your opponent on this specific situations, you can either:

A. Roll a dice to decide who is right in this instance. 1-3 player A is right, 4-6 player B is right. Please only use this method if both players agree to it, otherwise use option B.

B. Call over a referee. The referee will show you the ruling in the rulebook or codex or decide to roll a dice as above.

Should a referee notice a situation where the rules are misinterpreted or wrongly used, the referee is allowed to interfere and point out the relevant rule in the rulebook.

4.4.2 FAQ

For this event, the ETC FAQ v.1.3 will be used for all rules questions not covered by the Games Workshop FAQ's. This document can be found here: http://tinyurl.com/za839k9 . As the ETC FAQ doesn't cover Forgeworld units, that specific part of the ITC FAQ will be used, which can be found here: http://tinyurl.com/jflom7y (page: 16-24).

In addition, the following rulings will be used during the event:

o A unit shooting at units effected by the Invisibility Psychic Power are treated as BS1 instead of firing snapshots. In combat, units striking such units are counted as striking with WS1 (thus hitting on 5+).

Note: an Invisible unit striking back is still hitting against the normal WS value of the target!

o No more than 15 dice can be spent on Conjuration Psychic Powers each turn.

o A re-roll on Invulnerable Saves can never be better than 4+.
o The psychic powers from the Angels of Death supplement will not be used.
o A Feel no Pain roll of 1 always fails.
o The flyer rules from the Rulebook will be used instead of the rules in Death from the Skies. Unit entries from Death from the Skies are allowed

A referee's decision is always final and not open to discussion.

4.4.3 Interference

All games are played by just you and your opponent. Interference from anybody, except for a referee, is not allowed. This means that friends and onlookers who finish their game early should not interfere or influence the game in any fashion.
If you finish your game early, please refrain from immediately going to tell your friends about how hard you got beaten or how big you won. Let them finish their own game and save the stories for the break after the round.

4.4.4 Minute marks

There will be a 40 minute mark to ensure players know that the 20 minute mark is coming and won't be surprised in the middle of their turn, as chances are that they could have made other moves.

20 minutes before the end of a round a referee will call the 20 minute mark. At this point you have 20 minutes left to finish up your game. In the interest of fair play, please only start a new turn after this mark if both players are sure they can finish the game turn within 20 minutes. When in doubt please call over a referee immediately.

4.5 Determining victory & registering the results.

After the round is over, 20 minutes after the 20 minute mark, you will have five minutes to calculate your victory and register your results. See section 6.1 of this rulespack on how to calculate your victory.
You will have to register your score at the referee table within five minutes after the round has ended.
Make sure you got both the result of your game and the total victory points each player scored!
 After this times no more scores will be accepted, any players who have not registered their score by this time will receive 0 points for that round.
After each round the scores will be posted at several locations in the tournament hall. You can check your scores, should any errors have been made with the scores please inform a referee immediately to correct this. We will not be able to correct the error afterwards.

5 Scoring points

During the tournament you will be scoring points in order to win the tournament. A total of 90 points can be scored in three categories:
  ● Command points
  ● Army points
  ● Painting points

5.1 Command points (0-60)

You score command points from your battles. This will be the majority of your overall score as it represents how well you have played during the tournament. See section 6.1 for an exact description on how to score these points.

5.2 Army points (0-10)

The army points include the points for your army roster and WYSIWYG. WYSIWYG stands for What You See Is What You Get, this means that your models accurately depict what weapons, wargear, etc. they carry. Your army is an exact representation of what is listed on your army roster and there can be no confusion.

Army roster (0-5)
0 – The army roster does not meet all the requirements as specified in the army roster section, or was not send in on time.
5 – The army roster meets all the requirements as specified in the army roster section, and was send in on time.

WYSIWYG (0-5)
0 – Your army is not fully WYSIWYG.
5 – Your army is fully WYSIWYG and completely represents what is listed in the army roster. Note that every single model needs to be WYSIWYG, one model that isn't will result in 0 points for this category.

5.3 Painting points (0-20)

The painting points are scored with the general appearance of your army.

Painted (0-7)
0 – The army is not fully painted
7 – The army is fully painted in a coherent manner with at least three colours excluding the base. Note that every single model needs to painted in a coherent manner, one model that isn't will result in 0 points for this category.

Detailing (0-2-4)
0 – No extra effort is made in detailing the miniatures.
2 – It is clear that extra effort has been made to detail the miniatures. Note that all models need to have been given extra effort to earn these points, not just a few.
4 – your army is painted in a very high quality . Some models in your army have good quality freehands.

Basing (0-1-3)
0 – Not all models have been based.
1 – All models have been based with some sort of flock. Pre cast scenic bases
3 – Extra effort has been put into the basing of your army

Squad markings (0-3)
0 – Not all units have distinguishable squad markings.
3 – All units have easily distinguishable squad markings. The units can easily be distinguished from one another.

Conversions (0-3)
0 – No conversions are made in your army. Note that kitbashing will not be seen as a conversion.
3 – Over 50% of your army is extensively converted in at a good quality, Or your army has 3 centerpieces at a high conversion quality.

6 Missions

There are 2 different type of points to be earned in the game:

Victory/mission points – these are the points earned from both the primary and secondary objectives

Codex points – these are point cost as listed in your codex for your models and units.

Both scores will be required by the referees.

Terrain:
In advance of the tournament the terrain on each table has been set up by the referees and may not be moved during the tournament.
Secondly both players roll off for deploying objectives (if any)   then another roll off will to decide which player may choose table edge and deploy first.
Fortifications will be deployed together with your army. In case of intervening terrain the opponent moves the terrain with the minimum range possible so the fortification can be placed. If there is any doubt call for a referee.

All three missions will have the following tertiary objectives and are worth 1 victory point each or in case of the third mission they are worth 100 codex points each:
Slay the warlord (as stated in the rulebook)
Line breaker (as stated in the rulebook)
First blood (as stated in the rulebook)

Maelstrom mission cards:
In the missions that use Maelstrom mission cards it is allowed to use the codex specific cards of your primary detachment.
In the case that mission cards are drawn that could never be claimed during the course of the game, i.e. a card is drawn where you are required to destroy an enemy psyker while he has none, you may discard that card immediately and draw a new one. However if the target of the objective was

destroyed during the game before the card was drawn it is not allowed to redraw.
Cards that are worth d3 victory points give only 2 instead. Cards that say d6 points only award 3.

Mission I

Deployment: vanguard strike (as stated in the rulebook page 130)
Objective 1: eternal war, crusade (as stated in the rulebook page 142, instead of using d3+2 use 3 objectives)
Objective 2: maelstrom of war, cleanse and control. (as stated in the rulebook page 148,)
objectives 1, 2 and 3 will also function as the eternal war objectives. 4, 5 and 6 are maelstrom only.
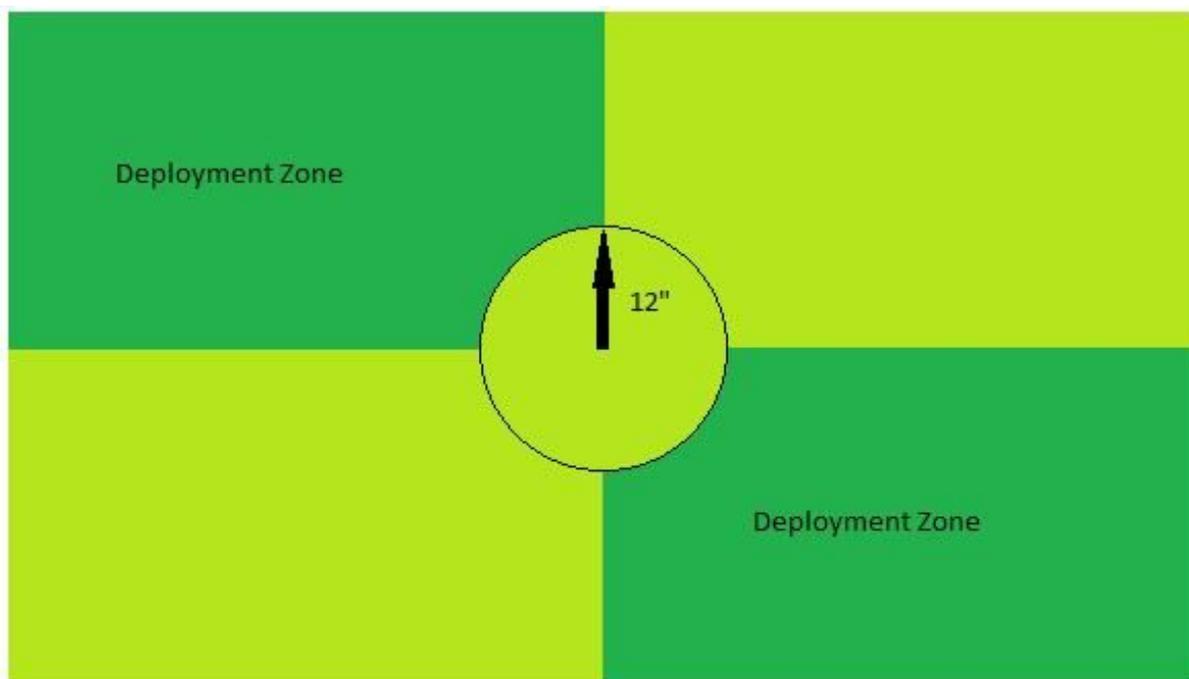

Mission II

Deployment:
>Spearhead: The table will be divided in 4 quarters in the corners.
>As the first players has chosen his
>Deployment zone the other player has the opposite quarter as deployment zone.
>You cannot deploy within 12" of the center of the table. (see diagram)

Objective 1:
The scouring (as stated in the rulebook page 144,) with the exceptions that all objectives are worth 2 victory points at the end of the game.
Objective 2:
Maelstrom of war: Deadlock (as stated in the rulebook page 153,)

Mission III
Deployment:
Dawn of war
Objective 1:
Back to the old school.
At the end of the game each player calculates how many codex points were scored during the game and consult the table for mission 3 in the determining the winner section to see what they scored.

Remember that the tertiary objectives are worth 100 codex points each.

Free units:
Units and wargear on the armylist that came for free or that came in the game later on by conjuring etc give codexpoints corresponding to their codex when destroyed.

6.1 Determining the winner

To determine the winner in the first two missions consult the following table:

Difference in Mission Points.	Winner	Loser
0	10	10
1	11	9
2	12	8
3	13	7
4	14	6
5	15	5
6	16	4
7	17	3
8	18	2
9	19	1
10+	20	0

To determine the winner in the third mission consult the following table:

difference codex points	results	
	winner	loser

0	185	10	10
186	325	11	9
326	465	12	8
466	605	13	7
606	745	14	6
746	885	15	5
886	1025	16	4
1026	1165	17	3
1166	1305	18	2
1306	1479	19	1
1480+		20	0

Wipeout
For all missions the extra rule for wipeout is applied.
The rules for this are stated in the rulebook page 133 under paragraph sudden death victory.
In case of conceding the other player wins the game with a 20 – 0 score
In case of sudden death use the following table to determine the victory.

Command points table		
Margin of victory	Winner	Loser
Wipeout	16	4
The winning player has more victory points	+2	-2
Difference in codex points 500+ pts	+2	-2

In case of the third mission use this table:

Command points table		
Margin of victory	Winner	Loser
Wipeout	16	4
Difference in codex points 500+ pts	+2	-2

Difference in codex points 1000+ pts	+4	-4

6.2 calculating codex points.

codex points
all missions require you to calculate the total amount of codex Points you have.
Codex points are points you get for killing enemy units.
The point cost of a unit is the amount of codex Points its worth in their corresponding codex. (including all upgrades and wargear).
Dedicated Transports count as separate units even if they don't take up a slot on the Force Organisation Chart.

Unit type	status	CP's
Units	50% or above starting strength	None points
	Below 50% starting strength	Half the point cost
	Killed	Full point cost
Vehicles	Undamaged	None points
	Weapon destroyed, immobilised result or below 50% hull points	Half point cost
	Wrecked or exploded	Full point cost
Monstrous creatures Independent characters	50% or above wounds	None points
	Below 50% wound	Half point cost

	killed	Full point cost

7 Prizes
A tournament wouldn't be complete without some nice prizes. For the Rise of Angels tournament we have 5 prizes.

Overall Champion
The winner of this prize will be determined by the overall score the player has. When the overall score is a draw the victory will go to the player with the most command points. If this is also a tie the player who has scored the most codex points will be the next tiebreaker.

Overall 2nd
The winner of this prize is determined in the same manner as the overall champion. This prize will go to the person with the second highest overall score.

Overall 3nd
The winner of this prize is determined in the same manner as the overall champion. This prize will go to the person with the third highest overall score.

Best Painted Army Award
This prize goes to the player with the best painted army. The referees will select three armies, which their owners get to proudly present. The players will then vote which army deserves to be the winner of the Best Painted Army prize.

Secret Award
The qualifications to earn this award are....well.... secret. They will be however different than last years and the year before that.

8 Angels, not Cops.

As consequence to rules and restrictions not being followed several point reductions are in place.
- Playing with an illegal army will result in a 5 point reduction for every round that is played with the illegal army. Furthermore the army will have to be changed to make it legal immediately. Furthermore all points that were scored will be forfeited. And the game that was playing at the time will be a 20 – 0 for the opponent. **(keep in mind, that although we check all army lists, we can make mistakes too. The final responsibility of a legal army lies with the player controlling the army.)**
- Receiving an official warning will result in a 5 point reduction. See below for details
- Receiving a severe warning will result in a 10 point reduction.

To ensure that the tournament has and keeps a good atmosphere a warning system is in use, in order

for us to deal with cheating or otherwise obnoxious players.

An official warning can be given by a referee when the referee finds the player causing a bad experience for the rest of the tournament. This includes but is not limited to; cheating players, purposefully stalling turns, interfering other people's games, etc.

A referee can also give a severe warning if the referee finds the offense severe enough. Also a second official warning will automatically become a severe warning.

Furthermore the referees hold the right to disqualify any player if they should disrupt the tournament.

We do not like having to use this system, and luckily up until now we have never had to use it. However we will not hesitate to disqualify one person in the interest of the larger group. We feel it is our obligation to give you a tournament with a good atmosphere, and will not let one person spoil this.

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