



10th December 2011 ◇ 500 Point Event ◇ £5 entry Price

Perditus – the world chosen to test the greatest tactical minds of our age. The final test of Space Marine commanders before they are unleashed upon our xenos foe. Forsake all faith you who enter, all faith that is but your faith in the one true light, The Emperor of Man.

Perditus is a one-day, 500pt Event with force selections limited to Space Marine armies of 1 x 100pt HQ and 2 x 170pt 10-man Tactical Squads, with 60 pts of upgrades permitted from the current Space Marine Codex. No Chapter specific lists may be entered, nor may any named characters be taken. The 5th Edition 40k rulebook will be used.

Your army list must be submitted by 4 December 2011, and provide a complete points and equipment breakdown. Figure representation is not required, but may be beneficial for the best-painted/themed army competition.

Non Games Workshop models are allowed if it is clear as to what they are representing and they are mounted on the correct base size.

The event will have a progressive, interactive format where additional skills and abilities may be acquired by the forces when certain targets are achieved or certain actions carried out. For ease of reference we are calling it a tour-aign.

5 Battles will be fought with scenario driven elements in each battle. The intention is to test the commanders of the armies in unfamiliar scenarios, so the details of the scenarios will not be announced until the day of the Event. The standard missions and deployments from the 40k Rulebook will not be used.

Timetable for the day

Saturday 10th Dec	09:00 – 09:30	Registration and Intro
	09:30 – 10:30	Game 1
	10:30 – 10:45	Break and Scoring
	10:45 – 12:15	Game 2
	12:15 – 13:15	Lunch
	13:15 – 14:30	Game 3
	14:30 – 14:45	Break and Scoring
	14:45 – 15:45	Game 4
	15:45 – 16:00	Break and Scoring
	16:00 – 17:00	Game 5
	17:00 – 17:30	Results and Goodbyes



MINIMUM ARMY STANDARDS

Or, How I learned to stop worrying and Love the Plastic Look.

PAINTING

There are none. If you have plastics fresh out the box then that will do. You will be required to put kits together to make them appear 'complete', but glue need not be used. However, you will not be considered for Best Painted Army unless you have the minimum of 3 colours with some basing material evident.

WARGEAR

Please adhere to WYSIWYG (What You See Is What You Get) as far as possible. If you have 'counts as' weapon load-outs then point these out to your opponent before the first turn commences. To avoid awkward moments give your opponent your army list before the first turn commences.

If you attempt to perform an action with equipment that is not modelled on the figure and you have not previously pointed this out to your opponent then at the very least the action cannot be undertaken until your following turn.

Be sensible. If your opponent feels they have been ambushed then they are entitled to call for a judgement. If a judgement is required then the equipment may be discounted for the entire game, or the model may simply be removed from play by the Umpires.

FIGHTING BATTLES

During the first round, opponents will be randomly drawn against each other. We will try to prevent any same club match ups during the first round only.

All subsequent rounds will be done using the Swiss system of near/equal points match ups and will endeavour to avoid repeated pairings.

Prior to the start of each game both players should exchange army lists. Embarked models must be indicated by a single model from the embarked squad being placed on or behind the vehicle, as must all attached Independent Characters.

Stick to the sequence of play. If you have forgotten to do something in a previous phase then make a mental note for next time and move on. Please do not embarrass your opponent by asking if you can go back and rectify what you have forgotten as it is your own fault.

Terrain will be placed on the tables prior to the commencement of the Event. Terrain may NOT be moved before, during, or after a battle.

SCORING

Tour-aign POINTS

Tour-aign Points will be awarded depending on the game result using the Table below.

GAME RESULT

WIN	+3
LOSE	0
DRAW	+1
SKILL-UP	+1
BEATING A MORE SKILLED-UP OPPONENT	+1
CONCEDED	-1 (While you stand, you fight!)

VICTORY POINTS

Victory points will be recorded in every game and are being used to differentiate between player table-places when their total Tour-aign Points are equal.

MISSIONS

Will be announced on the day.

PAINTING JUDGING

An award will be given for the best painted army. Armies must have a minimum of 3 colours used to be considered for the award and must have been painted by the owner.

Entrants will vote for their favourite army, with a second army nominated. The top 3 armies (using the single transferable vote system) will go forward for consideration by an impartial judging panel. The judging panel will award the prize to their choice of best army.

CHOOSING THE WINNERS

The event winner will be the player with the most overall Tour-aign Points.

In the event of a tiebreak the winner will be the player with the most Victory Points.

If a tie-break still occurs, then the winner will be the player with the best result against the next highest ranked player that both tied players have fought.

Awards will also be given to the runners up who finish in second and third place.

There will be the Wooden Spoon trophy that will go to the player who has the lowest number of Tour-aign Points WITHOUT conceding a game.

There will be an award for the most sporting opponent. This will be voted for over the 5 battles and will be marked out of 25. Any tie-break situations will be decided upon by the Umpires – so be nice to your Umpires!

Trouble-Shooting

RULES QUERIES AND DISPUTES

Firstly look to the relevant Codex and then to the rule book for a clarification. If agreement is not met then the Umpires will endeavour to arbitrate fairly and reasonably.

DIFFERENCES IN OPINION

Roll a die, or call an Umpire. Try not to get bogged down in convincing your opponent that your point of view is correct, you have less than 2 hours a game and more important game-turning moments may be just around the corner.

FAQs

Please familiarize yourselves with all relevant official FAQs available on the Games Workshop website.

COCKED DICE

All dice must be rolled so as to land on flat, open board and the face of the die must lie as flat as possible. If a second d6 cannot be placed stably on the upturned face of the cocked-die then the cocked-die must be rerolled.

MOVEMENT

Familiarise yourself with the sentences on page 11 of the rule book. "Once you have started moving a unit, you must finish its move before you start to move another unit. You may not go back and change the move already made by a previous unit".

Also, "A model may not move into or through the space occupied by another model or through a gap between friendly models smaller than its own base size