

B.C. ADEPTUS

SUMMER CLASH



2012

Player #: _____

Name: _____

What is the Summer Clash?

The summer clash is an annual 40k event held in Binghamton NY by the B.C. Adeptus gaming group. It is our marquee 'competitive' event, featuring large point values and using rulings/formats common among the largest and most popular 40k tournaments while avoiding 'comp' and painting scores.

What should I know going in?

People are going to bring their A game. You will see some very strong lists and very tactical players. If you hate it when people bring certain units that are 'cheesy' or 'overpowered', this probably isn't your event, please come back for our Rogue Trader! That said, this is an event for playing well but FAIRLY, and having fun. Attempts to bend the rules, bully others, or use the competitive nature of the event as an excuse to be a jerk will not be tolerated. Also, we are playing 6th edition, modified to work well in a tournament setting. Please read all the rules in this packet to know exactly what is/isn't allowed, and have played 6th before.

What do I need?

You need a legal **2000 point** (or less) Warhammer **6th edition** 40k army, with the exception only one force org chart (including allies and fortifications). This includes a minimum of five printed army lists, physical copies of all relevant codices and errata/faqs, and the appropriate models. You also need your rulebook, dice, a tape measure, templates, and entry fee.

I want to show up! Give me more details!

The tournament takes place **Saturday, August 25, 2012**. It takes place at **Jupiter Games, 3701 Vestal Parkway East, Vestal, NY**. It is being ran by the **B.C. Adeptus** gaming group. The price of entry is **\$25** and will be handled by Jupiter Games. Additional details can be found on our website or by e-mailing a Tournament Organizer.

Does BC Adeptus do other events?

You bet! We have open gaming days, monthly tournaments, a Rogue Trader Tournament in the winter (with comp and painting scores) and other events throughout the year like Team Tournaments and themed events. Visit our forums or find a member in the snazzy Black Polos at another tournament to find out more!

Tournament Organizers: MJSwasey@gmail.com j3security@live.com

THIS PACKET IS SUBJECT TO EDITING AND REVISION UP TO A WEEK BEFORE THE EVENT (ESPECIALLY SECNARIOS AND FAQ'S AS THEY ARE UPDATED/PLAYTESTED)

Rules

You must bring a legal 2000 point or less 6th edition army from an official GW codex with the following exceptions:

- Force org: only one Force org chart will be used. You may still use allies/fortifications.
clarification: Fortifications MUST be the official GW model shown and WYSIWYG.
- Terrain: No terrain will be mysterious. No debris (except for fortification) or artifacts.

Format

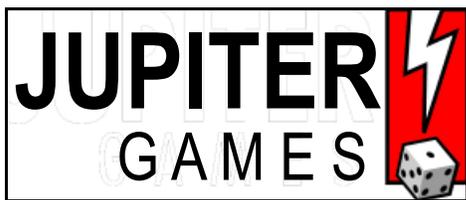
You will play three 2.5 hour games, with breaks in between. You must get through 3 entire turns for either player to score any points. Please alert a judge if you think your opponent is slowplaying or you think you wont reach the end of turn three. Do this BEFORE the last 30 minutes. A warning will be given before time is up. Dice must be dropped when time is called.

Prizes

First place is garunteed a minimum of \$200 dollars (store credit, can be shipped). All other prizes based on attendance. Prizes will be given to first place through third place based on the criteria on the following page Ties will go to battle points, then whoever is fully painted, and then the prize will be split. A between rounds vote will determine the best painter, who will be awarded a prize. Smoking Boots (last), door prizes, and others may be given based on attendance.

A Note On Sportsmanship

There is no sportsmanship score at this event. That is because we expect you all to act as the mature, fun, lovable people you are. Any attempts at cheating, bullying, being excessively rude, or other conduct not appropriate to people in a public setting playing a game will not be tolerated. Please alert a judge or a TO if you see any of these behaviors or things we should be aware of.



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Scoring

<p>Total Points: 50</p> <p>Round 1: 15 Primary: 0-4-9 Secondary: 0-2-4 Free: 2</p> <p>Round 2: 15 Primary: 0-4-9 Secondary: 0-2-4 Free: 2</p> <p>Round 3: 15 Primary: 0-4-9 Secondary: 0-2-4 Free: 2</p> <p>Early List: 3</p> <p>Five printed army lists with points/unit 2</p>	<p><u>Round Scores:</u> Primary: Loss-0 Tie-4 Win-9 Each mission will have a primary objective, with criteria to win/lose/tie it defined in the mission.</p> <p>Secondary: 2/per The rulebook secondary objectives of Linebreaker and slay the warlord will grant 2 points per objective achieved.</p> <p>Free: 2 2 free points! Aren't we nice?</p> <p><u>Extra Scores:</u> Early List: 3 Turn in your list (e-mail to a TO) at least 24 hours prior to the event start.</p> <p>Five Printed Lists: 2 One for the TO's, one for you, one for each opponent.</p>
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Schedule

Saturday, August 25th

9:30 - 10:00	Registration
10:00 - 2:30	Game 1
12:30 - 1:15	Break/Voting
1:15 - 3:45	Game 2
3:45 - 4:30	Break/Voting
4:30 - 7:00	Game 3
7:10 - 7:15	Awards

*Schedule may vary slightly, games will always be allowed 2.5 hours regardless of start time. Do not start a game turn both players can't finish. Games that do not complete turn three will be allocated 0 points.