

B.C. ADEPTUS

SUMMER CLASH



2012

Player #: _____

Name: _____

TLDR: The Short Version

This is the short and sweet summary page. Be aware this is just a summary, and may not contain every last bit of information—you should still read the packet, and we aren't responsible if you don't.

Tournament Format

- Warhammer 6th edition
- \$25 entry fee
- Competitive (no comp/painting scores)
- Three Rounds
- Scoring is by Battle Points (awarded for winning objectives)

Lists

- 2000 Points
- Only one force org, not two
- Allies & Fortifications are allowed (official fortification models only)

Missions and Terrain

- No mysterious anything. No debris/artifact rules, except for fortifications.
- Custom Primaries based off rulebook.
- Secondaries are from rulebook, First Blood is removed

Rules/Rulings Used

- 6th edition rulebook, official codexes, online GW/erratas
- BCAdeptus Summer Clash Rulings/FAQ at BCAdeptus.com
- All questions may be addressed to a TO or online

Schedule and Location

- Jupiter Games in Vestal NY
- 2.5 hour round rounds, 45 minute breaks
- First game at 10 AM (GET HERE BEFORE THEN), expected end ~ 7:15

Prizes

- First (Guaranteed min \$200), second and third place prizes
- Separate vote for best painted gets prize
- Addition prizes based on attendance

Other Requirements

- WYSIWYG (check significant conversions/alternate models with TO)
- Physical copies of all rules/erratas necessary. (basic rulebook, codex, etc)
- Any necessary templates, Tape measure, Dice

Not Required, But Recommended

- Preregistration is via Jupiter Games (make sure you get a spot!)
- Early List Hand In (up to 10am Eastern Thursday Aug 23rd, this is scored)
- 5 printed lists w/points per unit, we don't print them for you (this is scored)

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 (as opposed to our balanced and hobby focused events), featuring large point values and using rulings/formats common among the largest and most popular 40k tournaments while avoiding 'comp' and painting scores.

What does 'competitive' really mean?

People are going to bring their A game, their lists that are optimized to kill and main down to the very last point, with almost no thought to fluff, composition, or looks. 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' or 'don't make sense in the fluff', 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.

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). In addition, you need 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. If you're traveling, you might want to preregister to make sure there is room!

I want to show up! Give me more details!

The tournament takes place **Saturday, August 25, 2012 at 10am**. It takes place at **Jupiter Games, 3701 Vestal Parkway East, Vestal, NY** (it's a big plaza with an OLUM'S furniture store) 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 large 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, e-mail a TO, or find a member in the snazzy black polos to find out more!

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

**THIS PACKET IS SUBJECT TO EDITING AND REVISION UP
TO A WEEK BEFORE THE EVENT**

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/artifact rules (except for fortifications).
- Questions and Rulings can be asked/found at BCAdeptus.com

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, so we have time to correct the behavior. A warning will be given before time is up. Dice must be dropped when time is called.

Prizes

First place is guaranteed a minimum of \$200 dollars (store credit). All other prizes based on attendance. Prizes will be given to first place through third place based on the criteria on the scoring 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.



3701 Vestal Pkwy East
Vestal, NY 13850-2397
(607) 729-5910 JupiterGames.net



www.BCAdeptus.com
RestarttGaming@gmail.com
j3security@live.com

Scoring

<p>Total Points: 50</p>	<p><u>Round Scores:</u></p>
<p>Round 1: 15 Primary: 0-4-9 Secondary: 0-2-4 Free: 2</p>	<p>Primary: Loss-0 Tie-4 Win-9 Each mission will have a primary objective, with the criteria to win/lose/tie it defined in the mission. These will be similar to the basic rulebook missions.</p>
<p>Round 2: 15 Primary: 0-4-9 Secondary: 0-2-4 Free: 2</p>	<p>Secondary: 2/per The rulebook secondary objectives of Linebreaker and slay the warlord will grant 2 points per objective achieved. First Blood will not be used.</p>
<p>Round 3: 15 Primary: 0-4-9 Secondary: 0-2-4 Free: 2</p>	<p>Free: 2 2 free points! Aren't we nice?</p>
<p>Early List: 3</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 army lists with points/unit: 2</p>	<p>Five Printed Lists: 2 One for the TO's, one for you, one for each opponent.</p>

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. Do not start a game turn both players can't finish. Games that do not complete turn three will result in both players scoring 0 points.