

LAZARBLAST 2010

RULES PACK

HOW TO ENTER

LazarBlast 2010 is a Warhammer 40000 Tournament where each player will play three scenarios during the course of the day.

A number of prizes will be available, such as:

- ❖ Overall Champion
- ❖ Best General
- ❖ Best Hobbyist

The tournament will be held at Lazar House, 219 Sprowston Road, Norwich, NR3 4HX on Sunday 28th February 2010.

The entry fee will be £10.00.

The minimum age for participants is 18.

ARMY SELECTION

- ❖ Your army list must not exceed 1,500 points and contain no allies - Imperial Assassins from the *Codex: Assassins* are regarded as allies. Imperial Assassins may only be chosen when they are included in the main Codex for your army. Players using *Codex: Daemonhunters* and *Codex: Witchhunters* may still adhere to the allies rules within those Codices, as they are considered a part of the forces in that Codex.
- ❖ Current codices (at the time of the army list entry deadline below) only will apply.
- ❖ All other Standard 40K rules apply.
- ❖ Wargear will be considered **as written in the chosen Codex** – e.g. Storm & Combat Shields and Machine Spirits in Black Templar & Dark Angels Codex will be as per those codices and not *Codex: Space Marines*.
- ❖ Standard force organisation charts apply with the caveat that the force **must** include at least one non-Troop/HQ choice. (i.e. 1 HQ and 6 Troop choices only is **not** acceptable). This can be any choice from the Elite/Fast Attack/Heavy Support selections.
- ❖ Models must be WYSIWYG for their Primary Equipment (minor items such as grenades etc will not be mandatory, however the primary ranged and close combat weapons must be accurately represented).

You can either:

- ❖ complete the entry form on the website and posting it with a cheque for £10 per entrant to the address on the form, or
- ❖ enter online using Paypal using the link on the website.

ARMY LISTS

Army lists must be emailed to Dave Court at 40k@aftermath-tournament.co.uk no later than 6pm on 20th February 2010). **Players must also bring their Codex and a hard copy of their army list on the day.**

TIMETABLE

9:00 – 9:25	Registration
9:30 – 11:45	First game (Capture & Control)
11:45 – 12:15	Lunch break
12:30 – 2:45	Second game (Seize Ground)
3:00 – 5:15	Third game (Annihilation)
5:30	Awards

TOURNAMENT FORMAT

Each player will play three games over the course of the day - one game of each mission scenario.

Round 1 will be Capture & Control, Round 2 Seize Ground and Round 3 Annihilation.

Deployment zones will be rolled for at the start of each game in the normal manner.

The fixtures for round 1 will be chosen randomly and the “Swiss” method will be used to ensure that participants will not play the same opponent twice and that (wherever possible) your opponent in rounds 2 and 3 will have a similar record to your own.

SCORING

GAME RESULTS

A win scores 6 points, a draw 3 and a loss 1 with a bonus point for the massacre of an enemy force.

GAME BONUS POINTS

Round 1 – Capture & Control:

- ❖ 1 bonus point for controlling all objectives at the end of the game.
- ❖ 1 bonus point for eliminating all of your opponents scoring units.
- ❖ 1 bonus point for capturing your opponent's home objective.

Round 2 – Seize Ground

- ❖ 1 bonus point for controlling all objectives at the end of the game.
- ❖ 1 bonus point for eliminating all of your opponents scoring units.
- ❖ 1 bonus point for preserving all of your own scoring units.

Round 3- Annihilation

- ❖ 1 **additional** bonus point for the massacre of an enemy force (in addition to the standard Game Results bonus point for this achievement).
- ❖ 1 bonus point for not losing any units (no victory points to opponent).
- ❖ 1 bonus point for having an active HQ unit at the end of the game.

SUPPLEMENTARY BONUS POINTS

- ❖ 1 bonus point if all models in an army are painted and based.
- ❖ 1 bonus point (at judges' discretion) for diversity in unit selection in army list.
- ❖ 1 bonus point (at judges' discretion) for army/character background and presentation of hardcopy army list.
- ❖ 1 bonus point (at judges' discretion) for notable painting and conversion creativity and/or skill.

AWARDS

OVERALL WINNER

The player with most points at the end of play from all aspects of the competition. A tie will be decided by a total of points from the *Game Results* conditions (the number of bonus points from the *Supplementary Bonus Points* conditions will be used to break any ties).

GENERALSHIP

The player with the most bonus points taken from the *Game Bonus Points* conditions. A tie will be decided by Massacre bonus points from the *Game Results* conditions.

HOBBYIST

Players who score all 4 Bonus Points from the *Supplementary Bonus Points* conditions will enter a round of judging by the event judges to decide a winner.

All judges' decisions are final.

DON'T FORGET!

You will need to bring the following with you on the day:

- ❖ *A copy of your army list*
- ❖ *Dice, templates, pens and a tape measure*
- ❖ *The current rulebook and the codex for your army*
- ❖ *A tray to place your army on prior to deployment (to save time changing tables between games). Note that a scened display tray will be taken into account for the Hobbyist award.*

If you have any questions about these rules you can email Dave Court at:

40k@aftermath-tournament.co.uk