

Lazarblast Rules Pack

LazarBlast 2012 is a Warhammer 40,000 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 4th March 2012. The entry fee will be £12.00 (a minimum of £2 from each entry will go towards the tournament's prize fund).

The minimum age for participants is 18.

Army Selection

- ❖ 1500 Points, with No allies. Current Codex (at time of Army List Entry Deadline) only will apply, all other Standard 40K rules apply. Wargear will be considered as written in the chosen Codex – latest GW FAQ's will be applicable as long as the player brings a copy of the FAQ for their codex.
- ❖ 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)
- ❖ Army lists must be entered for checking no later than 1 week prior to the tournament (deadline: 18:00 on 26/02/2012). Players must also bring their Codex and a hard copy of their army list on the day. Each player is recommended to bring 2 objective markers distinctive to their own force and the size of a standard round base.

How to enter

Complete the entry form on the website and post it with a cheque for £12 per entrant to the address on the form.

Timetable

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

Army Lists

Army lists must be emailed to Dave Court at 40k@aftermath-tournament.co.uk no later than 6pm on 26/02/2012. **Players must also bring their Codex and a hard copy of their army list on the day.** Each player is recommended to bring 2 objective markers distinctive to their own force and the size of a standard round base.

Game organisation

Each player will play 3 games - one game of each mission Scenario from the core rulebook will be played.

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 winners from each of the first 2 Rounds will play each other in the following round, the Losers will play each other and the players who achieved a draw will play each other in the same way. A draw will be made in order that no player will play the same opponent twice in relation to those players who drew. In subsequent rounds no player will play another that he has already faced. If only one pair draw in a given round, those 2 players will play the worst winner or best loser rather than have to play each other again.

During Lunch the judges will ask to see presentation army lists and will review armies for the Supplementary Hobbyist Bonus Points section. At this time players will need to specify their nominated feature model for the final hobbyist bonus point.

Scoring

Game Results

A win scores 6 points, a draw 3 and a loss 1.

- +1 bonus point for the massacre of an enemy force.
- +1 bonus point for finishing the game before the completion of the 5th turn (i.e. a default win for a massacre)

Game Mission 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 preserving all of your own scoring units.
- +1 bonus point for capturing your opponent's home objective.*

Round 2 – Seize Ground

4 objectives will be placed – 2 per player

- +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.
- +1 bonus point for capturing both your opponent's placed objectives.*

Round 3 – Annihilation

- +1 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 finishing the game before the completion of the 5th turn (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.

- * A player who completes a game early by massacre of the opponents force is automatically considered to hold all of the objectives unless he has no scoring units left

Hobbyist Award scoring

- 1 point if all models in an army are painted and based
- 1 point for diversity in unit selection in your army list
- 1 point for army/character background and/or presentation standard of hardcopy army list
- 1 point for notable painting and/or conversion creativity and/or skill throughout the models in an army
- 1 point for the standard of painting and/or conversion in a nominated single Figure or vehicle in each army

All points awarded are at the judges' discretion

Awards

Overall Winner

The player with the most points at the end of play from all aspects of the competition. Any ties will be decided first by the total of points from the Game Results conditions and secondly on points awarded towards the Hobbyist award.

Best General

The award for Best General will go to the player with the most bonus points taken from the Game Mission Bonus Points conditions. A tie will be decided by Massacre bonus points from the Game Results conditions.

Best Hobbyist

Players who score all 5 Points from the Supplementary Hobbyist Bonus Points conditions will enter a round of judging by the event judges to decide a winner.

All Judges' decisions are final.