
WARHAMMER 40K PLAYER PACK



PLAYER NAME:

EVENT SUMMARY

WHEN: FRIDAY AUGUST 18TH - SUNDAY AUGUST 20TH

WHERE: [UTAH STATE FAIR PARK, GRAND BUILDING](#) (155 N 1000 W, SALT LAKE CITY, UT 84116)

HOW MANY ROUNDS: 7 ROUNDS (2 ON DAY ONE, 3 ON DAY TWO, 2 ON DAY THREE).

HOW MANY POINTS: 2,000 POINTS

RULES CUT OFF DATE: SUNDAY, AUGUST 13TH

LIST SUBMISSION DEADLINE: SUNDAY, AUGUST 13TH AT 6:00 PM MT (FAILURE TO SUBMIT WILL RESULT IN YELLOW CARD AND -20 POINT ROUND ONE PENALTY)

- [HOW TO SUBMIT LISTS IN BCP](#)
- LISTS FOR ATTENDEES WILL BE MADE PUBLIC BEFORE THIS EVENT.
- YOU MUST SELECT YOUR FACTION IN BCP WHEN SUBMITTING YOUR LIST OTHERWISE:
 - YOU WILL RECEIVE A YELLOW CARD.

REFUND CUTOFF: TUESDAY, JULY 4TH

TOURNAMENT ORGANIZER (TO) AND HEAD JUDGE: MARIO CAPIZZO (ADMIN@UTAHWARGAMING.COM)

LINK TO BCP EVENT PAGE: [BCP LINK](#)

A HUGE THANK YOU TO [PARAGON CITY GAMES](#), [WARHOUND TOURNAMENTS](#), [LIGHTLY SALTED](#), [BARELY BATTLE READY](#), TEAM RONIN AND THE ENTIRE UTAH WARGAMING COMMUNITY FOR THEIR SUPPORT OF THIS EVENT!

EVENT SCHEDULE

FRIDAY AUGUST 18TH (DAY 1):

ROUNDS	START TIME	END TIME
REGISTRATION/SETUP	12:00PM	12:45PM
ANNOUNCEMENTS	12:45PM	1:00PM
ROUND 1	1:00PM	4:00PM
ROUND 2	4:15PM	7:15PM

SATURDAY AUGUST 19TH (DAY 2):

ROUNDS	START TIME	END TIME
ROUND 3	9:00AM	12:00PM
LUNCH	12:00PM	1:30PM
ROUND 4	1:45PM	4:45PM
ROUND 5	5:00PM	8:00PM
PAINT JUDGING	8:00PM	UNTIL COMPLETE

SUNDAY AUGUST 20TH (DAY 3):

ROUNDS	START TIME	END TIME
ROUND 6	9:00AM	12:00PM
LUNCH	12:00PM	1:30PM
ROUND 7	1:45PM	4:45PM
AWARDS CEREMONY	5:00PM	5:20PM

FORMAT & FAQ

THIS IS AN [ITC formatted event](#).



EVENT SPECIFIC FAQ'S/ERRATA

- 10TH EDITION CURRENT 40K GAMES WORKSHOP GRAND TOURNAMENT MISSIONS FROM [LEVIATHAN](#), 2000 POINT ARMIES.
 - MISSION ORDER:
 - ROUND 1: MISSION F: SUPPLY DROP
 - ROUND 2: MISSION I: TAKE AND HOLD
 - ROUND 3: MISSION G: SITES OF POWER
 - ROUND 4: MISSION L: SCORCHED EARTH
 - ROUND 5: MISSION M: PURGE THE FOE
 - ROUND 6: MISSION A: TAKE AND HOLD
 - ROUND 7: MISSION N: PRIORITY TARGETS
- THE DEADLINE TO SUBMIT PICTURES FOR MODEL CONVERSION APPROVAL AND FOR PRE-EVENT RULES QUESTIONS IS **SUNDAY, AUGUST 13TH**. CONVERSIONS NOT SUBMITTED FOR APPROVAL PRIOR TO THIS DATE MAY BE REMOVED FROM PLAY IF DEEMED TO BE INADEQUATE SUBSTITUTIONS.
- THE [ITC CODE OF CONDUCT](#) WILL BE IN EFFECT FOR THIS EVENT. YOU WILL BE EXPECTED TO HAVE READ AND UNDERSTOOD IT PRIOR TO COMING.
- AS THIS IS AN ITC EVENT WE WILL BE IMPLEMENTING THEIR JUDGE RULINGS FROM THE LONE STAR OPEN. IF YOU HAVE PRIOR RULES QUESTIONS THAT WERE ANSWERED BY SALT LAKE OPEN JUDGES, **THEY WILL BE SUPERSEDED BY THE RULINGS DETERMINED BY THE ITC** AT THE FOLLOWING [LINK](#).
- NO NEW RULES MATERIAL WILL BE ALLOWED AFTER **SUNDAY, AUGUST 13TH**.
- CHESS CLOCKS ARE RECOMMENDED BUT NOT REQUIRED UNLESS YOU ARE PLAYING ON ONE OF THE **TOP FOUR TABLES**. YOU MAY ALSO BE REQUIRED TO USE DICE THAT WE PROVIDE. IF YOUR OPPONENT REQUESTS TO USE A CHESS CLOCK YOU ARE REQUIRED TO USE A CHESS CLOCK.
- IN ORDER TO RECEIVE YOUR 10 PAINT POINTS EACH ROUND ALL MODELS IN YOUR ARMY MUST BE PAINTED TO A [BATTLE-READY TOURNAMENT STANDARD MINIMUM](#) AS DEFINED IN THE ITC GUIDELINES. THIS INCLUDES A "COMPLETE LOOK" TO YOUR ARMY, INCLUDING A FINISHED BASE.

- PLEASE ALSO ABIDE BY THE MODELING GUIDELINES REGARDING PROXIES. MODELS THAT DO NOT MEET THIS MINIMUM STANDARD WILL BE REMOVED FROM THE TABLE BY A JUDGE, EVEN IF THIS MEANS IT OCCURS IN THE MIDDLE OF A GAME.
 - IF YOU WANT YOUR ARMY TO BE PAINT JUDGED, IT MUST BE SET UP IN CLEAR VIEW (OR DESIGNATED AREA DETERMINED BY THE TO) BEFORE YOU DEPART ON DAY 2. A PAINT SCORE SHEET MUST BE FULLY FILLED OUT AND IN PLAIN VIEW WITH YOUR ARMY. IT IS YOUR RESPONSIBILITY TO MAKE SURE YOUR ARMY IS JUDGED FOR PAINTING.
 - PAINT JUDGING RUBRIC CAN BE FOUND HERE: [PAINT JUDGING CRITERIA.PDF](#)
- PLEASE DIRECT ALL OTHER QUESTIONS TO THE HEAD JUDGE, [MARIO CAPIZZO](#).

PAIRINGS:

PAIRINGS FOR THE EVENT WILL BE DONE AS FOLLOWS:

1. WINS
2. PATH TO VICTORY
3. OPPONENT GAME WIN %
4. BATTLE POINTS
5. RANDOM

PLACINGS:

PLACINGS FOR THE EVENT WILL BE DONE AS FOLLOWS:

1. WINS
2. OPPONENT GAME WIN %
3. EXTENDED OPPONENT GAME WIN %
4. BATTLE POINTS

EVENT AWARDS:

THE FOLLOWING AWARDS WILL BE AWARDED AT THE EVENT:

TOURNAMENT CHAMPION - BEST COMBINED PAINT, PLACING, AND SPORTSMANSHIP. IF YOU RECEIVE A YELLOW/RED CARD YOU ARE INELIGIBLE FOR THIS PLACING

BEST GENERAL - HIGHEST PLACING AT THE EVENT

BEST PAINTED - HIGHEST PAINT SCORE AT THE EVENT

BEST SPORTSMANSHIP - SELECTED BY PEERS AS THE BEST SPORTSPERSON AT THE EVENT. IF YOU RECEIVE A YELLOW/RED CARD YOU ARE INELIGIBLE FOR THIS PLACING

WOODEN SPOON - WORST PLACING RECORD, BUT STILL PLAYS ALL ROUNDS AND RECEIVES ZERO PENALTIES

BEST IN FACTION:

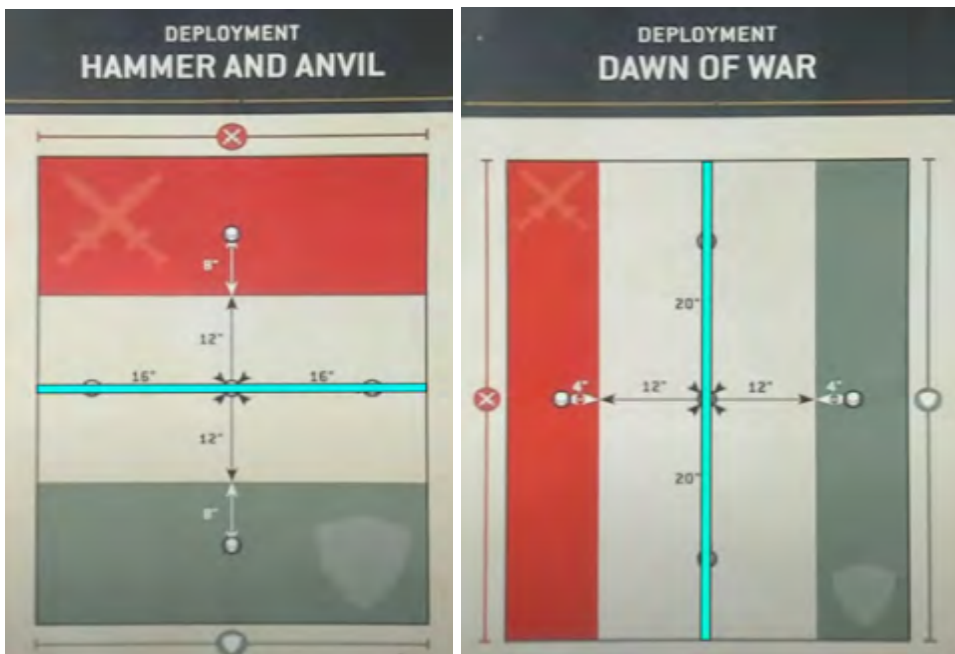
IMPERIUM, XENOS, CHAOS, ADEPTA SORORITAS, ADEPTUS CUSTODES, ADEPTUS MECHANICUS, AELDARI, ASTRA MILITARUM, BLACK TEMPLARS, BLOOD ANGELS, CHAOS DAEMONS, CHAOS KNIGHTS, CHAOS SPACE MARINES, DARK ANGELS, DEATH GUARD, DEATHWATCH, DRUKHARI, GENESTEALER CULTS,

GREY KNIGHTS, IMPERIAL KNIGHTS, LEAGUES OF VOTANN, NECRONS, ORKS, SPACE MARINES, SPACE WOLVES, THOUSAND SONS, TYRANIDS, T'AU EMPIRE, WORLD EATERS

NOTE: PLAYERS CAN ONLY EARN ONE OF THE ABOVE AWARDS. IF ELIGIBLE FOR MORE THAN ONE AWARD, THE PLAYER WILL BE GIVEN THE HIGHER PLACED AWARD. IF THE PLAYER IS ELIGIBLE FOR THE SAME PLACING IN MORE THAN 1 AWARD, THEY MAY CHOOSE WHICH AWARD TO RECEIVE.

- TABLES WITH VANGUARD TACTICS TERRAIN THAT HAVE MULTIPLE TWO STORY BUILDINGS PER SIDE CAN ONLY HAVE ONE OF THOSE BUILDINGS WITH THE FIRST FLOOR LINE OF SIGHT BLOCKING. THIS IS TO BE THE BUILDING WITH THE MOST WINDOWS ALREADY CLOSED ON THE FIRST FLOOR.

TERRAIN PLACEMENT RULES: THE IMAGES BELOW SHOW HOW TO APPROPRIATELY SPLIT TABLE HALVES IN REGARD TO WHERE PLAYERS CAN PLACE THEIR POOL OF TERRAIN. THE SPLIT HAS BEEN CREATED THIS WAY TO ENSURE THAT NO PLAYER CAN INFLUENCE TERRAIN PLACEMENT IN THEIR OPPONENT'S DEPLOYMENT ZONE.



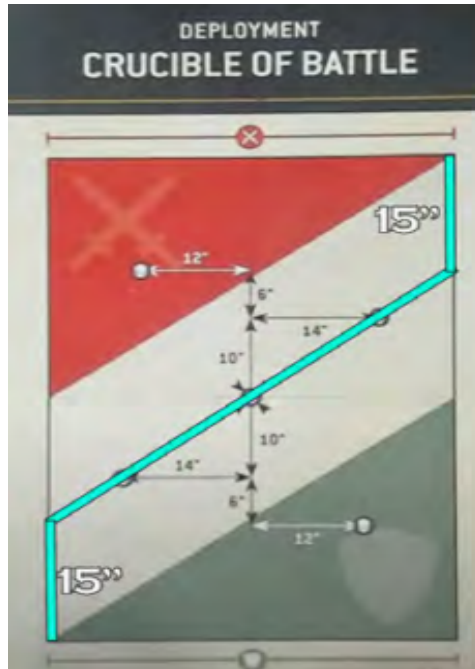
NO TERRAIN GUIDELINES:

PLAYER PLACED TERRAIN (PPT) RULES WILL BE USED

- FOR A VIDEO VISUALLY DEMONSTRATING PLAYER PLACED TERRAIN, CLICK [HERE](#)
- WE WILL BE POSTING THE TERRAIN MAPS FOR OUR 40K CHAMPIONSHIP EVENT. WE MAY ADJUST THESE MAPS. ROTATE IN OTHER MAPS, OR ADD ADDITIONAL MAPS AS WE GET CLOSER TO THE EVENT. PLEASE JUST USE THESE AS EXAMPLES.
- PRIOR TO EACH GAME, PLAYERS WILL USE A TOTAL OF 10 MINUTES OF TIME OFF THE CLOCK TO SETTLE PRE-GAME ACTIONS AND ADJUST TERRAIN.

BELOW IS WHAT CAN BE EXPECTED (THERE MIGHT BE SLIGHT VARIANCES).

- THE NUMBERS IN THE FOLLOWING IMAGES REPRESENT THE CORRESPONDING TERRAIN FEATURES IN THE KEY BELOW. SEE THE EXPLANATION BELOW TO COVER FEATURES WITH AN *. THE LETTERS DISTINGUISH WHAT TERRAIN POOL A PLAYER SELECTS, A OR B, AND ANY INSTANCE OF C MEANS THAT TERRAIN FEATURE WILL REMAIN IN THE CENTER OF THE TABLE AND IS NOT DIRECTLY PART OF EITHER PLAYERS TERRAIN POOL.
 - ANY TERRAIN FEATURE DESIGNATED AS A RUIN BLOCKS ALL LINE OF SIGHT THROUGH OR ABOVE ANY WALL SECTIONS. IF A UNIT HAS MODELS WHOLLY WITHIN OR TOUCHING THE TERRAIN FEATURE, LINE OF SIGHT RULES ARE AS DESCRIBED IN THE WARHAMMER 40,000 RULE BOOK AND RULES COMMENTARY DOCUMENT.
 - F DESIGNATES THAT NO LINE OF SIGHT CAN BE DRAWN THROUGH THE FIRST FLOOR OF THAT TERRAIN FEATURE AND VISIBILITY IS BLOCKED AS IF THAT FLOOR OF THE RUIN HAS SOLID WALLS AT ALL TIMES.



PLAYERS WILL FOLLOW THE NORMAL PREGAME SETUP STEPS OUTLINED IN THE LEVIATHAN MISSION PACK WITH THE EXCEPTION OF SWAPPING STEP 5 CREATE THE BATTLEFIELD AND 6 DETERMINE ATTACKER AND DEFENDER. THE DEFENDER CHOOSES THEIR TABLE SIDE AND PLAYERS SEPARATE THE TERRAIN AS SHOWN IN THE IMAGES ABOVE.

WHEN PROCEEDING TO THE CREATE THE BATTLEFIELD STEP, THE PLAYER DESIGNATED AS THE DEFENDER WILL PLACE THE FIRST PIECE OF TERRAIN FROM THEIR TERRAIN POOL FOLLOWING THE GUIDELINES BELOW. THE PLAYER DESIGNATED AS THE ATTACKER WILL THEN PLACE TWO PIECES OF TERRAIN FROM THEIR TERRAIN POOL FOLLOWING THE GUIDELINES BELOW. ONCE THAT HAS BEEN COMPLETED, STARTING WITH THE DEFENDER, PLAYERS WILL ALTERNATE PLACING ONE PIECE OF TERRAIN FROM THE TERRAIN POOL UNTIL ALL TERRAIN HAS BEEN PLACED. ALL OF THE TERRAIN PIECES MUST BE PLACED.

- PLAYERS MAY ONLY PLACE TERRAIN IN THEIR HALF OF THE TABLE AS SPLIT IN THE ABOVE IMAGES.
- TERRAIN MUST BE AT LEAST 4" FROM A TABLE EDGE OR ANOTHER PIECE OF TERRAIN. IF A TERRAIN FEATURE HAS THE DESIGNATION OF 2 - ARMOURD CONTAINERS OR 3 - WOODS OR 4-CRATERS, PLAYERS MAY IGNORE THE 4IN RESTRICTION FOR PLACEMENT NEAR A TABLE EDGE. THIS MEANS TERRAIN DESIGNATED 2 AND 3 MAY BE PLACED ALONG THE BOARD EDGE IF DESIRED.
- TERRAIN MARKED WITH AN ASTERISK (*) MUST BE AT LEAST 5" FROM ANOTHER PIECE OF TERRAIN MARKED WITH AN ASTERISK.
 - NOTE: IN THE INSTANCE ONE OR MORE PLAYERS HAS A MODEL THAT HAS A FOOTPRINT MORE THAN 5" IN DIAMETER IN THEIR NARROWEST MEASUREMENT, THAT PLAYER CAN ADJUST THEIR TERRAIN HALF AS NEEDED TO ALLOW THEM TO BE ABLE TO TRAVERSE THE BOARD (YOUR OPPONENT CAN STILL FOLLOW NORMAL TERRAIN PLACEMENT GUIDELINES ON THEIR HALF OF THE TABLE). CALL A JUDGE FOR ASSISTANCE AS NEEDED.
- LAYOUTS THAT HAVE MULTIPLE CARGO CONTAINERS ASSIGNED TO A PLAYER'S HALF OF THE TERRAIN ARE PERMITTED TO STACK THE CARGO CONTAINERS ON TOP OF ONE ANOTHER, PLACE THEM IN A TANGENT CONFIGURATION FLAT ON THE TABLE, OR SPLIT THEM AND TREAT THEM AS TWO SEPARATE TERRAIN FEATURES FOLLOWING THE PLACEMENT GUIDELINES ABOVE. CARGO CONTAINERS CANNOT BE STOOD UP VERTICALLY AND MUST HAVE THEIR LONGEST SIDES PARALLEL TO THE TABLETOP.
- TERRAIN MAY BE PLACED ONTO OF THE 40MM OBJECTIVE CIRCLE, BUT VERTICAL RUIN WALLS MUST REMAIN 1IN AWAY FROM THE 40MM CIRCLE.
- "MAGIC BOXES" ARE NEVER INTENDED TO EXIST ON OUR TERRAIN SETS. IF A TERRAIN FEATURE IS LABELED AS "1", YOU MAY NEVER EXIST INSIDE ANY PART OF THE FEATURE THAT COULD BE CONSIDERED AN ENCLOSED BOX.
 - EXAMPLE: THE ORC WATCHTOWERS CANNOT HAVE MODELS EXISTING WITHIN THE BOTTOM FLOOR SECTION AS IT IS COMPLETELY ENCLOSED. INFANTRY MODELS MAY MOVE THROUGH THE BOTTOM FLOOR AS NORMAL BUT CANNOT END THEIR MOVEMENT INSIDE THE ENCLOSED SECTION OF THE WATCHTOWER. THE SMALL ENCLOSED SECOND FLOOR SECTION OF THE FIELD BASE SQUARE BUILDING ALSO CANNOT HAVE MODELS END THEIR MOVEMENT INSIDE OF IT. THE LARGE RUIN OF URBAN CORRUPTION SET, HOWEVER, CAN BE OCCUPIED BY MODELS AS IT HAS A DOORWAY, THEREBY NOT MAKING IT FULLY ENCLOSED.

TERRAIN KEY

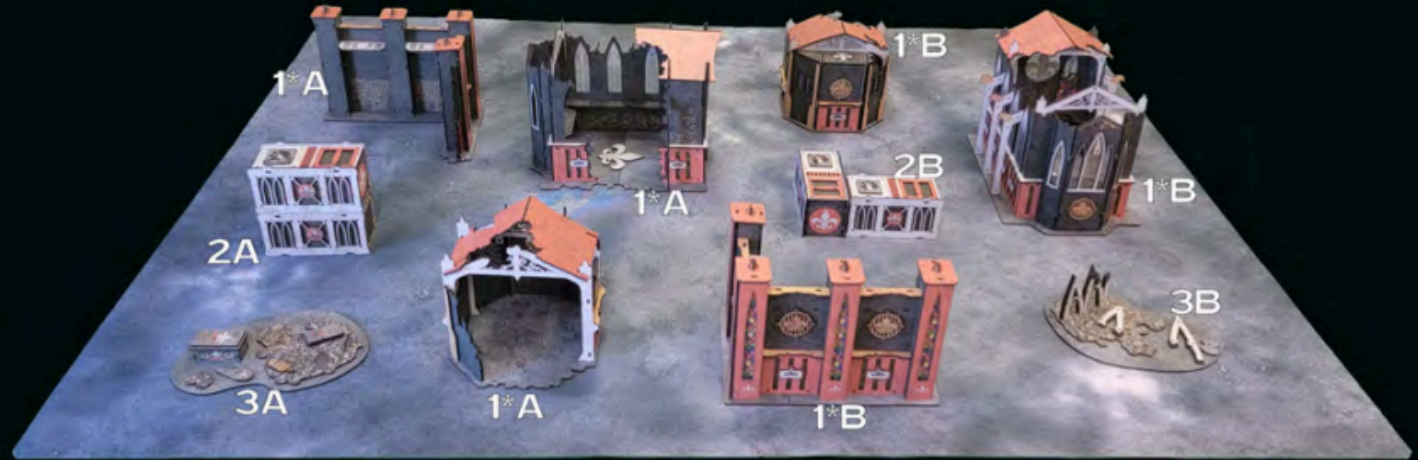
- TERRAIN:

- 1. RUINS
- 2. ARMoured CONTAINERS
- 3. WOODS
- 4. CRATERS

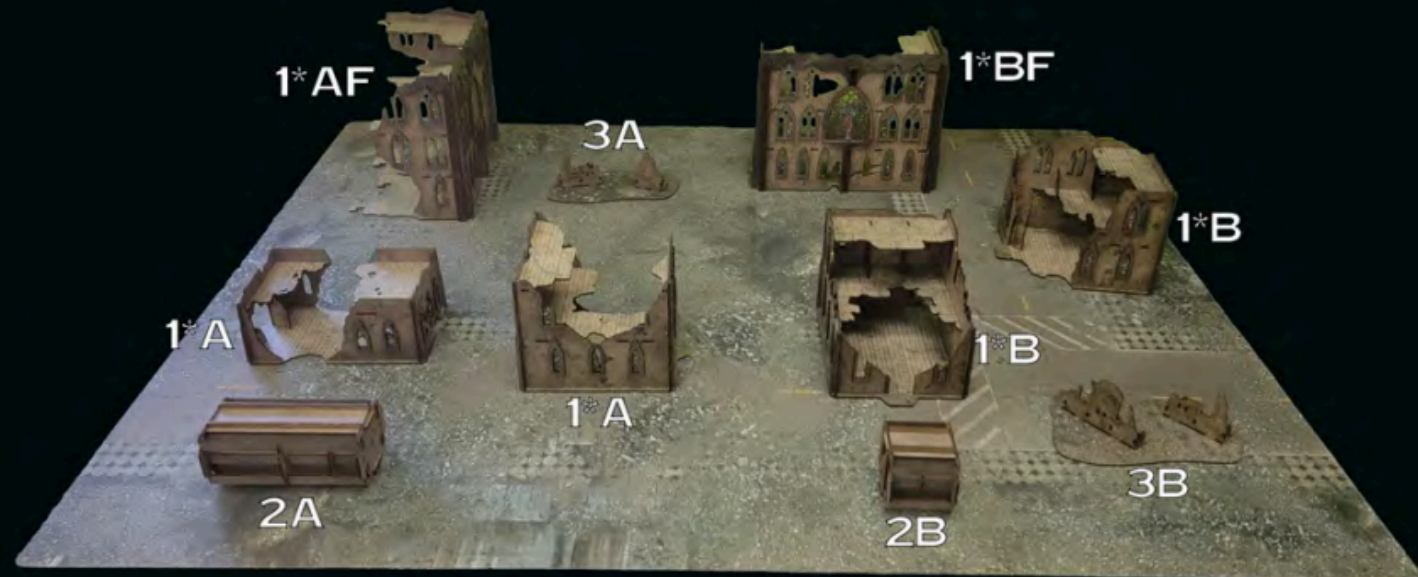
EXAMPLE TABLES:

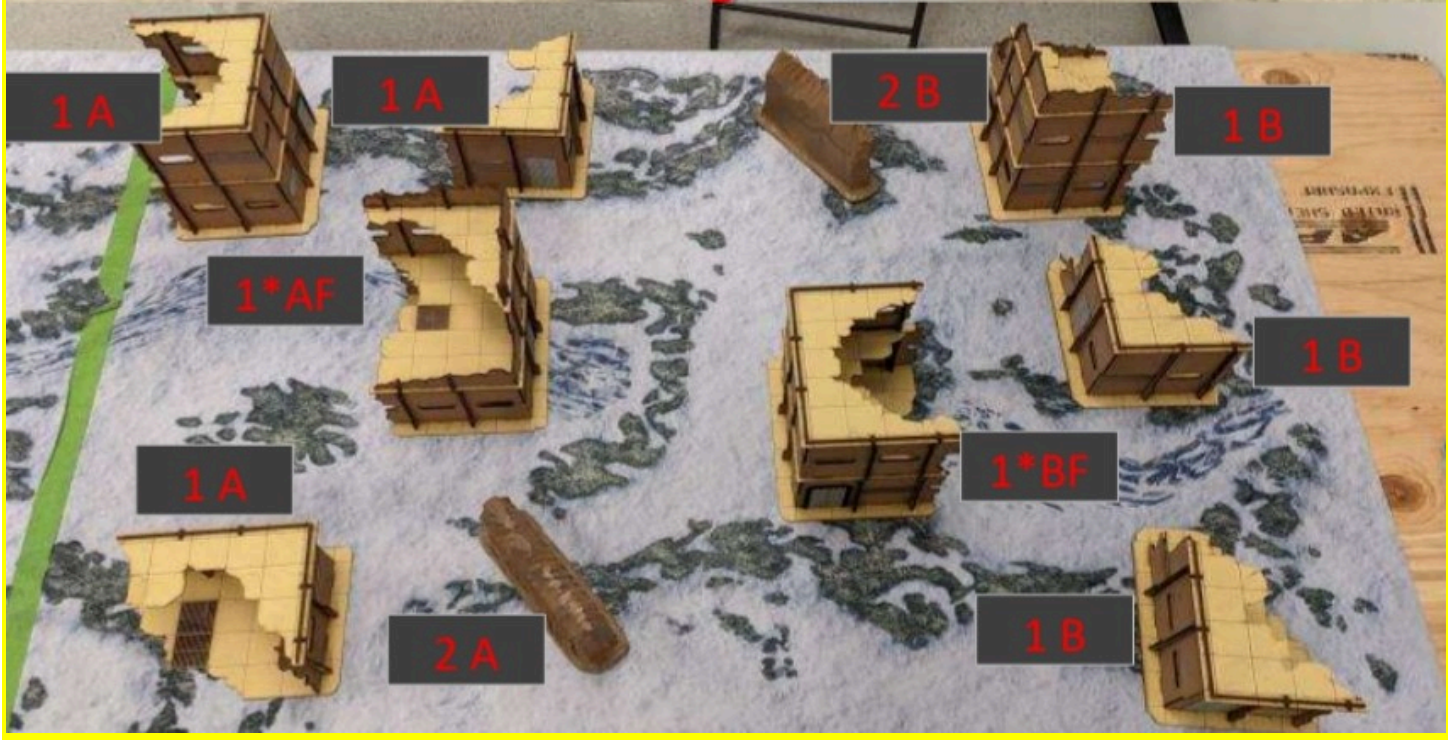
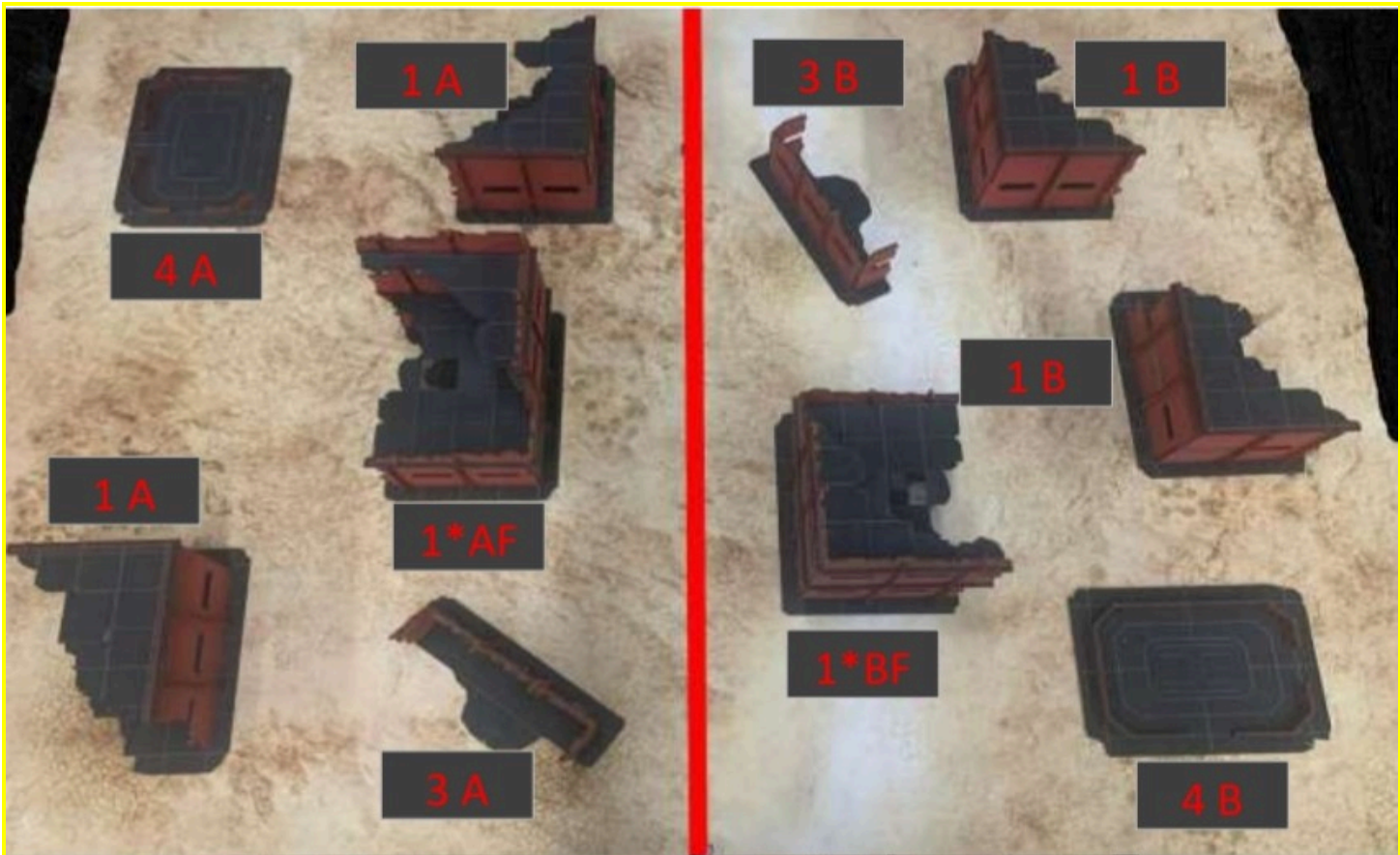


IMPERIAL SANCTUARY



GOTHIC RUINS



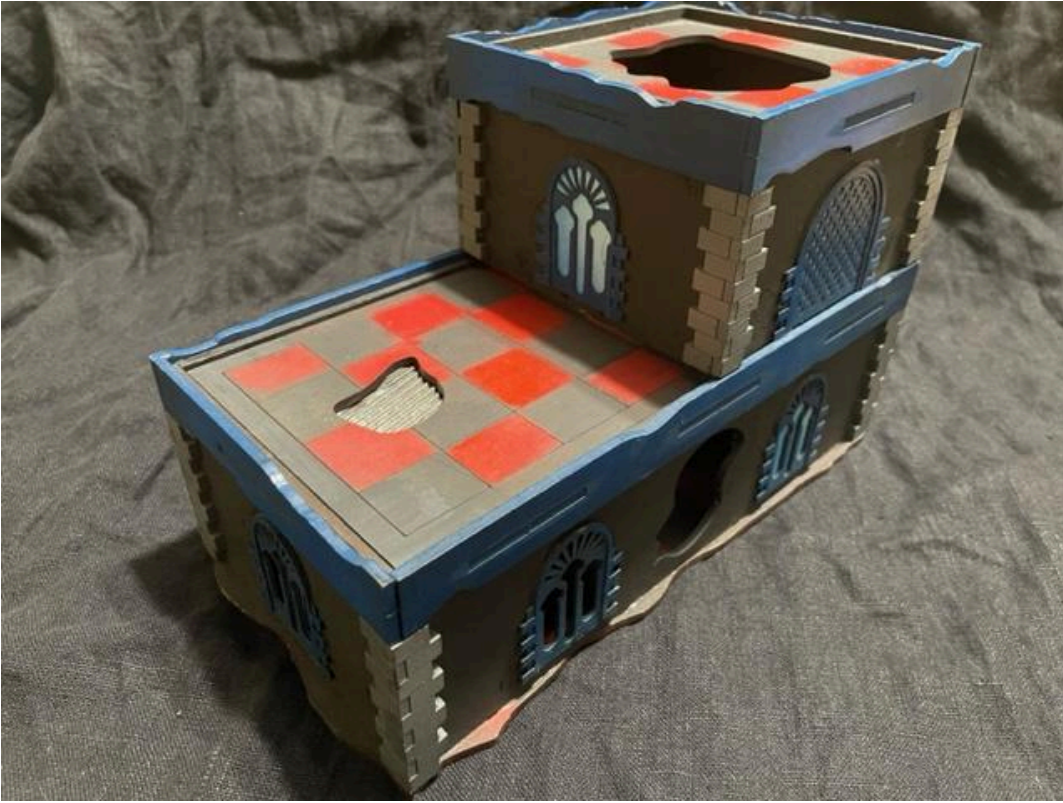


LEGACY FLG TERRAIN

RUINS - IMPASSIBLE EXCEPT IF THERE IS A DOOR:



RUINS:



LARGE RUINS - MUST BE PLACED AT LEAST 5" APART:



EVENT VENUE DETAILS

DoubleTree by Hilton Hotel Salt Lake City Airport

5151 Wiley Post Way, Salt Lake City, UT, 84116



- **THERE WILL BE A BAR ON SITE, SO PLEASE DRINK RESPONSIBLY. IF THERE IS ANY MISCONDUCT YOU WILL BE IMMEDIATELY DISMISSED FROM THE EVENT WITH NO REFUND. THE BARS WILL OPEN DAILY AT NOON AND REMAIN OPEN UNTIL 30 MINUTES PRIOR TO DICE DOWN. PLEASE DRINK RESPONSIBLY. THEY WILL HAVE SODA, CARBONATED WATER, EVENT THEMED DRINKS, AND DISCOUNTED BUCKETS OF BEER. DRINKS CANNOT BE TAKEN OUTSIDE THE EVENT HALLS.**
- **THE VENUE WILL HAVE TO-GO ITEMS AVAILABLE IN THE ON SITE CAFE.**

- A LUNCH BUFFET OPTION IS BEING PROVIDED BY THE HOTEL ON SATURDAY AND SUNDAY. THE COST WILL BE \$16+TAX AND YOU WILL BE REQUIRED TO SIGN UP DAILY NO LATER THAN TWO HOURS PRIOR TO PARTICIPATE. SIGN UP SHEETS WILL BE AT THE EVENT EACH DAY. THE MENU FOR SATURDAY IS HOT DOGS, BURGERS, AND FRIES. SUNDAY THE MENU IS FAJITAS, SPANISH RICE, AND REFRIED BEANS. THERE WILL ALSO BE VEGETARIAN OPTIONS BOTH DAYS. YOU ARE NOT REQUIRED TO ATTEND THE LUNCH BUFFET IF YOU DO NOT WANT TO, BUT IF YOU CHOOSE TO ATTEND THE BUFFET **YOU MUST SIGN UP** EACH DAY BEFORE THE DEADLINE.
- **ABSOLUTELY NO OUTSIDE FOOD OR BEVERAGE ARE PERMITTED.** THE VENUE STATED THEY WILL NOT BE STICKLERS ABOUT THINGS LIKE POWER BARS, AND WATER BOTTLES, BUT DO NOT GO TO A RESTAURANT/DOORDASH AND BRING IT BACK. IF YOU ARE FOUND IN VIOLATION OF THIS YOU WILL BE FINED \$50 ON THE SPOT. IF YOU CHOOSE NOT TO PAY THE FINE YOU WILL BE IMMEDIATELY DISMISSED FROM THE EVENT. PLEASE DON'T BE THAT PERSON. THE ONLY EXCEPTION IS IF YOU HAVE A ROOM AT THE HOTEL YOU ARE WELCOME TO EAT WHATEVER YOU LIKE IN YOUR HOTEL ROOM.
- IF YOU MADE IT THIS FAR AND READ THE ENTIRE PLAYER PACKET, SEE MARIO FOR A FREE DRINK.