



STEEL CITY SLAUGHTER PRIMER

[MISSIONS ARE POSTED HERE](#)

The Steel City Slaughter is a Warhammer 40,000 Grand Tournament being hosted by the Steel City Legion gaming club at Legions Hobbies & Games, a store with over 16,000 square feet of space for gaming, and more than enough tables and terrain to host an event of up to 64 players. Legions is located in the North Hills of Pittsburgh, just a short drive from numerous restaurants, bars, and hotels (see below for a list of options for each).

The event is a 2,000 pts 8th Edition Grand Tournament with 6 rounds - 3 on Saturday May 18th and 3 more on Sunday May 19th. Second day pairings will use 8 brackets of 8 players. We'll be using mainly ITC rules, and any factions or rules released up to **2 weeks** prior will be allowed. The usual rules and limitations for Matched Play as delineated in the Warhammer 40,000 8th Edition Rulebook plus attendant FAQs and Chapter Approved will apply.

Please read the entire packet for how our missions work and rule clarifications

There will be plenty of opportunity for you to come away with some of the spoils as prizes are not just for the top players!

Sign-up & Registration

Registration begins on 25 June 2019

In order to reserve your spot for this event, use the Best Coast Pairings app link below.

just send an e-mail to SteelCityLegion@gmail.com and be sure to include your full name and an e-mail attached to a Paypal account. We will then give you an e-mail for our Paypal Account, to which we request you send the **\$50.00 entry fee** as a “gift” for “family & friends,” and make sure you put your name and e-mail in the notes; once you’ve paid that, you’re all set!

Prizes include, but are definitely not limited to:

- Renaissance Man (or woman) - Combination of scores
- Warmaster - Best record with most Battle Points
- Winners of each bracket
- Runner up in both 1st and 2nd brackets
- Best Painted (see our Painting Rubric on page 6 for details)
- Runner up best painted
- Rule of Cool (Combination of painting and presentation) for individual categories - Conversion, Squad, Character, Big Thing, Display Board
- Best Sportsman
- #1Fan! (Worst record with the highest sportsman + painting scores)

Dates & Schedule

- Registration begins on 18 May 2019 at 9 AM and the event runs through 19 May 2019 at 830 PM
- Day One Schedule:
 - 9AM: Registration and Sign-ins
 - 10AM: Round One begins
 - 1PM: Break for Lunch
 - 2PM: Round Two begins
 - 5:15PM: Round Three begins
 - 8:30PM: Conclusion of Day One

- Day Two Schedule:
 - 9AM: Check-ins
 - 10AM: Round One begins
 - 1PM: Break for Lunch
 - 2PM: Round Two begins
 - 5:15PM: Round Three begins
 - 8:30PM: Awards

Tournament Format and General Rules

The format and scoring system for this event will be a mix our own scoring, as well as NOVA and ITC Mission ideas; we'll be using NOVA-style (not exact) Primaries, ITC Secondaries (with some new additions, and a mix of our own Tertiary Objectives.

40k General Rules

1. Armies will be Battle-Forged only, and limited to 2,000 pts and up to 3 Detachments.
2. Forge World units and rules will be allowed.
3. The most recent ITC FAQ and Errata will be in use for this event.
4. The most recent GW rules releases, FAQ, and Errata will be in effect for this event.
THERE IS A 2 WEEKS CUT-OFF PERIOD for new GW releases.
5. Beta Rules will be allowed as long as they have been published. This currently includes:
 - I. Sisters of Battle (You may use EITHER the Beta Rules found in Chapter Approved 2018 OR the Index version but you may not combine both).
 - II. Space Marine Bolter Drill rules from White Dwarf February 2019
 - III. Crimson Fist rules from White Dwarf January 2019
 - IV. Assassins Codex Update from White Dwarf March 2019
 - V. Forge World Custodes update
 - VI. Any Chapter Approved 2018 rules labeled as "Beta"
 - VII. Whatever the hell GW releases in a seemingly random manner
6. A Maximum of 216 Battle Points will be available to score across the entire event. Each of the six rounds will be worth a total 36 Battle Points each, 50 Battle Points for Painting, and an additional 8 Battle Points will be available for submitting one's final list one week prior to the event, by the date 11 May 2019.

Tournament Model Policy

1. Armies do NOT need to be fully painted in order to participate in the event. However, to earn any prizes or points based on painting all models in a player's army must be fully painted to a 3 color minimum and based. This means the entire model must be painted, not just 3 dots of paint.
2. All models must be appropriately based and all units of a similar type must use the same base size in the army. An appropriate base is defined as "*A base that is currently sold*

with the model OR a base that was sold with the current version of the model during the most recent previous edition (7th Edition) of Warhammer 40,000.” This means that all Ork Boyz in a player’s army may be on 25mm bases because that model previously uses that base size in both 7th and 8th edition 40k. However, all Space Marine Terminators must use 40mm bases because the older version of this model that used 25mm was last sold during 3rd edition 40k.

- a. A few exceptions to this rule are older jetbike units and models with rectangular bases (old cavalry). These models MAY be placed on bases appropriate for their overall sizes as GW hasn’t repackaged some of the more ancient models. Generally, this applies to Rough Riders and Shining Spears. Send an email for approval to be safe but generally if the base fits the model it should be fine.
3. WYSIWYG is enforced, however, conversions are allowed as long as it is not designed to confuse an opponent (such as plasma guns counting as melta guns). All conversions or non-GW models require TO approval before the event. Send an email.
4. Models in violation of these policies will count as destroyed and may not be used during the game. If the violation is remedied then the model may be used in future games.

Code of Player Conduct

[ITC Code of Conduct](#)

This event uses the majority of the printed ITC Code of Conduct, there are exceptions due to the limited number of judges at this event. As per the Code of Conduct, repeat or flagrant violations could result in being DQ’d from the event. This is supposed to be a friendly hobby.

- We do not have a hard dice down philosophy. Players should not start a new game turn unless there is at least 10 minutes remaining. “Talking out” the rest of the game is encouraged and if agreement cannot be met then a Judge may be called over to adjudicate.
- The pre-approved Dice Apps are the **Official GW Dice App on IOS** and **WH40K: Dice Companion (8th Edition) on Android**.
- Players using detachments which have mixed <Traits> are expected to be able to explain to their opponent how their stratagems interact. This must be clearly marked on their army list.
- Battlescribe is acceptable to use during the game to look up rules for a Codex that has been out for a reasonable amount of time, the player must still have a digital or physical copy of their rules. You do not need original copy of the rules for a unit, a PDF or printed copy is acceptable.
- Players in top brackets are expected to know their rules and slow play could be rewarded with a Foul, if it is found to be a pattern and/or being used for advantage. If

you cannot play your army in a reasonable time frame then it is expected that you use movement trays, memorize rules better or use other methods to speed up game play.

Sportsmanship and Scoring

In an attempt to reduce gaming the system or “chipmunking”, the exact scoring system for sportsmanship will not be expressly stated and will use as few subjective player opinions as possible. Players are expected to behave amicably towards one another at all times.

- For each game, a player will receive a Sportsmanship questionnaire with 3 simple questions.
 - Did your opponent arrive on time (within 5 minutes of round start) and offer you a copy of their list?
 - Were you and your opponent able to finish the game ontime? (Talking it out counts as finishing)
 - "Did my opponent's attitude and/or behavior make the game a pleasant experience, overall?" Note to the player: Please be sure that your answer is based on your opponent's behavior as a person, not on their army, and certainly not on who won or lost.
- At the end of each day each player will also express who their Favorite Opponent of the Day was.

Game Length, Tabling & Concession Scoring

Each game lasts 6 Battle Rounds. At the game's conclusion, the player with the higher total score is the winner.

ALL players are expected to play through their games, if one player chooses to concede before turn 5 then a judge **MUST** be called over to discuss the situation. If allowed (or on turn 5 or later), the concession is considered to be “dice down” for the conceding player and their opponent is automatically marked as the victor. At the time of concession, the victor keeps their current score and plays out any remaining Battle Round to score the Primary, Secondary and Tertiary missions, assuming their army has enough forces to accomplish mission objectives. If the concession is NOT allowed by the judge, and the player still insists on it then the above rules apply, the player receives 0 points for the game and they receive a Foul.

If one player is tabled (a player has no qualifying models on the table at the end of any player turn), the tabled player keeps their points earned up until that point in the game, and their opponent earns points in the same fashion as outlined above.

If a player draws a bye due to an uneven number of players, this should go to the player with the lowest total score and that player receives a win and a score of 20 points, or plays a ringer if one is available, in which case the player will receive a minimum of a 20-point-win, with the opportunity to earn more.

Game-Play at the 2018 Steel City Legion

Terrain Rules

- All boards will use standardized terrain rules regardless of the individual pieces of terrain on the board look like. The base OR footprint (defined as the space between one corner of a terrain piece to the opposite corner) of terrain is considered to be Area Terrain which grants Cover to units in which all models are touching it.
- The center of each board will have 2 large LOS blocking ruins, Each short board edge will also contain ruins and a hill opposite each other. In between each of these other pieces of terrain will be smaller area terrain, such as forests.
- The tournament will use the ITC ruins rules for the ruins on the board.
 - No model may be placed on the “roof” level of the any of the large L shaped pieces of terrains that will be found at the center of the board.
 - Treat the openings on the first floor of ruins as being opaque, even if you can actually draw LoS through them. This is for windows or openings that are fully enclosed, not partially open on one side.
- **Wobbly Model (From ITC 2019 rules):** Due to the nature of the terrain we use at our events, we use the following interpretation of the Wobbly Model rule to facilitate a smooth tournament experience: So long as any part of a model's base could normally fit on a horizontal space of a terrain piece, that model can be said to be placed there even if the model will not physically stand. In this instance, place the model as close to its stated position as it can be safely placed. A horizontal space that would not normally allow a model to stand is ignored for this rule. *Example: the sill under a window which is technically a horizontal space but so thin that no model would be able to stand there.* In some instances, using a marker such as a die to mark the model's stated position can be useful to help both players remember where the model is meant to be. For line of sight purposes, hold the model as close as possible to its stated location to assist your opponent in determining if they can see the model.
 - Models within 1” of the outer edge of a terrain piece wall may be assaulted from the other side of the wall by any unit.
 - Units that can move through the walls of a ruin to assault a unit on the other side of an enclosed or unenclosed ruin wall (such as infantry) may still complete their charge even if the wall would prohibit the model's base from fitting within 1" of the unit on the other side. Simply use a dice or other indicator to show where the charging model or unit would be, and place the charging model as close to that point as possible. In other words, players cannot block a charge by placing their models in such a way as to prohibit enemy models from getting within 1" of the target unit that would otherwise be able to reach them.
- A reminder of BRB rule: Hills provide cover if your entire unit is in or on it and obscured from the viewpoint of the firing unit. Standing on a hill in plain sight of the firing unit provides no benefit to the unit being shot at.

PAINTING RUBRIC

A player receives one score for each category as shown below.

PLAYER NAME: _____

Initial Impression

10% or more of the models in the army are unfinished.	0
The army meets basic requirements for "tournament standard" but is not complete.	5
The army meets all the basic requirements for "tournament standard."	10
The army is fully painted to a good standard with obvious extra effort/detail.	20

Display Board

No display board (or uses a cart, plastic lid, etc.)	0
Flat, single-colour, single flock board.	1
Variations in colour and/or flocks and texture.	2
Variations in colour and flock with highlights, shading, and some terrain.	4
Eye-popping, intricate, and attention-grabbing display board.	6

Basing Technique

Bare bases; no flock, no texture, no bits or debris.	0
Single flock or paint colour with no extra texture.	1
Variations in colour and/or flocks and texture.	2
Variations in colour and/or flocks and texture, highlights and clean edges.	4
Diorama-like basing with excellent detail and scenery.	6

Conversions

No conversion work.	0
The army includes some minimal work such, as head swaps.	2
Multiple units visibly include parts from multiple kits and/or obvious different poses.	4
Multiple units and/or HQ includes conversions using putty, plasticard, and other materials.	6

Advanced Skills

No advanced techniques.	0
Models have a base-coat with additional shading and highlights.	2
Layering, blending have been used to provide depth, but not seamlessly.	4
Seamless shading and highlighting makes the models appear "real."	6

Exceptional Extras - Available only to those with a 20 in Initial Impression

Nothing extra of note.	0
The army contains some rough freehand, unit markings, and/or weathering.	2
The army includes quality freehand and/or weathering, clean markings.	4
The army has stellar freehand work with clean detailing and weathering.	6

Judge: _____

Important Links

[Steel City Legion Club Page](#)

[ITC FAQ and Format](#)

[Games Workshop FAQ and Errata](#)

For Questions, please feel free to shoot us an e-mail at SteelCityLegion@gmail.com!

There are a number of options available just a short drive from Legions for [Hotels](#), [Food](#), and [Drinks](#), so you can take a gander and decide for yourself, but here are a few examples:

- Area Hotels:
 - [Wexford Hampton Inn](#)
 - [Quality Inn and Suites North](#)
 - [Home 2 Suites by Hilton Pittsburgh](#)
- Area Restaurants:
 - [Mad Mex](#)
 - [The Taj Mahal](#)
 - [TGI Fridays](#)
 - [Texas Roadhouse](#)
 - [Dibella's Subs](#)

Sponsorships

- [Legions Hobbies & Games](#)
- [Independent Tournament Circuit](#)
- [Best Coast Pairings](#)

