

Wet Coast 2024

Warhammer 40k Players Pack

BCP Link:

<https://www.bestcoastpairings.com/event/L34UKBEBK0>

Cost:

\$100 for 6 games of fun!

Location:

[Executive Hotel Vancouver Airport, 7311 Westminster Hwy, Richmond, BC](#)

Event Specific FAQ's/Errata

- 10th Edition Leviathan Tournament Companion rules found here:
<https://www.warhammer-community.com/wp-content/uploads/2023/06/hlF8WKv4gJpXPZha.pdf>
- List Submission due date: March 15th, 2024
 - [HOW TO SUBMIT LISTS IN BCP.](#)
- Our own homebrew FAQ here:
https://docs.google.com/document/d/1kJ0Au-7Wr-CkIUzT93kWs_e45MOgSIZ3ghcalhSaLMc/edit?usp=sharing
- The deadline to submit pictures for model conversion approval and for pre-event rules questions is March 8th, 2024. Conversions not submitted for approval prior to this date may be removed from play if deemed to be inadequate substitutions. Please email shop@minercreations.com for all model conversion approval and for pre-event rules questions.
- 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.
- No new rules material will be allowed after March 11th, 2024.
- Round 1 Pairings will be posted the morning of the first day of the event.
- All models are not required to be painted, but the 10 points for battle-ready will be in effect. A single unpainted model will lose you that 10 points. Not sure what battle-ready means? Look here:
<https://www.warhammer-community.com/2019/05/21/introducing-battle-readygw-homepage-post-1fw-homepage-post-1/>

It's defined as having your main areas coloured and a simple finish on their bases. This is a bit more than what was the old 3 colour standard in the past. No primer should be showing.

Hobby Track:

Wet Coast will be a hobby track event. What does that mean? It means in this player pack you have been given a paint sheet that you're expected to put your name on and self score if you're interested in hobby track points. It's essentially a best-painted award. The organizer will at some point during the event wander by and verify your score (so please be honest!). Please be prepared to take a minute or two to answer questions the judge may have about your score. Any sheets not provided by the end of day 1 will not be considered. Top 10 armies will be asked to leave your army out for the paint judge to take another pass for purposes of selecting the best-painted army.

The paint score sheet is found at the end of this document in Appendix C. There is also a google form to make entering your paint score easier than ever!

Terrain:

Wet Coast will be using terrain layouts that are in the Leviathan Tournament Companion that will have the terrain we have adapted to fit those templates as closely as possible. While the templates will be the same, you may find the terrain on the templates not quite in the same positions overall to the pack. More information is provided in Appendix A.

Wet Coast - Schedule:

Day 1: Friday March 29th: Layout 1

Rounds	Start Time	End Time
Registration/Paint Judging	9:00am	9:45am
Round 1 Leviathan Tournament Mission Pool B Priority Targets/Hidden Supplies/Search and Destroy	10:00am	1:00pm
Lunch	1:00pm	1:45pm
Round 2 Leviathan Tournament Mission Pool C The Ritual/Scrambler Fields/Sweeping Engagement	1:45pm	4:45pm
Round 3 Leviathan Tournament Mission Pool G Sites of Power/Chilling Rain/Hammer and Anvil	5:00pm	8:00pm

Day 2: Saturday March 30th: Layout 4

Rounds	Start Time	End Time
Round 4 Leviathan Tournament Mission Pool O Vital Ground/Chilling Rain/Crucible of Battle	9:00am	12:00pm
Lunch	12:00pm	12:45pm
Round 5 Leviathan Tournament Mission Pool L Scorched Earth/Chilling Rain/Dawn of War	12:45pm	3:45pm
Round 6 Leviathan Tournament Mission Pool M Purge the Foe/Chilling Rain/Crucible of Battle	4:00pm	7:00pm
Results and Clean up	7:30pm	-

Scoring:

With potentially a large field and a limited time frame to determine the winner we will be using the Leviathan Tournament Companion recommendations for tie breaking and pairing. We are providing that language here for completeness.

PAIRING PLAYERS

While the first round of most tournaments is randomly paired, subsequent round pairing can be done in a number of ways. The first pairing metric will almost always be player record, i.e. pairing a 3-1 player with another 3-1 player, and so on. Given that most rounds will include numerous players with the same record, however, deciding pairings beyond this metric can be quite nuanced, and the different methods available can have significant impacts on the experience of players at an event. We recommend pairing players by the following criteria:

- First – by record (i.e. the number of wins, losses and draws)
- Second – by win path (i.e. the timing of the rounds in which a player won or lost their games)
- Third – randomly within players of the same ranking

RANKING PLAYERS

In many tournaments, the overall Best General will be the single remaining undefeated player at the end of the event. Sometimes, however, there are not enough rounds available to determine a single undefeated player, and players often wish to know their ranking regardless of whether they won the whole event. To help break ties between players who end an event with the same record, we recommend ranking players by the following criteria:

- First – by overall record (wins, losses and draws)
- Second – by their opponents' win records (i.e. those with more wins against opponents with better win records would place higher)
- Third – by total Victory points (VP)

Designer's Note: Traditionally, many organizers use total VP or VP differential to determine ranking. However, the number of VP scored within any one game of Warhammer 40,000 rarely tells a clear story about how close that game actually was. Often, a more challenging opponent will be harder to score against (and thus yield a lower score despite the victory being all the more hard-earned), or the nature of how the two armies match up may dictate a risky strategy that doesn't pay off (and thus yield a wide score disparity despite almost working out). As such, we do not recommend using VP as a pairing metric, nor as a ranking metric until all other metrics have been exhausted, or when further tie-breaking is required (e.g. in larger events where identical rankings become more likely). By contrast, opponent win record is an ideal metric, because when two players end up with the same record, the overall skill of their opponents is a better indicator of which player had the more challenging path along the way

PAINTED

Each player who wants a paint score will fill out appendix C using a google form that will have a QR code presented at the event. A judge will both verify your score, changing any items as they see it, as well as giving a +/- 5 point judge discretionary score based upon how they feel to give some separation in the top 10-15%..

SPORTSMANSHIP

Players will vote for all their opponents in order of best (1st) to last (6th), 1st and 2nd place scores will get 5 points each, 3rd and 4th place will get 3 points each, 5th and 6th will get 1 point each. So if you get 2 1st/2nd place votes, 2 3rd/4th place votes and 2 5th/6th place votes then you will have scored 18 points.

AWARDS

No player can win more than one award, in the event a player is eligible for more than one award the order presented here will determine which award they win. In which case the other award will be given to the 2nd place player. Also in the event of a tie for any placing, the order below will represent the tie-breaker.

Best General – See Ranking Players above

Best Painted - See Painted above

Best Sportsman – A cumulation of sportsmanship scores outlined above

Favorite Army – A score of favorite army votes as outlined above

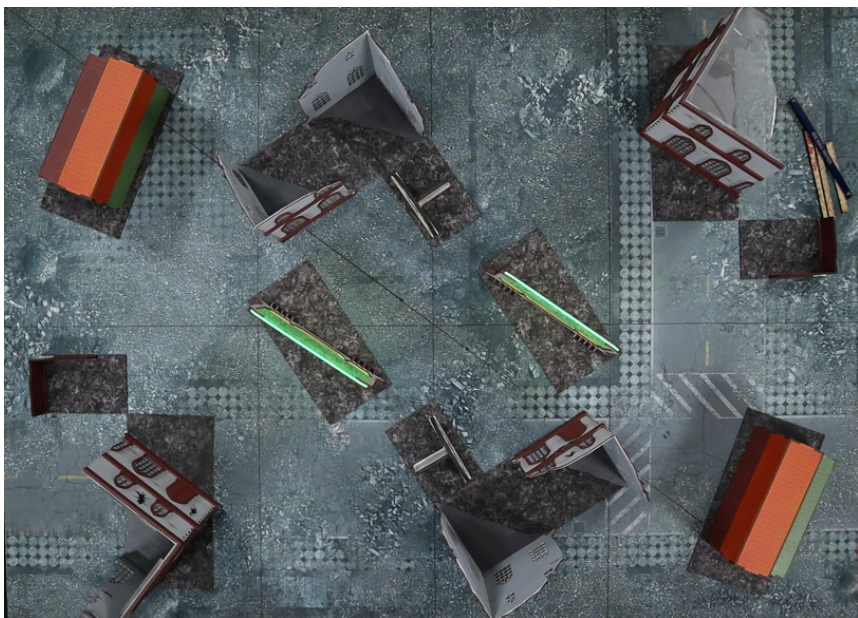
Appendix A: Terrain Rules

Assume that the table layouts in the Leviathan Tournament Mission Pack will be followed fairly closely. There will be some templates made up for all the tables that comply with the 6x 12"x6", 2 10"x5" and 4 6"x4" templates that will have some mix of terrain from the Bookshelf Series terrain.

The 12"x6" will have some combination of the Large building, ruined corners, or containers on them. For ALL buildings count BOTTOM FLOOR windows as blocked regardless on how it appears. The 10"x5" will have the forcefield on it which counts as a ruin; the translucent acrylic is considered blocked and cannot be shot through. The 6"x4" will have barricades or small ruins but will still count as ruins templates for the new "obscuring-like" rules. There may be some slight variation on this for the small templates. Regardless of what terrain is on the 6"x4" count the whole piece as 2" or less for movement purposes. . Sample tables below. Pictures courtesy of Mid Table Tactics:

<https://www.youtube.com/@midtablettactics>

LAYOUT 1:



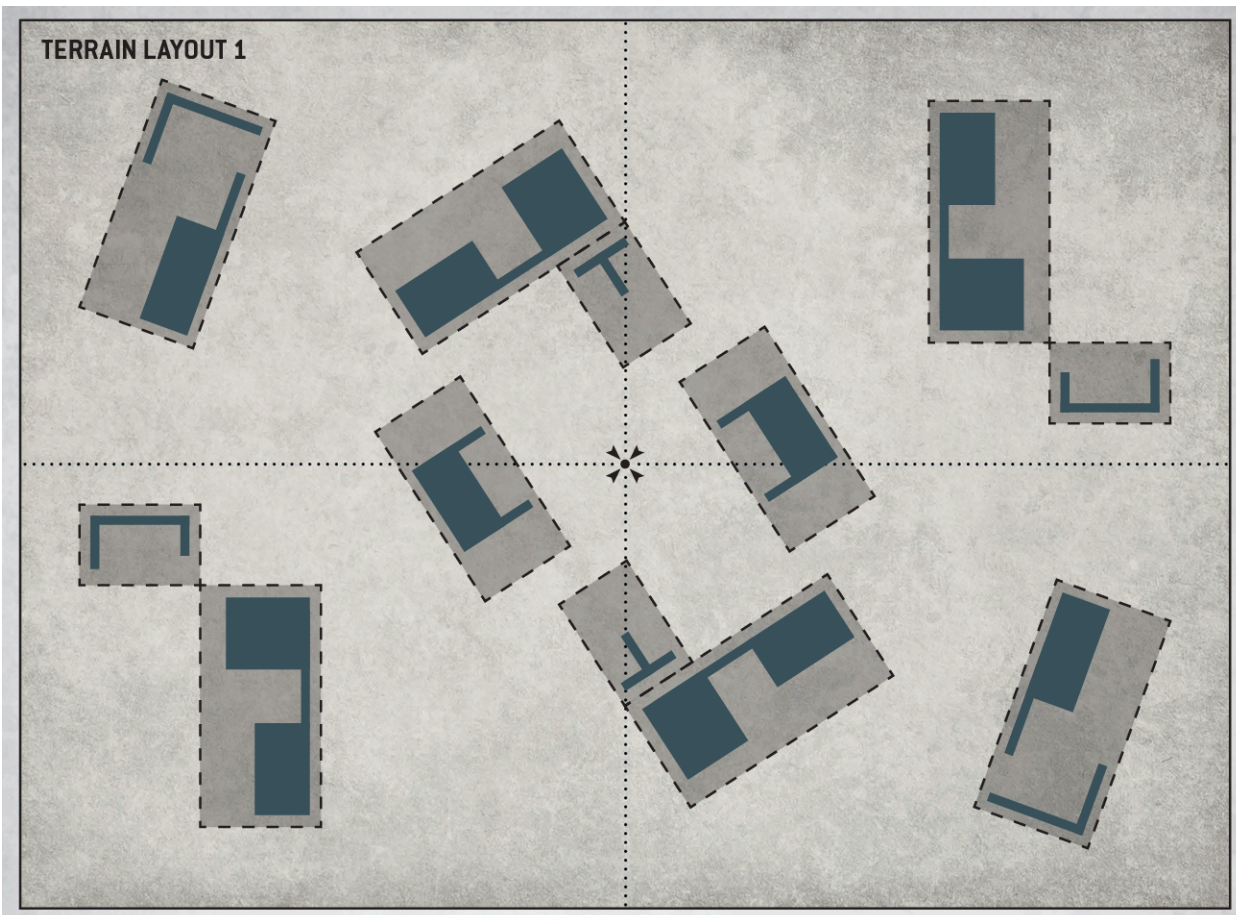
LAYOUT 4:



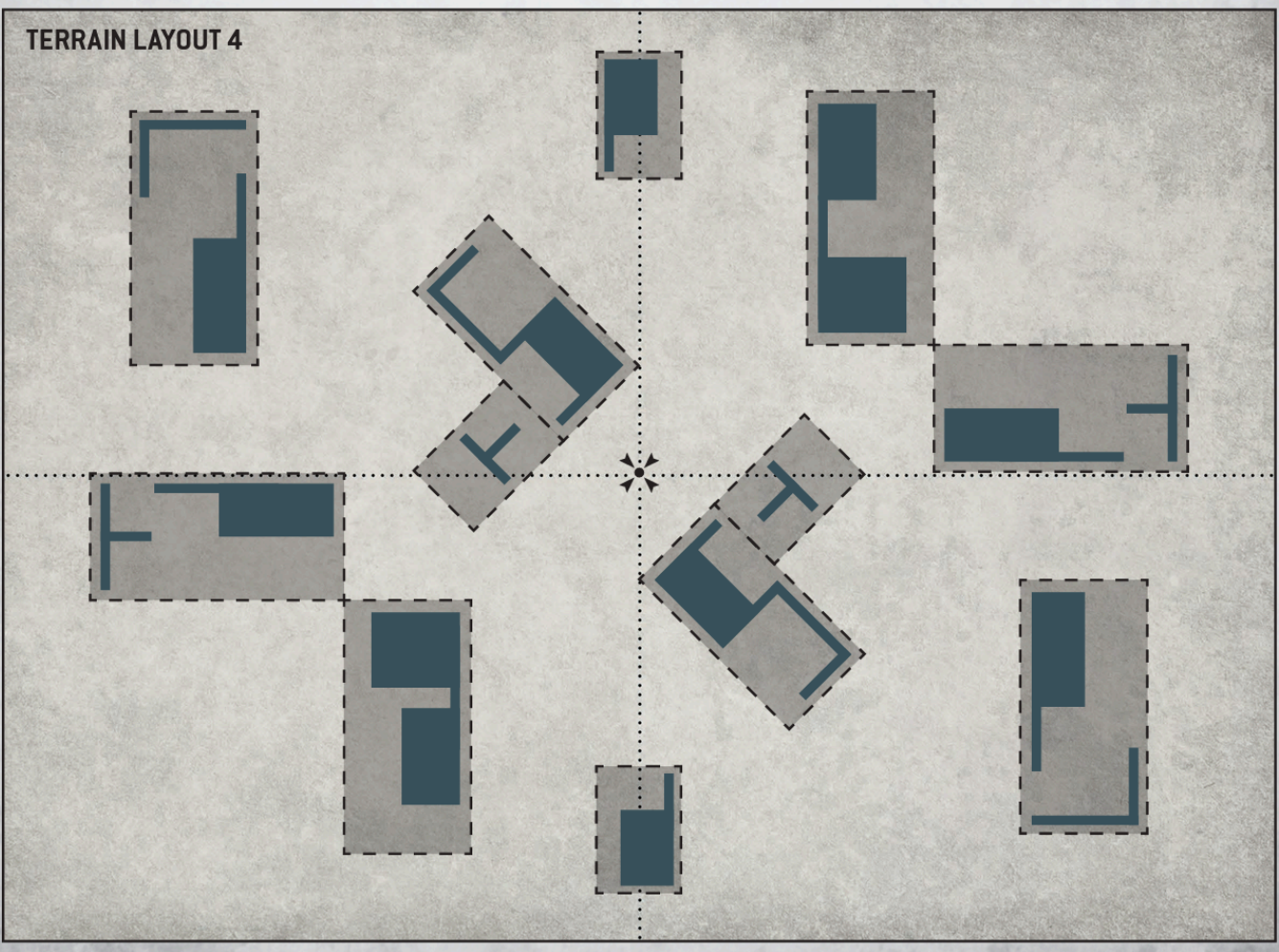
Appendix B: Leviathan Tournament Mission Pool and Layouts

The Leviathan Tournament Mission Pool and layout 1 and 4 are repeated here for quick reference.

LEVIATHAN TOURNAMENT MISSION POOL				
	PRIMARY MISSION	MISSION RULE	DEPLOYMENT	TERRAIN LAYOUTS
A	Take and Hold	Chilling Rain	Search and Destroy	1, 3, 4
B	Priority Targets	Hidden Supplies	Search and Destroy	1, 3, 4
C	The Ritual	Scrambler Fields	Sweeping Engagement	1, 2, 3, 4
D	Deploy Servo-skulls	Chilling Rain	Search and Destroy	1, 3, 4
E	Take and Hold	Chosen Battlefield	Sweeping Engagement	1, 2, 3, 4
F	Supply Drop	Chilling Rain	Search and Destroy	1, 3, 4
G	Sites of Power	Chilling Rain	Hammer and Anvil	1, 2, 4
H	The Ritual	Chilling Rain	Hammer and Anvil	1, 2, 4
I	Take and Hold	Hidden Supplies	Hammer and Anvil	1, 2, 4
J	Priority Targets	Chilling Rain	Crucible of Battle	1, 3, 4
K	Deploy Servo-skulls	Hidden Supplies	Crucible of Battle	1, 3, 4
L	Scorched Earth	Chilling Rain	Dawn of War	1, 2, 3
M	Purge the Foe	Chilling Rain	Crucible of Battle	1, 3, 4
N	Priority Targets	Chosen Battlefield	Dawn of War	1, 2, 3
O	Vital Ground	Chilling Rain	Crucible of Battle	1, 3, 4



TERRAIN LAYOUT 4



Appendix C: APPEARANCE RUBRIC 2024

YOUR NAME

ARMY FACTION

Your conversions and other notes to the judges

Judge's Notes

APPEARANCE RUBRIC 2024

Painting/Basing – Initial Impressions (pick one that applies)	Player	Judge
DQ – The army does not meet minimum requirements and cannot be scored for appearance		
10 points – Entire army is fully painted and based to the absolute minimum standard but many details left undone		
20 points – Army is fully painted and based with attention given to all details on a majority of models		
Painting – Closer look (pick one that applies to the majority of the army's surface areas) Requires 20 points above	Player	Judge
No points – Limited Single layer painting No shade/highlight		
1 point – Basic Basecoat and wash/dip No other layers		
5 points – Standard Table top quality Eg one layer shading and 1 layer highlight, plus possible washes		
8 points – Advanced Arm length quality – layered painting of shades and highlights but not seamless		
9 points – Expert Eye level quality – Near seamless blending		
Modeling – Initial Impressions (pick one that applies)	Player	Judge
DQ – The army blatantly disregards modeling requirements and cannot be scored for appearance		
No points – Meets modeling requirements but the army build as a whole lacks polish (lots of mold lines, glue showing, etc)		
5 points – Army meets all requirements and shows obvious effort to properly prepare and build the models Favor this choice if in doubt as long as there are no unfinished models		
Modeling – Conversions (pick one that applies) Requires 5 points above	Player	Judge
0 points – None		
1 point – Minimal A few bit swaps or modifications		
5 points – Notable As above but more extensive and/or creative use of bits and/or a few examples of basic sculpting		
8 points – Major Most models in the army are multi-kit conversions and/or sculpting on multiple models and units and/or a notable scratch-build present		
9 points – Extreme Most models in the army are extensive and difficult conversions or scratch-builds		
Bases (pick one that applies)	Player	Judge
No points – Single layer paint and/or flock OR majority of army uses clear bases		
1 point – Shade and highlighting on all bases		
3 points – As above but some models have special work done (extra bits, cork, resin, static grass, etc)		
4 points – As above but all models have special work done		
Display Board (pick one that applies)	Player	Judge
0 point – No display board OR the boards color scheme is not compatible with the armies bases		
1 points – Painted and/or flocked board matching the bases of the army		
3 points – As above but with frame, multiple materials and additional details or paint layers		
4 points – Diorama style board that enhances the appearance of the army		
Exceptional Extras (pick all that apply)	Player	Judge
1 point – Effort made to designate units (via transfers, free hand markings, numbered bases, etc)		
1-3 points – Effort made to paint every bit of detail on all models appropriately (eyes, teeth, buckles, etc) Award 2 or 3 points for large quantities of models and/or details		
1-3 points – Freehand and/or weathering and/or glow effects or similar found on majority of the army Award 2 or 3 points depending on any combination of quantity of models, number of techniques used or effort required		
Judge's Discretionary Adjustments		Judge
+0-3 points (eye pleasing/artistic qualities, neat theme, overall exceptional appearance, obvious extra effort, etc)		
-0-3 points (pieced together army, distracting mistakes in an otherwise quality army, etc)		
Total Score (61 points possible)		