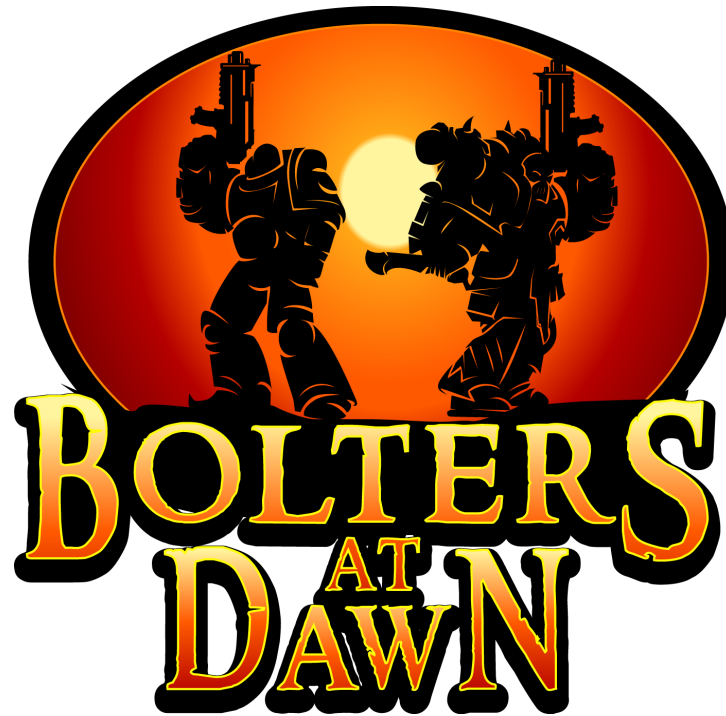




**Invitational 2021**  
**Warhammer 40,000 Tournament**

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# Schedule

| 11/12/2021 |                                              | 11/13/2021 |                                               | 11/14/2021 |                                          |
|------------|----------------------------------------------|------------|-----------------------------------------------|------------|------------------------------------------|
| 8:00 AM    | Hotel Setup (Staff)                          | 8:30 AM    | Registration                                  | 10:00 AM   | Open Hall / Check for attendees          |
| 12:00 PM   | Hall Open                                    | 9:30 AM    | 40k Tournament - Game One                     | 10:30 AM   | 40k Tournament - Game 4                  |
| 6:00 PM    | Armies on Parade for judging, goes until 9pm | 12:30 AM   | Break/Lunch                                   | 1:30 PM    | Break/Lunch                              |
| Midnight   | Closing hall for the day.                    | 2:00 PM    | 40k Tournament - Game Two                     | 2:30 PM    | 40k Tournament - Game 5                  |
|            |                                              | 5:00 PM    | Break                                         | 5:30 PM    | Closing Ceremony following end of Game 5 |
|            |                                              | 6:00 PM    | 40k Tournament - Game Three                   |            |                                          |
|            |                                              | 9:00 PM    | End Third Game                                |            |                                          |
|            |                                              | 9:30 PM    | Drinks! Hall will be available for open play. |            |                                          |
|            |                                              | Midnight   | Closing hall for the day.                     |            |                                          |

## Tournament Guidelines

### I. Overview

- A. Strike Force (2,000pt) battle forged armies will be used for the event
- B. Chapter Approved Grand Tournament 2021 book will be used for this event.

#### **Missions By Round**

Round 1: Retrieval Mission

Round 2: Priority Target

Round 3: Overrun

Round 4: Surround and Destroy

Round 5: Sweep and Clear

- C. Attendees should have all supplemental material associated with their army (Codices, White Dwarfs, Imperial Armour, FAQs, etc) in a physical or digital medium that is accessible to be reviewed at their opponent's or a judge's request. If you are using a digital reference for any rules material ensure that your device is charged and accessible for review.
- D. No new rules material will be allowed after November 1, 2021.
- E. List submission to [info@boltersatdawn.com](mailto:info@boltersatdawn.com) by November 4, 2021.
  - 1. The Battlescribe email format is to be used. Instructions for manually building or exporting Battlescribe email format:  
<https://www.youtube.com/watch?v=-FBscSlSaZE> .
  - 2. Please ensure that you double check your lists for accuracy including FAQs for all rules material and point values.
- F. Attendees are required to have an army list print out that can be provided to each opponent as well as one for the event organizer, for a total of 6 copies. Your opponent should have the opportunity to review your list, ask questions, and get honest, good faith answers to those questions.
- G. Attendee is responsible for uploading their army list to Best Coast Pairings application before the first round of the tournament. This list must be the same composition and format as submitted by the November 4th deadline. [The event will be available no later than the afternoon of Nov 12.](#)

### Sportsmanship

- H. Being a good sportsman is expected from every attendee. Being a good sportsman means that an attendee's conduct and attitude promotes fair play, is graceful in both winning and losing, and provides a pleasant atmosphere for your opponent to enjoy the game.
- I. Some examples of sportsmanship:
  - 1. A player exhibiting good sportsmanship would discuss any 'gotcha' mechanics or good to know items abouts their army when lists are shared.
  - 2. A player exhibiting poor sportsmanship will complain frequently about their unlucky dice rolls or their opponents lucky dice rolls.

## II. Painting Requirements

- A. The tournament will require, at a minimum, that every army meets the Games Workshop Battle Ready standard.



- B. [Introducing: Battle Ready](#)
- C. To play well in the Bolters at Dawn invitational means preparing well. The members of Bolters at Dawn continue to put a high emphasis on the hobby, and therefore will enforce model quality based on Games Workshop guidelines for tournament play. Models that are found to not meet this standard by a Bolters at Dawn official may be asked to be removed from play, even in the middle of play. If the army is found to have too many models that do not meet this standard the player may be dropped from the event.
- D. Page 3 of the Chapter Approved Grand Tournament 2020 offers some additional examples of 'Battle Ready'.
- E. To further clarify, this requirement is *different* from the old tournament trope of '3 color minimum' as it requires shading, details, and basing.
- F. If there is a question about your army please reach out to the organizer in advance. Don't wait until it is too late!

## III. Modeling Requirements

- A. Models are expected to be "what you see is what you get" for all non-standard choices.
- Example: A model that comes standard with krak and frag grenades would not need them modelled because the model always comes with that wargear and it cannot be changed but a character that paid for a plasma pistol upgrade would need a plasma pistol modelled in place of the wargear it replaced.
- B. Without prior approval from the tournament organizers this event prohibits the use of: third party, 3D printed, scratch built, and proxy models are not allowed for

this event. Please reach out to the tournament organizers with questions and a decision will be made on a case by case basis.

- C. Army detachments that have a different faction keywords must be easily distinguishable through the model.
  - 1. This should be accomplished in a way that your opponent can easily see the difference at a table top view.
  - 2. Basing material, base color, or aftermarket items that alter the base are not authorized for the purpose of making units distinct to their faction.
- D. If you have questions on any of these items for your army, reach out to the organizer in advance of the tournament for clarification.

#### IV. Pairings

- A. First round pairings will be randomly seeded
- B. ITC pairings will be used for this event. The below shows how pairings are calculated, this is not reflected on your battle points.
  - 1. 1,000 Tournament Points + Battle Points for win
  - 2. 500 Tournament Points + Battle Points for tie
  - 3. 0 Tournament Points + Battle Points for loss
  - 4. Players are paired in descending order by tournament points with the highest scores playing each other. Ties will be determined by strength of schedule.
- C. Bye rounds will be considered a 85 point win. Having someone on a bye sucks and we'll do everything we can to prevent that from happening. With that said, it is still a possibility with drops/no shows.
- D. If a player concedes a game a judge should be called to assist with calculating the final score. The player who has conceded the game will always receive a 0 point loss. The player who did not concede will receive a win and all points that would have been reasonably available considering the current score/round/board state at the judge's discretion.
  - 1. Only under **extraordinary** circumstances should anyone concede because of the volatile nature of upsetting the pairings/standings.
  - 2. A player that is more than 15 minutes late to the start of the round will be forced to concede that round.

#### V. Chess Clocks

- A. This event will be following the chess clock rules set forth from the ITC. [ITC Code of Conduct.docx](#)
- B. If one player would like to use a chess clock then a chess clock will be used. The event has a limited number of clocks that will be available for use, given priority to the top tables. Players are encouraged to bring their own if they would like to utilize a chess clock.
- C. Round times are three hours:
  - 1. 20 minutes - for objective placement/terrain organization/secondaries to be chosen and

- 1 Hour 20 Minutes - for each player on the clock beginning once the dice roll for determining attacker and defender is made.
2. If players take longer than 20 minutes to perform the pre-game functions the round will still end when the organizer calls for dice down, regardless of time left on clocks.
3. Involve a judge if pre-game actions are taking longer than expected
4. If a player is late for the start of a round but less than 15 minutes late then that player's chess clock will be deducted the amount of time that the player was late and allowed to play as normal. If a player is over 15 minutes late to the game see pairings for specific guidance.
5. Player judges must use a time clock.

## VI. Judging

- A. This is a friendly, casual tournament between friends in the local community. However, Bolters at Dawn officials will serve as judges in the event it is required to promote fair and honest games. Their rulings are final.
  1. In the instance that a judge is pulled away from their game to help another table, they may pause their own time clocks. A game may be given an extension past the time dice down is announced given this scenario.
  2. Judges will be noted at the beginning of play on day one of the tournament. These individuals are the only ones that will serve as official judges.
  3. Judges may actively judge games by intervening when a player is not performing an action within the rules of the game.
  4. If a player cannot provide a judge with a physical or digital copy of pertinent rules (with FAQ) for a judge to rule on a dispute that player will be considered to be incorrect. Non-official GW documents do not count as documentation for ruling purposes, such as lists from Battlescribe.
- B. This event will be utilizing a loose interpretation of the ITC's Penalty system, items in bold under this category will denote a change from ITC's Code of Conduct:
  1. A Foul is defined as an action taken by a player that violates the spirit of the game, the rules of the game, and/or the rules and guidelines set forth in this document. Fouls can range in severity and generally fall within two categories: Yellow Card and Red Card. If a player commits a Foul, the card will be accompanied by an appropriate penalty. A judge is free to apply whatever penalties he/she feels are necessary.
    - a) Yellow Cards are given for non-disqualifying offenses.
      - (1) Yellow Cards are an indication a foul has taken place, a Yellow Card is accompanied by an appropriate penalty, such as the removal of Victory Points for the offending player.

(2) A player may only accrue 1 Yellow Card during an event. If they receive **two or more yellow cards** during the event it **then it may become a Red Card at the judge's discretion** and an appropriate penalty for receiving a Red Card is applied

(a) Example: A player did not submit their list on time before the event and started an event with a Yellow Card. They received another Yellow Card in round 2 for poor sportsmanship. They are then given a Red Card and a DQ for the round or the event based upon the Judge's discretion.

(3) A player who receives an additional Yellow, or Red Card, after a first Red Card is automatically Disqualified from the event.

- b) Red Cards are given for a disqualifying offense, or in the case of multiple Yellow Cards.
- c) If a player receives one or more Red Cards in an event they will be ejected from that event and can be removed from future events at the Organizer's sole discretion.

## 2. Yellow Card:

a) When a judge has decided a foul has occurred a yellow card is issued to the offending player. Along with the yellow card a penalty is assessed to the player.

(1) The Judge will remove points from the offending player's score between 5 and 20 points depending on the infraction. Some of this is up to the judge's discretion but specific instances are listed below.

(a) Incorrectly submitting a list, submitting an incorrect list, or failing to meet the submission deadline -20 Victory Points

(b) Unsportsmanlike conduct -20 victory points

(c) Dice infraction -10 victory points

(d) Mismeasurement issues -10 victory points

(e) Illegally moving/placing models -10 victory points

(f) Misplaying a rule -10 victory points

(g) Misrepresenting a rule to your opponent -20 victory points

(h) Slow play or clock related infraction -20 victory points

(i) Angle Shooting no less than -10 victory points

(i) Angle Shooting: "The act of using various underhanded, unfair methods to take advantage of inexperienced opponents. The

difference between an "angle shooter" and a "cheater" is only a matter of degree. What a cheat or thief does is patently against the rules; what an angle shooter does may be marginally legal, but it's neither ethical nor sporting. Nor is it in the spirit of the game."

1. Red Card:

- a. Game Disqualification- A judge may disqualify a player from his/her current game. That player receives 0 points for that game, a loss. The opponent of the disqualified player receives a Bye score unless the opponent's current score would be higher.
- b. Event Disqualification - A judge may disqualify a player from his/her event. That player is immediately removed from the roster of active players, removed from the event venue, his/her current game is scored a 0, his/her current opponent is scored as a Tabeing (defined below) unless the opponent's current score would be higher. No ITC points are awarded for any games played during the event for the penalized player.

VII. Food and Beverages

- A. Outside food and beverages are not allowed inside of the vendor hall.
- B. If outside food or beverages are brought into the hotel it must be consumed/disposed of outside of the vendor hall.

VIII. The Ugly

- A. Proper hygiene is expected from each attendee. Showering, deodorant use, and clean clothing is recommended each day. Failure to display reasonable hygiene standards may result in removal from the event and may result in not being welcome in the years to come.
- B. While on the venue property each attendee's actions represents Bolters at Dawn/this event. Please be mindful of what you represent to other patrons and hotel staff at the venue. Inappropriate behavior may result in removal from the event and may result in not being welcome in the years to come.
- C. This Invitational event is dedicated to providing a harassment-free experience for everyone, regardless of gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, or religion (or lack thereof). We do not tolerate harassment of participants in any form. Sexual language and imagery is not appropriate for any event held at the venue, including casual play, tournament play, parties, happy hours, Twitter and other online media. Event participants violating these rules may be sanctioned or expelled from the event without a refund at the discretion of Bolters at Dawn officials.

## Painting Competition

1. We will be staging and taking pics on FRIDAY for the competition because it will be judged virtually by Kenny Boucher
2. There are two awards: best painted army and best painted single model
3. Only models in your tournament list are eligible
4. Models you have not personally painted must be clearly identified for the army-wide award and are not eligible for the single model award
5. Display boards are not required but also are not banned
6. The winners will be announced on Sunday during the closing ceremony

## Prizes

### Overall Rankings

**1st Place**

**2nd Place**

**3rd Place**

Placement determined by player rankings.

### Secondary Prizes

**Purity Seal** - Highest scoring sportsmanship, theme, etc. ranked by your opponents.

**Golden Bolter\*** - Best Painted Army

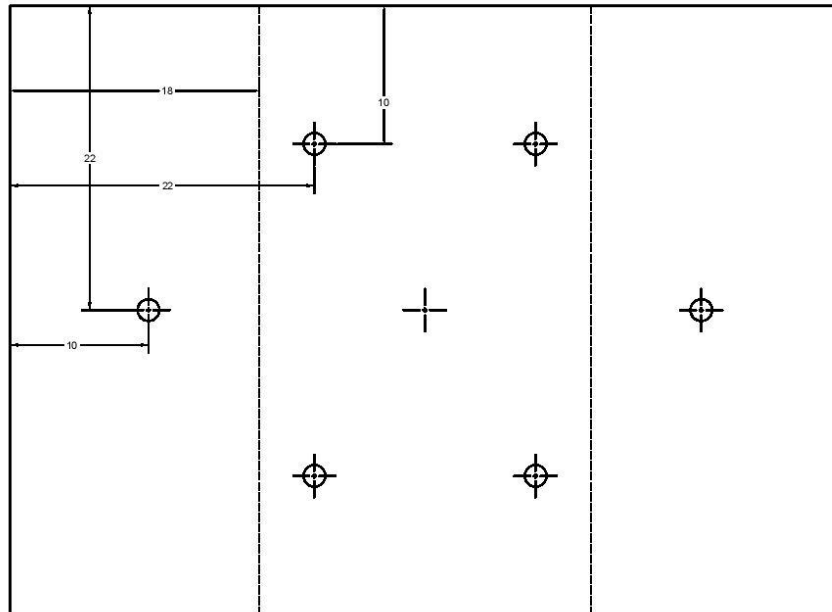
**Golden Bolter\*** - Best Painted Model

**Boogerbowl II Champion\*\*** - The highest scoring player of the two lowest scoring players going into game 5.

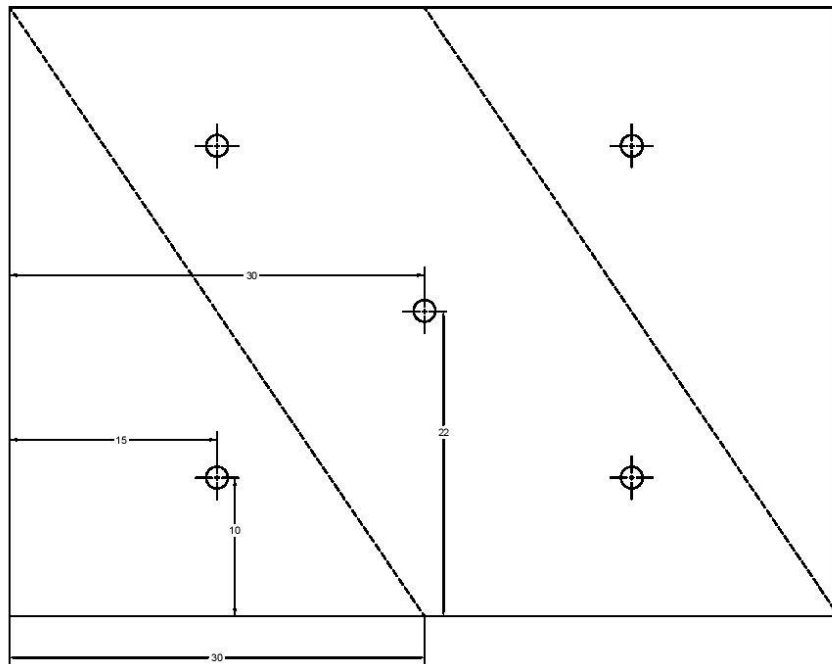
*\* Armies on parade will take place on Friday evening for consideration by virtual judge*

*\*\* Good faith terrible performances only, intentionally being terrible is not authorized.  
Players with concessions are not considered for this award.*

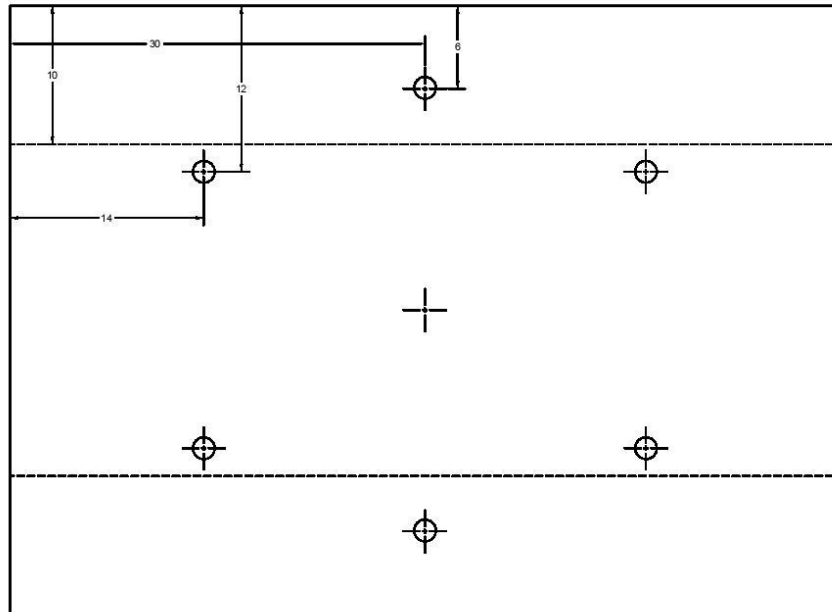
Round 1: Retrieval Mission



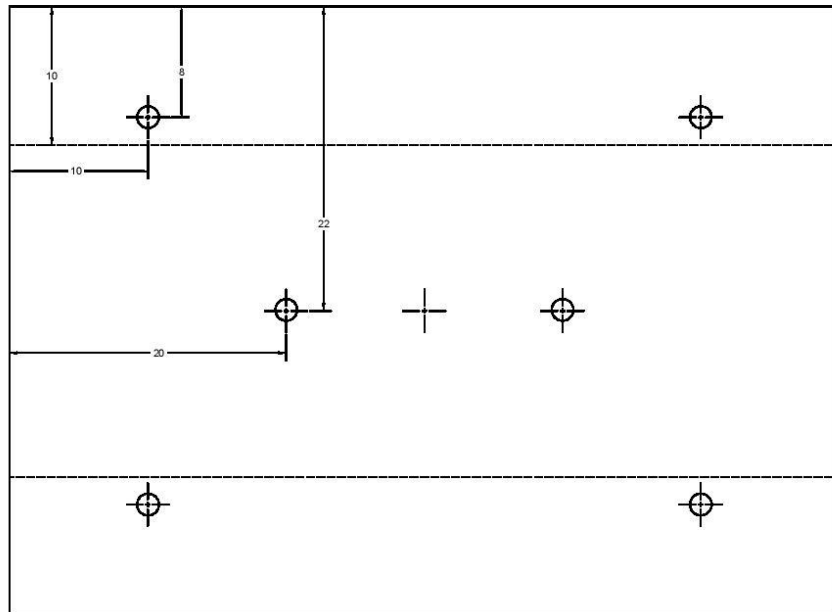
Round 2: Priority Target



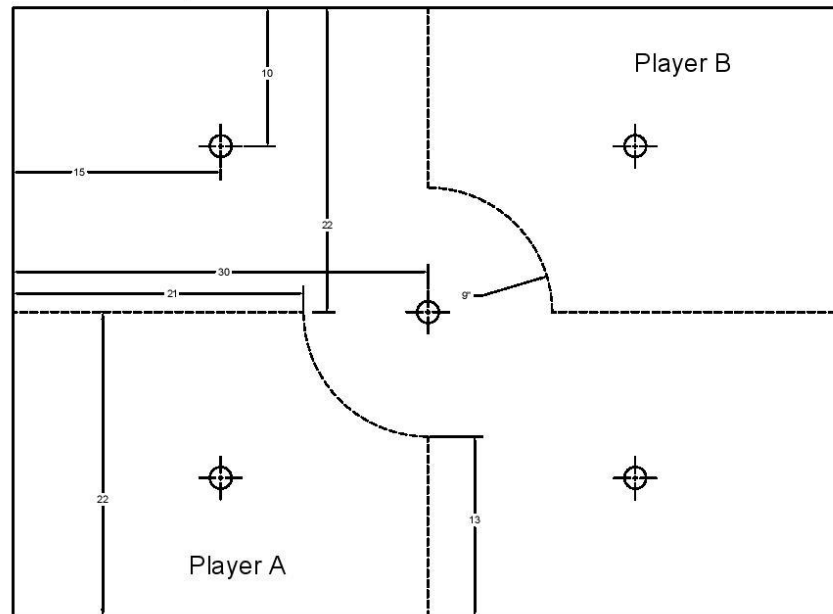
Round 3: Overrun



Round 4: Surround and Destroy



Round 5: Sweep and Clear



- Round 1: Retrieval Mission
- Round 2: Priority Target
- Round 3: Overrun
- Round 4: Surround and Destroy
- Round 5: Sweep and Clear

## Change Log

Changes noted in **alternative** font color.

Oct. 25, 2021 - Added specifics on handling a late arrival to a tournament round and specifying that all player judges must use a time clock.

Nov. 3, 2021 - Added Painting Competition section

Nov. 5, 2021 - Added clarification to when the BCP roster will be available.

Nov. 11, 2021 - Added easy table layouts