



## ANZAC CUP 2024 – Warhammer 40,000 – Leviathan

**Tournament Organisers** – ADFWG, SGT Moss, SGT King

**Dates** – Sat 13 April – Sunday 14 April 2024

**Venue** – Australian Defence Force Academy (ADFA) - Canberra

<https://maps.app.goo.gl/e1F2D4TcFjU6yUj36>

**Schedule:**

- 5 rounds Warhammer 40,000 10th edition: Leviathan - 2000pts
- Tournament cost – \$25 through the ADFWSGA website.

DAY ONE	DAY TWO
<ul style="list-style-type: none"> <li><input type="checkbox"/> 08:00 Registration and venue sign in</li> <li><input type="checkbox"/> 08:25 Announcements</li> <li><input type="checkbox"/> 08:30 ROUND 1</li> <li><input type="checkbox"/> 11:30 Lunch break (1 hour)</li> <li><input type="checkbox"/> 12:30 ROUND 2</li> <li><input type="checkbox"/> 15:30 ROUND 3</li> <li><input type="checkbox"/> 18:30 End of Round 3</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> 08:30 venue sign in and short announcements</li> <li><input type="checkbox"/> 09:00 ROUND 4</li> <li><input type="checkbox"/> 12:00 Lunch Break (1 hour)</li> <li><input type="checkbox"/> 13:00 ROUND 5</li> <li><input type="checkbox"/> 15:45 Submission of final scores and sportsmanship/players choice matrix</li> <li><input type="checkbox"/> 16:00 Presentations/Awards, Pack -up</li> </ul>

**Round Times**

Rounds will be 2 hours and 45 minutes in length. 10 minutes of time will be given to setup terrain. Once time is reached you have 5 minutes to finish the round and talk out the rest of the game to a similar state for each player. Afterwards dice down will be enforced.

**Mission Overview**

Pregame set up and administration with your round opponent will be as per Warhammer 10<sup>th</sup> Edition Strike Force and the Leviathan GT Companion.

Below you will find the Missions that will be played –

Round	GT Mission	Deployment	Primary Mission	Mission Rule
1	L	Dawn of War	Scorched Earth	Chilling Rain
2	M	Crucible of Battle	Purge the Foe	Chilling Rain
3	G	Hammer and anvil	Sites of Power	Chilling Rain
4	E	Sweeping Engagement	Take and Hold	Chosen Battlefield
5	B	Search and Destroy	Priority Targets	Hidden Supplies

### **List Submissions and Rules**

Lists to be submitted no later than **Midnight Friday 29 March 2024**.

**DATA-SLATE** – the cut-off for any data slate rules released will be 1 week prior to list submissions – **Midnight Friday 22 March 2024**.

Any lists found with errors will be asked to fix these and resubmit their list prior to the lists being used at the event. Anyone found using models not listed will have them removed from the table for the rest of the event.

Late list submission **will** result in players being penalised 5 Points per Battle Round (for a cumulative total of 25 points across the tournament).

### **Requirements**

Each player must have a submitted and cleared list (manually written, Battlescribe, etc)

- Dice, tape measure and any measuring implements required.
- Glue for emergency repairs.
- Leviathan deck
- Codex and any updated FAQ relevant for your army
- Pen and Scoring sheets. (Highly recommended, will not be provided)
- Objective Markers.

### **Scoring and Pairings**

Scoring will be done by wins followed by victory points. There will be a random draw for the first round of play, then players will be matched with others on the same number of wins and similar battle points.

### **Tournament Rules**

Sportsmanship and cordial behaviour will be expected for all participants as well as anyone else watching. Any behaviour towards opponents, other players, persons watching or the TO's will be subject to yellow cards or immediate ejection for serious offences.

Any rules queries that are not able to be resolved should be brought to the TO's attention ASAP. Any rules questions can be asked in private and regardless should **NOT** be viewed as a cheating accusation.

As per the above, whilst chess clocks are not mandatory slow play should be brought to the TO's attention and will be assessed on a case-by-case basis. *Players are encouraged to bring a chess clock to assist them in their play.*

Please be mindful of the facilities provided as well the as the terrain and mats. Please do not move terrain from one table or another and do not put drinks and food directly onto the mats. Rules for terrain specifics will be provided and are to be played as such for the event. We will **NOT** be using any external rule source such as WTC. Terrain rules will be provided to all tables on the day. Whilst the TO's will attempt to enforce rules evenly it is up to their discretion and decisions are to be abided by.

### **Prizes**

Prizes will be offered in the following categories:

- Overall (1st, 2nd, 3rd)
- TO Award
- Best Painted
- Players Choice Painting
- Best Sports
- Hobby Encouragement Award

### **Best Sports**

Scoring for this will be determined predominantly by the players. Each player will be given a matrix to fill out and submit to the TO's rating their opponent for best sport. It's a game and should be fun. Someone does have to score lower on the matrix but that in no way reflects your interactions with your opponent or takes away from your fun. We understand this will be hard to do and have placed in the following guidelines:

- You must have played an opponent to award them points in this way. This is to avoid any sort of manipulation of overall scores.
- Any exemplary behaviour seen should be reported to the TO's who will record it and add this to the player submitted results appropriately.
- Any less than exemplary behaviour (This **DOES NOT** include rules infractions, see Tournament rules below) should be reported to the TO's. Remember this isn't about crushing people's spirits, if you or your opponent have a rough game because of dice we want to know about that too.

### **Players Choice Painting**

Similar to Best Sports scoring will be done for this completely by the players. Each player will be given a matrix to fill out to determine this award. Remember this is less about technical mastery of a skill (although that will help here) and more about what you think is thematically excellent.

### **Painting / Battle Ready**

The intent of this event is to encourage and allow players to showcase other aspects of the hobby, not just table top prowess at rolling 6's.

The judging of the best painted will be treated as if judging an army or models by high end display standards, considering many aspects of the art of the hobby including elements such as:

- Coherent light sourcing
- High level of contrast appropriately achieved
- Multi-light consideration
- Colour usage and composition
- Highly detailed conversions or scratch builds
- Thematic and detailed basing
  - Advanced painting techniques
  - Smooth brush blending
  - Non Metallic Metals
  - OSL
  - Freehand
  - Weathering

Please note, the TO's say is final on all matters regarding the quality and execution of paint and hobby. Seeking advice or critical feedback is welcome and encouraged however any arguments over the results will not be tolerated.

This painting rubric is for the Best Painted award only. Battle ready armies will be determined by the Tournament organizer for the grand tournament missions battle ready army points so that they may be added to players scores on a round by round basis.

The following grid outlines the paint requirement and the points awarded for a total paint contribution of up to 150 points. The player with the highest points will win the Best Painted award, with 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> getting honourable mentions.

	<b>Requirement</b> <b>All models to be battle ready for army to be included in the judging</b>	Technique used +1	Good +4	Advanced +5	Extraordinary +5	Total
1	Painting – Coherent colour scheme / lore appropriate colour scheme					/15
2	Painting – Shading of Panels, cloth, armour, skin					/15
	Painting – Highlighting of Panels, cloth, armour, skin					/15
3	Painting – Object source lighting					/15
4	Painting - Freehand					/15
5	Painting – Unit markings					/15
6	Painting - Weathering					/15
7	Painting - Basing					/15
8	Modelling – Conversions / kit bash / lighting					/15
9	Modelling - Basing					/15
	Total					/150

### **Conversions**

Conversions are acceptable however must be a reasonable representation of the original model that does not confer an advantage to the owning player. Models **MUST** be reasonably WYSIWYG for any options and units must be identifiable. If there are any questions, please email the TOs.

### **Rationing**

Due to the location of this event it may be prudent to have a plan in place to avoid missing the start of the next round. This is particularly important for the second day as many players will be scheduled flights shortly after the round finishes.

**The nearest facilities for take away meals are located at Canberra airport.**

### **Contact**

If there are any questions not covered in this players pack please reach out. Additionally, we would appreciate any feedback you can provide us on how the event was run.

#### **Tournament Organisers:**

SGT A Moss

**Email:** [Adrian.moss@defence.gov.au](mailto:Adrian.moss@defence.gov.au) / [Adrianmacquarie@gmail.com](mailto:Adrianmacquarie@gmail.com)

SGT R King

**Email:** [Richard.king7@defence.gov.au](mailto:Richard.king7@defence.gov.au) / [8575579richard.king@gmail.com](mailto:8575579richard.king@gmail.com)



We would Like to thank the support of the Exterminatus Series and Club Seal for their continued support facilitating these events