

1. The Event:

Insurrection 3 is a 40K Tournament that will be held on November 6th 2011, and will be a part of The Ranking Der Nederlanden. As usual, the location will be:

Zaal De Kring
Jozef Pierrestraat, 60
3010 Kessel Lo, Leuven

Participating in the event will cost 10€ per person, which can be paid on the following bank account:

IBAN: BE40 745028944263
BIC: KREDBEBB
Beneficiary: Gaming Lords Leuven VZW
Address: Joos Florquinlaan 19, 3001 Heverlee

This fee will serve as a pre-inscription. You can also still subscribe the day of the event itself, providing there is enough place to accommodate more players of course so be sure to inquire by email or cellphone if there is still place available! Feel free to email to inquire if the tournament has reached its capacity or not (we can accommodate approximately 60 people). The tournament will start at 10 AM, and registration will start from 9 AM. A copy of each participants' armylists will be present, but try to have a printed copy for yourself as well!

We ask all players to subscribe to the tournament via the T3 website:
http://www.tabletoptournaments.net/be/t3_tournament.php?tid=7578

In case of questions, or in case of problems the day itself (traffic, car issues, ...), you can always call (0032)476880160.

Please send in your armylists **BEFORE October 16th 2010** so the organisation has ample time to review your army lists!!!! If you decide to participate the day of the event itself, please allow for enough time for us to review your army lists. New players presenting themselves after 9:20 AM will be refused.

NOTE: unless you have special requirements (gluten-free food, vegetarian, ...) please refrain from bringing your own food and drinks to the event! We offer warm meals (usually spaghetti or meatballs) at VERY affordable prices, as well as snacks on the side like sandwiches with cheese or ham, 'Croques' and 'breakfast cookies'. Ample choice to fill your stomachs, so please help us to actually get rid of all the things we buy to feed you. Please don't go being a cheapskate and bring your own things! We do our best to provide for you, so please respect that!

2. Tournament Rules:

The tournament will be played over the course of three rounds. First battle will be paired in such a way you won't play against a fellow club-mate or the same type of army where possible. From round 2 onwards we follow the swiss system.

You can score 100 Tournament Points during the Tournament. 20 Mission points can be earned every battle, while the painting will also count for 20 tournament points, 5 will be awarded if you sent in your armylist in time and it was entirely correct from the first go. The last 15 Tournament points can be earned via direct feedback from your opponents. More on that at the bottom of the rulespack.

Earning Mission Points

Every battle the objectives will count for a maximum of 10 mission points, while Victory Points (max 6 points) and Killpoints (max 4 points) will flesh out your score even further.

Kill Points

KP Difference	Mission Points Winner	Mission Points Loser
0-3	2	2
3-6	3	1
6+	4	0

If your army consists of 5 kill points or less is, the kill points that your opponent gets is multiplied by three for every KP scored. If your army consists of less than 10 kill points, the kill points that your opponent gets, will count double for every KP scored.

Victory Points

VP # between players	Mission Points Winner	Mission Points Loser
0-500	3	3
501-1000	4	2
1001-1500	5	1
1500+	6	0

Rounds Played

Attention! Every game that due to time constraints does not move past turn three for both players will automatically be considered a draw (10 points for both players). This is done to make sure no-one stalls for time, and that every player gets the chance to take the game to a point where a clear victory will be discernable. Feel free to call a judge if you feel your game isn't progressing quick enough (whether purposefully or not)! If you know you're a slow player, simply do not bring 100 models to the table and keep that in mind when creating your armylist.

Keeping Scores

After each battle you and your opponent count points gained from the battle played and bring it to the judges table where you fill out the score on the dedicated sheet. If the two results (yours and your opponents) are not registered within 15 minutes after the end of the battle according to the timetable then the battle will be regarded as a draw.

Army Composition

- One can spend 1850 points for army composition, making use of one Force Organisation Chart. The use of Allies is not allowed (the Inquisition can of course make use of Inducted Guard and Space Marine units).
- We use the Warhammer 40,000 5th Edition ruleset.
- Armies have to follow all the restrictions as detailed in their codex, taking into account the last set of FAQ's that appeared on the GW site.
- All your models have to oblige the WYSIWYG rule for as far as that is possible. Please take the time to explain things to your opponent in case you are not fielding a fully WYSIWYG army before the battle starts.
- The use of converted figures is allowed as long as it does not lead to confusion or gives you an unfair advantage on the battlefield.
- Special and unique Characters, or those that count as a unit upgrade are allowed, but only one per army!
- A Space Wolf Thirteenth Company army (Codex Eye of Terror) is NOT allowed. Use the regular Space Wolf list instead.

Admitted armies

- Space Marines (Codex Space Marines 2008)
- Dark Angels (Codex Dark Angels 2006)
- Blood Angels (Codex Blood Angels 2010)
- Space Wolves (Codex Space Wolves edition 2009)
- Black Templars (Codex Black Templars)
- Codex Grey Knights (2011)
- Witchhunters (Codex Witchhunters)
- Imperial Guard (Codex Imperial Guard, edition 2009)
- Chaos Space Marines (Codex Chaos Space Marines 2006)
- Codex Daemons (2007)
- Lost and the Damned (Codex Eye of Terror)
- Eldar (Codex Eldar, edition 2006)
- Dark Eldar (Codex Dark Eldar (edition 2010)
- Orks (Codex Space Orks, 2007)
- Tau (Codex Tau Empire)
- Tyranids (Codex Tyranids, edition 2009)
- Necrons (Codex Necrons)

Scenario's

For this tournament we're stepping away from the standard mission-set as provided in the background rulebook, and will offer missions where you'll have to keep in mind three different gameplay mechanics to win the battle with the maximum command points. For the purposes of the tournament, each player has to bring 3 objective markers on a standard 40 mm base (terminator sized models).

A dice-off will always determine who gets to place the first objective, unless the scenario dictates otherwise. After the objectives have been placed, an additional die-roll will determine who gets to deploy first and gets to pick table edge. Once both players have set-up, a seize the initiative roll will determine who actually gets the first turn. All special rules (scouts, outflanking, deepstrike, reserves) are always in play for every mission.

Battle 1: Grab And Control - Pitched Battle Deployment

3 Objectives are placed in the neutral zone in the middle of the table (around the 24" mark). The Objectives are alternately placed by the players. Then each player places an objective in one of the deployment zones. The Objectives are placed 12" from those on the neutral zone and 6" away from the table edge and may not be in impassable terrain. At the end of the battle you count how many Objectives each player occupies. Objectives can only be claimed by a scoring unit within 3". A unit cannot simultaneously claim multiple Objectives (randomly decide which one is claimed if a unit should claim multiple at the end of the battle). A non scoring unit can never claim but can of course contest. Each objective under your total control at the end of the battle scores you 2 mission points, up to a maximum of 10.

Mission 2: Hold At All Costs - Spearhead Deployment

An objective is placed in the exact middle of the table and one in the exact center of each table quarter. These objectives need to be held at all costs. Before starting the battle, each player picks one of his troop choices to be his KEY UNIT. This unit will be pivotal in the battle because it will generate you double amount of objective points, but also give your opponent double the victory points and double the kill points if destroyed/fleeing at the end of the battle, or its total worth in VP if reduced at half strength. From round two onwards, players get one objective point at the beginning of their turn (before rolling for reserves, making morale checks or any other action for that matter) for every scoring unit that has one model in base contact of an objective. Subtract one point for each enemy scoring unit that is contesting (if you have 4 scoring troop choices on an objective and your opponent none, you get 4 points. If your opponent is contesting within 3" with

two scoring units, you get the difference, namely two points). Don't forget that your key unit gets in double amount of points, and that you can only ever score a maximum of ten objective points for the battle in total. Count the total number of objective points at the end of the battle to determine the outcome!

Outcome	Objective points player A	Objective points player B
0 Objective Points Difference	5	5
1-2 Objective Points Difference	6	4
3-5 Objective Points Difference	7	3
5-7 Objective Points Difference	8	2
8-10 Objective Points Difference	9	1
>10 Objective Points Difference	10	0

Mission 3: Secure The Area – Dawn of War deployment

Each player chooses a piece of terrain in his deployment zone as an objective/command center as soon as both have finished deploying. Objectives can only be claimed by a scoring unit mostly within the terrain piece. A non scoring unit can never claim but can contest the main objective if it is in combat with the occupying unit(s) or mostly within the terrain piece as well. Before starting the game, roll a D6 for every OTHER terrain feature on the table. On a 4+ that feature is considered to have caught fire. The smoke and smouldering flames affect the game like nightfight for every model/unit that wants to shoot through, in, or out of the terrain feature at another unit.

Outcome	Objective points player A	Objective points player B
Objectives contested or not held	0	0
Both players hold one objective	5	5
Player A holds one objective, other contested	7	3
Player A holds one objective, other not held	7	0
Player A holds both objectives	10	0

NOTICE:

A 'Wipeout!' immediately occurs when one side has had all of its models destroyed or removed from play by one means or another (we look at you, phase-out!), and there is no opportunity for models to return to play (units still in reserve due to deepstrike mishap, St. Celestine, units with the 'Without Number' rule, etc). When this happens, the game ends immediately. The player that achieves a 'Wipeout!' automatically gets a maximum score for the objectives that game. The player that suffers a 'Wipeout!' still retains any points he or she managed to achieve during the game of course, (or right before phase-out occurred) but never counts as claiming an objective.

Army painting (0-20)

Army painted: 6 points. If one of your models is not painted you will get a 0 for this category. An undercoat never counts for a model as being 'painted'. Three colours minimum!

Army based: 3 points. If one of your models doesn't have a finished base you will get a 0 for this category.

Unit markings: 2 points if each unit has the appropriate markings. If your army is not prone to use unit markings, you get the points if we can quickly and easily distinguish your units from one-another.

Detail, conversions, WYSIWYG and WOW effect: 0-9 points, average appointed to you by three independent jury members.

Army List, Payment (0-5)

If you pay beforehand and deliver your army list in time, it is correct from the first go, and it is clear and concisely managed (we accept Excel, Word, html and other textfiles but please, NO docx or xlsx formats will be accepted, and NO armybuilder files either!), you earn 5 extra points. Players that forget to include their name in the document (whether in the document itself or in the document name) will automatically be scoring 0 points.

Opponent Feedback Form (0-5 points per battle)

We realise we are hosting a tournament, where winning is the ultimate goal, but we want a good gaming experience to stand central for all our participants. Every player needs to take that into consideration, not only the day itself with your behaviour towards your direct adversaries, but already in list design. If you create a list simply to routinely blow away your adversary in three rounds, expect it to be reflected in the opponent feedback form, and expect it to reflect on your final tournament score. If you do NOT take the time to explain to your opponent what exactly is in your army (for instance which things are not WYSIWYG) and do not take the time to clearly answer all questions he has (like what is still in reserve, which unit is in which transport, ...), or to explain him the basics of special rules conferred by your special characters or rules that stem from your army itself BEFORE it has an impact on the game, expect it to reflect on your final score. In all things, you should be a gentleman. Indecent behaviour will NOT be tolerated and dealt with harshly by immediate expulsion from the tournament or by adjusting your tournament scores. The feedback form is NOT a means to deny your opponent points to change the final outcome of the tournament (so your buddy has a better chance at winning for example). If we suspect anyone of behaviour like that, we will not tolerate your presence at any future Insurrection events. The feedback is a means to honestly reflect how 'fun' your battle was for you. We think it is a prime requisite of having a good game, and therefore have devised this system so all players can give their input. Be honest, and be fair!

You will hand in your tournament score sheet after every round, and both players will fill in the feedback form on the sheet and then return it so the Tournament Organiser can give in your battle scores. If you do not fill in the feedback form, it will result in a 0 for the battle for BOTH players.

Questions to ask yourself	Examples, explanation of what a NO might entail ...	Y/N
1. Listwise, did your opponent field an army that was in line with the 40K fluff?	We're talking Imperial Guard without a commissar or HQ command here, Daemon or Chaos marine armies that field Khornate and Tzeentch units together, ... that sort of stuff.	
2. Did it feel like your opponent designed his army to stomp you into the ground as quickly and efficiently as possible, with no regard as to whether it will be a fun game or not?	We're talking leafblower IG builds here, razorback spam, venom spam, longfang spam, but also fielding an ultramarine army as a Space Wolf army for instance. As long as you feel the opponents army was just designed to stomp over you in a few rounds, your answer here should be a NO.	
3. Did your opponent take the time to explain his armies special rules, unit buildup, outline of reserves and all such before the game?	Sometimes you're not familiar with the army across the table from you and it costs you the game because you did not know a special rule or ability of a unit or model you were facing. It is your opponents duty to inform you of this before the battle starts. It's the gentleman thing to do so you don't feel cheated at the end of the battle and are not left with a sour feeling. Your opponent should not assume you should know every army codex and pounce on every mistake you make because of it.	
4. Was your opponent lenient, transparent in his game actions and generally relax during the game?	Was your opponent gentleman enough to let you move units you forgot to move, shoot units that you had forgotten about in the heat of battle and stuff like that? But also: did he roll his dice clearly, announcing clearly what he was rolling for every time, ...	
5. Would you gladly play the same opponent/battle over again, regardless of the result?	Overall, how was your feeling about the player you faced, the army he fielded and the way he played it. This boils down to something very simple: was your general gaming experience good or bad?	

Timetable:

Start time	End time	Activity
09.00	09.45	Introduction and registration
10.00	12.30	First battle
12.30	13.00	Afternoon break & Best army award voting
13.00	15.30	Second battle
15.45	18.15	Third battle
18.15	18.45	Calculation of results & Award Ceremony

Contact, Subscription:

All subscriptions, army-lists or further questions can be sent via email to tomadriany@gmail.com . All the info can also be found on our website: <http://www.gaminglordsleuven.net/>

Hall Of Fame:

Year	Winner	Best Painted
2009	Maarten Vanderkrieken (Ultramarines)	Yves Royer (Eldar)
2010	Matthias Bauwens (Dark Eldar)	Marc De Meuter (Necrons)
2011	You?	You?

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