



**2018**

# SEEDS OF DESTRUCTION 3 TOURNAMENT PACK

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## EVENT DETAILS

### WELCOME

It is with great pleasure that I welcome you to Seeds of Destruction 3. This is the 3<sup>rd</sup> Seeds of Destruction and we would like to start by thanking all those who have attended past events we have run for their continued support. We are hoping to make this year's event the best yet! Please take the time to read this pack and the mission pack carefully to avoid missing any important information.

### TOURNAMENT FORMAT

The event will be 2000 points and will run Warhammer 40K Matched play straight out of the book with some minor changes as shown below.

- In a mission that requires objective markers you must use markers that are no bigger than 2" in diameter. Additionally, when measuring distances to objectives use the full size of the marker rather than just the centre of the marker.
- Terrain will be pre-set by the judges, we aim for 3-4 large line of sight blocking terrain pieces along with some smaller blocking terrain and area terrain on each table. The first round is drawn randomly, we will avoid pairing up club mates as long as you have stated in your list submission email what club you are a part of. After this, the remaining 4 rounds will be using the Swiss Chess system. You must not play the same player twice, if you are drawn against someone who you've already played then let the tournament organisers know and they'll swap you with a player on the next table.

### THE INTERNATIONAL TOURNAMENT CIRCUIT

This event is an ITC registered event and thus is awarding ITC points depending on your final standing in the tournament. Please ensure you provide the right email you want us to use for recording your ITC points. For more information about the ITC please follow this link: [ITC](#).

### VENUE

Firestorm Games (Cardiff)  
Trade Street, Penarth Road  
Cardiff  
CF10 5DT

[www.firestormgames.co.uk](http://www.firestormgames.co.uk)

### CONTACT DETAILS

If you have any questions about the rules packs or about the tournament in general please don't hesitate to contact the tournament organisers at [valerenegades@gmail.com](mailto:valerenegades@gmail.com).

### TICKETS

We have 2 ticket options available for Seeds of Destruction 3. The first option includes lunch (on both days) and is £35 for a single ticket. The second option excludes lunch (on both days) and is £26 for a single ticket. These tickets can be purchased off the firestorm games website by using this [link](#) below.

What Your Ticket Includes:

- Entry to the event.
- Personalised player pack including mission pack.
- Lunch on both the Saturday and Sunday.

## THINGS YOU NEED TO REMEMBER

Below are a few of the things you will need to remember when attending the event:

- To book accommodation.
- A fully painted army.
- The main Warhammer 40K rule book and any relevant codex's/index's and FAQ's.
- Dice, tape measures and any additional gaming aids you require.
- Plastic/Super glue for repairs.

## FOOD

Hot food is provided on both days during the lunchtime period shown in the schedule. The food available will be chosen from a selection of 5 or more options available.

## TIMETABLE

Saturday		Sunday	
Registration	08:30 - 08:50	Arrival Time	09:00 - 09:30
Announcements	08:55 - 09:00	Round 4	09:30 - 12:30
Round 1	09:00 - 12:00	Lunch	12:30 - 13:30
Lunch	12:00 - 13:00	Round 5	13:30 - 16:30
Round 2	13:00 - 16:00	Scoring Break	16:30 - 16:45
Break	16:00 - 16:15	Presentation	16:45 - 17:00
Round 3	16:15 - 19:15		

## ARMY SELECTION

### ARMY COMPOSITION

Seeds of Destruction 3 will be using the ITC army composition rules and FAQ's found using this link: [ITC Tournament Format and FAQ's](#). The full GW FAQ's will be in use and are found within the ITC FAQ as a further link, we will have a cut-off date for any FAQ's or rules releases which will be the same date as the list submission deadline Sunday 16<sup>th</sup> September.

### OPEN LISTS

All lists for the weekend will be open. The lists will be checked for legality by the organisers prior to the event and released as a PDF.

### ARMY LIST SUBMISSION

All army lists should be submitted to [valerenegades@gmail.com](mailto:valerenegades@gmail.com) on or before Midnight on Sunday 16<sup>th</sup> September.

### PLAYERS LIST CHECKING

Due to the increased cost and demand that comes with checking lists in 8<sup>th</sup> edition, this year we will instead be publishing the lists as soon as possible during the week after the list submission deadline, and asking the players to do some of the checking for us. We will publish the lists on our Facebook page for all of you to view and review, and if you find any errors then please send an email to [valerenegades@gmail.com](mailto:valerenegades@gmail.com) detailing what you have found. We will then contact the appropriate player to amend the error and update the list document.

I understand this may be a little different than normal but the release schedule and cost included with that schedule has meant that checking lists for larger numbers of players is very difficult for a small group of people, let alone one person. We are going to check over as many lists as we can (all if possible of course), but we would greatly appreciate any help you can provide.

### **ARMY LIST SUBMISSION FORMAT**

Army lists should be typed up using Microsoft Word with all space formatting removed. Please ensure that they are submitted exactly the same as per the example shown below:

Please title the email as follows; **“Seeds of Destruction 3, Warhammer 40K, Kohn Smith, Vale Renegades”**

**PLAYER NAME: John Smith**

**ARMY FACTIONS: Orks**

**TOTAL COMMAND POINTS: 9**

**TOTAL ARMY POINTS: 1998 pts**

Battalion Detachment, Goff Klan [1998 Points] + 5 CP

HQ1: Ghazghkull Thraka (215) - WARLORD

**[215pts]**

HQ2: Big Mek (55), Kustom Forcefield (20), Choppa (0)

**[75pts]**

HQ3: Weird Boy (62), Weirdboy Staff (0)

**[62pts]**

TR1: 30 Ork Boyz (180), 30x Shootas (0, 1 on Nob), Boss Nob (0), Power Klaw (Boss Nob, 25)

**[205pts]**

TR2: 30 Ork Boyz (180), 30x Shootas (0, 1 on Nob), Boss Nob (0), Power Klaw (Boss Nob, 25)

**[205pts]**

TR3: 30 Ork Boyz (180), 30x Slugga (0, 1 on Nob), 29x Choppa (0), Boss Nob (0), Power Klaw (Boss Nob, 25)

**[205pts]**

TR4: 30 Ork Boyz (174), 28x Slugga (0, 1 on Nob), 28x Choppa (0), Boss Nob (0), Power Klaw (Boss Nob, 25)

**[205pts]**

EL1: Pain Boy (40), Power Klaw (25), 'Urty Syringe (0)

**[65pts]**

FA1: 20x Storm Boyz (160), 20x Slugga (0), 19x Choppa (0), Boss Nob (0), Power Klaw (Boss Nob, 25)

**[185pts]**

FA2: 20x Storm Boyz (160), 20x Slugga (0), 19x Choppa (0), Boss Nob (0), Power Klaw (Boss Nob, 25)

**[185pts]**

HS1: 12 Lootas (204)

**[204pts]**

HS2: 11 Lootas (187)

**[187pts]**

## ARMY LIST SUBMISSION POINTS

The following bonuses/penalties are applied for list submission.

Requirement	Points Awarded/Deducted
List submitted on or before the deadline	20
List correction before submission deadline	0
Each list change after submission deadline	-5

## MODELLING AND PAINTING REQUIREMENTS

All models must be painted to a 3-colour minimum and based in order to be used at the event, any models found to not meet this criteria can be removed from any game by a judge. Clear bases such as those found on skimmer models do not have to be painted and/or based in order to count as finished.

All models are expected to be WYSIWYG to a reasonable standard (exceptions will be made for themed units or armies) and using the bases provided when purchased. Using a proxy model is not allowed. Using a reasonable substitute to "Counts As" another model, does not violate our policy.

When using detachments in your army that contain models with different <Bracket> Faction keywords, then they must be easily distinguished from other, similar faction models. Example: Your army has a detachment of White Scars Adeptus Astartes and a detachment of Ultramarines Adeptus Astartes. The models in these different detachments must be easily identified by your opponent. An example of this would be painting the White Scars white and the Ultramarines blue so your opponent can easily identify which units belong to which detachment. It is not acceptable to have an army with multiple detachments of Space Marines painted in the same scheme wherein some of them are using different <bracket> faction keywords.

## GAMING

### ROUND TIMINGS AND GAME LENGTH

As you have probably noted, there is a strict timetable we need to adhere to. This will ensure that the event will run smoothly and people are able to leave in a timely fashion. In addition, Warhammer 40K is a game of 5-7 equal turns. Failure to complete a game can result in the frustration of your opponent, advantages that would not normally have been gained and a general sense of annoyance about the game. Whilst we are aware that most players do finish their games on time occasionally this does not happen. To this end Seeds of Destruction 3 has four provisions regarding the round timings and game length:

1. Announcements will be made throughout the round indicating the amount of time remaining. At this stage, we would strongly suggest that you complete your game, ensuring that equal turns have been played and to then submit your results. If you fail to hand in the results slip on time, you will be given a warning. If you fail to hand in the results slip a second time, your score (for both players) will be reduced to zero.
2. If a referee asks you to stop playing, and this request is refused, then both players will have their score for that round being reduced to zero. In addition, at the absolute discretion of the organisers a further point's penalty may apply to your tournament score.
3. On the score sheets will be a box to indicate the number of turns played. If a player fails to complete at least 4 turns in more than 2 games they will receive a point's penalty on their tournament score equal to 1 point for every turn that they have failed to complete during the event. This will of course be ignored if a game ends prematurely due to sudden death.
4. Notwithstanding the above; if a referee feels that a player is deliberately playing slowly despite warnings then they may be liable for a point's penalty.

We appreciate that the above may seem harsh and draconian, but the issue of incomplete games is becoming a hot topic at several tournaments. If you have any concerns with the speed at which your opponent is playing, please do not hesitate to come and speak with us and we will attempt to resolve the matter before it becomes a problem.

### **SPECTATORS RULING**

To ensure all players have an enjoyable experience we are putting a restriction on spectators, you will be allowed to spectate on a game but for no more than 15 minutes to ensure the players don't feel ganged up on and can enjoy the company of their opponents. This is also to ensure that we have the games being able to go the full distance in turns to get a fair and proper result.

### **FAIR PLAY CARD SYSTEM**

A fair play card system will be in place to avoid any unfair play and resolve disputes fairly and properly, this is only to ensure that everyone enjoys the games they're playing and we keep the tournament played in the right spirit. We want all players to have an enjoyable weekend with no sign of cheating in any game and this system we believe will help achieve that. The 3 cards being used are orange, yellow and red and each card is explained below:

#### **Orange Card**

You will be given an orange card if any player complains about foul play or very unsporting behaviour (we urge players to talk to each other first about any issues rather than contacting a judge as we're all adults and should be able to resolve most situations ourselves). If we think a player is over complaining then this could resolve in them receiving an orange card so please don't report anyone unless you really have to. This card will not affect your tournament score but it will mean that the judges will be watching your game more closely to ensure the foul play does not continue.

#### **Yellow Card**

This will be issued if a problem persists from an orange card. A yellow card is more serious than an orange card and your goal as players is to stay very far away from being yellow carded. Once a yellow card is issued a player will have a 10 point deduction from their tournament score and will be watched closely for the remainder of the tournament.

#### **Red Card**

This is a last resort if all other cards fail to resolve a problem. A red card will mean ejection from the tournament immediately.

## SCORING

### SUMMARY OF POINTS

Area	Maximum
Gaming	100
Painting	20
List Submission	20

### SPORTSMANSHIP

During the tournament no sports scores will be used. Instead when you are handing in your final rounds scores we will need you to fill in your best sports slips provided in your player packs and nominate your 2 best sports. A 1<sup>st</sup> place vote earns a player 10 sportsmanship points and a 2<sup>nd</sup> place vote earns a player 5 sportsmanship points. Should you have any issues with your opponent or would like to speak to the tournament organisers about your game, please approach a tournament organiser or come to the Scoring Station after your game.

### BEST ARMY

During lunchtime on Sunday players will be asked to set up their army and vote for their favourite looking army based on theme, painting and general looks. All players will be asked to vote for their 1<sup>st</sup> and 2<sup>nd</sup> favourite army using the voting slip provided in their player packs. A 1<sup>st</sup> player vote earns a player 10 best army points and a 2<sup>nd</sup> favourite vote earns a player 5 best army points. The player whose army gets the most votes will win the best army award.

### PAINTING MARKING

There are 20 tournament points awarded for painting, these are as follows:

Area	Points
Entire Army is a Cohesive 3 Colours Minimum	10
Entire Army has a Cohesive Basing	10

### PRIZES

If a player wins 3 or more prizes we will give them the choice of which 2 to win and award the other award to the next in line. This is to ensure we have more winners at the event to keep in line with the fun approach of our events. The following prizes will be on offer at this event:

Overall Tournament Champion	1 <sup>st</sup> Place Overall on Tournament Points
Overall Tournament Runner-up	2 <sup>nd</sup> Place Overall on Tournament Points
Overall Tournament 3 <sup>rd</sup> Place	3 <sup>rd</sup> Place Overall on Tournament Points
Best Sport	Highest Overall Player Sports Score
Best Army	Highest Overall Best Army Score
Wooden Spoon	Last Place Consolation Award
Best in Faction*	Best in faction from the list below

\*The prizes for this are dependent on event attendance.

### Best in Faction

The ITC Faction system will be used to determine what faction you are classed as. We will award a best in race award for every ITC faction that is represented at the tournament.

## TRAVEL AND ACCOMMODATION

### GETTING TO THE VENUE

#### Aeroplane

Cardiff Airport is a 30 mins drive or 45 mins train journey away from the venue and very easy to fly to direct from many European and UK airports. Alternatively you can fly into Bristol Airport.

#### Train

Cardiff Central Train Station is just a 10 mins walk from the venue.

#### Car

Check your route on Google maps, there is plenty of parking at the venue.

## MEDIA AND SOCIAL EVENING MEAL

### PODCAST AND TWITCH LIVE STREAM

We will be doing a pre-tournament podcast to do the 1<sup>st</sup> round draw and to discuss some of the tournament statistics being set with the submitted army lists, so please tune in to hear our light hearted banter and please leave us a review. You can find us on Soundcloud and iTunes by searching renegades ramble, please like and follow us. We do a bi-weekly podcast about various subjects in the hobby, alternating between Warhammer 40K and the Fantasy Battles the Ninth Age.

Additionally, we will be live streaming a single game every round, if you are uncomfortable being on camera then let us know and we will accommodate your wishes. All of the details regarding this will be revealed in the announcements on Saturday. Please check out our YouTube channel for our newly began channel, we are only just starting out but we will be having regular battle reports in the near future, so stay tuned for an imminent battle report release and please like, subscribe and enjoy the content.

Podcast: [Soundcloud](#), [iTunes](#)

[Twitch](#)

YouTube

### EVENING MEAL AND SOCIAL

A few of the tournament organisers and club members will be heading out afterwards for a meal and/or some drinks. We welcome anyone who wants to join us, just let us know on the day and we'll make sure to look for you after round 3 is over. Additionally firestorm will be open for a short while after the 3<sup>rd</sup> round so feel free to hang around for more drinks and to socialise for an hour or so. **NOTE: The evening meal will NOT be included within the ticket price.**