

INVICTUS

A Two Day 6th Edition 40k Tournament Proudly Brought to You by TGA!

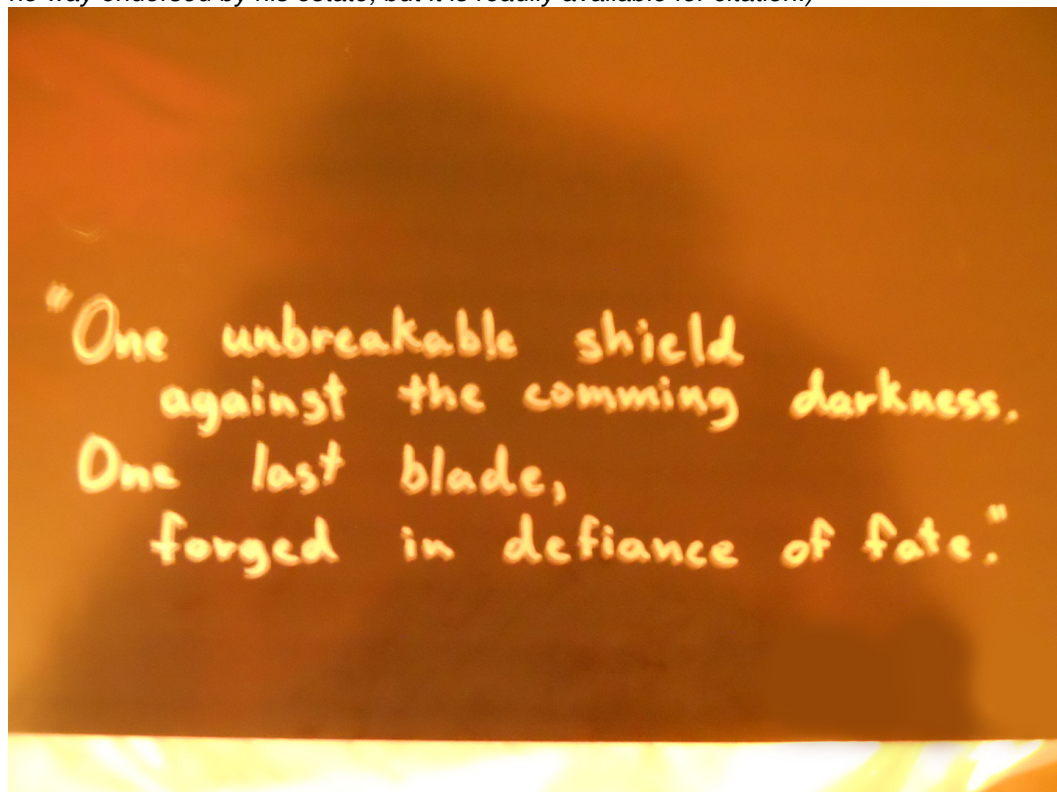
*“Out of the night that covers me,
Black as the pit from pole to pole,
I thank whatever gods may be
For my unconquerable soul.*

*In the fell clutch of circumstance
I have not winced nor cried aloud.
Under the bludgeonings of chance
My head is bloody, but unbowed.*

*Beyond this place of wrath and tears
Looms but the Horror of the shade,
And yet the menace of the years
Finds and shall find me unafraid.*

*It matters not how strait the gate,
How charged with punishments the scroll.
I am the master of my fate:
I am the captain of my soul.”*

(This poem was used with out permission, written by William Ernest Henley 1849-1903, it is no way endorsed by his estate, but it is readily available for citation.)



Welcome to Invictus!

Invictus; *Latin Unvanquished*

To be undefeatable on the battlefield is the dream of every general. From the adept study of Sun Tzu's "Art of War" or the simple stalwart defiance of insurmountable odds, like King Leonidas of Sparta. Those captains who take the battle to the stars in the 41st millennium, do so for glory, god and empire. Have you the courage? Have you the acumen necessary to outsmart even the most cunning opponent? Have you the force of will to achieve victory, no matter the odds or sacrifice required? If so.....read on, this tournament is for you!

The Short and Curlies

When: February 16th and 17th 2013

Where: Table Top Gamers Association (TGA) Central; Higgins Park Tennis Club, Corner of Devenish and Playfield Streets, East Vic Park

What: Two day 40k Tournament using the 6th Edition rules, consisting of 6 seeded rounds.

How Much: \$30 for both days

Points: 2000 (like it was meant to be played ;))

Forces: To be selected from any current codex release from Games Workshop up to and including the 31st of Jan 2013. Also forces from 40k 6th Ed approved Forgeworld IA, such as the Ellysian Drop Troop Force, or Red Scorpions. No Super Heavies or other apocalypse units/forces may be taken and no units from the Heresy release will be allowed.

Models: Must conform to "What You See Is What You Get" (WYSIWYG). As we have such a diverse hobby that encourages conversations, any models that fit these criteria may be used. Every model must be a clear representation of the intended unit, such that your opponent has absolutely zero confusion as to what it may be. And units and models must be armed appropriately as your army list is written. If you are unsure if a model in your army fits these criteria, please feel free to email us a picture for approval.

Missions/Deployment: To be selected either by agreement at the beginning of each round between opponents, or rolled for as per the 40k 6th Edition Rule book. All 6 missions and 3 deployment types are available for players to play.

List Submission: All lists must be received before/or by Midnight Friday 15th Feb 2013 in electronic format.

Contacting the TO: Cam (cjsheridan on Westgamer or daexcitedginganinja on TGA forum)

Email: tgaperth@gmail.com

Mob: 0424 167 820

Game Time: 2 and half hours (should be more than enough time to get your smash on)

Time Frame:

Saturday 16th Feb

8-8.30am Registration

8.45-11.15 Game One

11.15-12.15 Lunch

12.30- 3pm Game Two

3.15-5.45 Game Three

Sunday 17th Feb

8.30am-11am Game Four

11-12 Lunch, set up your models for any final paint scores

12-2.30pm Game Five

2.45 – 5.15 Game Six

5.30 Awards Ceremony

As this tournament runs on quite a tight time schedule, we would ask all players to be prompt with their timing and adhering to any down dice calls from the TO. This is to maximize the enjoyment and experience of everyone involved and to ensure the tournament runs smoothly.

Rules Disputes: Should players encounter a rules dispute, or disagreement etc, they are encouraged to try and work out the problem amongst themselves asap. If a dice roll will help keep the flow of the game going then it is encouraged if an impasse is met. In an unresolvable situation the TO can be called. His decision however is final wether a/players disagree with the decision.

What do I need to bring:

Your 2000 point army

2 Copies of your army list

Your relevant codex/army book

Any FAQ's relevant to your force (if not present and a dispute comes up you will be ruled against if you cannot provide written proof)

Tape measures, dice, templates, Psychic cards

Panadol (to ease the pain of defeat)

Glue (for emergency repairs)

Money : for snacks, drinks and lunch...TGA runs a very well stocked

Kiosk

Fortifications: If your army includes them it us up to you to bring them.

This players pack

Scoring: Win = 10 points, Draw = 5 Points, Loss = 1 Point, this will be factored to a total score out of 80.

Grudge Matches: Got an old foe who is in line for some payback. Let the TO know on the day and we'll organise some game one loving 😊

Major Awards: Overall, Best General, Best Painted, Best Sports.

Fun Factor and Ambience: It's a TGA event, common its gonna be awesome.

Tables and Terrain: As usual supplied by TGA to the very best standard available in WA.

Comp? This isn't a nambi pambi tournament, with your generalship score contributing 80% of your overall, were not here to quibble over the out datedness of codexes. This is INVICTUS. You're a god of war, here to kill maim, and obliterate your opponent. You are to become the undefeated. Bring you're A list, you're A game. Why not, your opponent will be!

Tournament Rules

Each player is only eligible for one major award.

Overall Award: Best combined score from generalship, painted and sportsmanship. General = 80%, Painted = 10%, Sports = 10%.

Best General = Player with the best Generalship score on the day. In the case of a tie it will go to the best painted between the two, then the best sports. As every round is seeded, in effect the top two players should be playing each other round 6 so some one must win!!

Best Painted: Whilst having painted models is not necessary to play, it is advised. If every model in your army does not at least have 3 colours and a base colour, you will receive 0 for painting. If effort has been made across the board, this will be rewarded with a score out of 30, to be judged by our resident painting guru's using a painting matrix specifically designed for TGA tournaments. This score will then be converted to a score out of 10. The award will go to the highest score.

Best Sports: After each game players will be asked to score their opponent on a sliding scale for etiquette and general sportsmanship of their opponent. 3 = good gaming experience, with a +/- 1 or 2 to be applied by your opponent if they wish. Obviously if your opponent was a lousy sport, give them a -2. If your opponent took their defeat / victory exceptionally well and really went out of their way to ensure you enjoyed your game to its fullest potential, give them a +2. The winner of best sports will have the best aggregated score out of 10.

Where's the twist: Well other than being one of the few 40k tournaments in Oz that venture to 2000 points without restriction and the palpable adrenaline rush of 80% generalship score, there is one final little twist.

The gods of fate, the chosen amongst all others !

For glory to be achieved, often a general will be asked the impossible decision of choosing to sacrifice all that surrounds them! This is INVICTUS and we ask this of you. What would you be willing to sacrifice for ultimate victory.

Once per game, players may elect to take a wound off their warlord, to represent a great sacrifice of their chosen champion. This is sacrifice is done for a reason tho. The player who choose to loose the wound, may re-roll one dice or set of dice rolled in any action within any phase. For eg. Once per game a Captain of a space marine force, may take a wound (if he is the warlord) to re-roll all the to hit dice just rolled, in a close combat. Keep in mind a re-rolled dice may not be re-rolled even with other special abilities.

After many years of gaming, all to often I have seen a game one or lost within the balance of a dice roll or two. Considering this is a tournament for the brave where all is put on the line for victory I can imagine no greater heart crushing moment, than loosing a game because one failed armour save killed the final model in contention of victory. For this reason, this rule is here to make sure (hopefully) that doesn't happen. I know its part or the game, but this is war, and that is never fair!

FAQ

Why a Overall and best General award when its worth 80% anyway? *Two reasons, one because this is a hobby involving painting and etiquette of play as well as just being the best face smasher. Two, I like more trophies*

Can we expect more in the years to come? *Absolutely! This is a first year trial. To see if WA is ready for an 80% general tournament and also a face paced brutal tournament style. Based on its success we are already looking to future years with expanded prize support and trophies, special Invictus dice, more interesting game hooks that aren't too game unbalancing and various other expansions to the concept. The philosophy of the Invincible Tactician however will never change ☺*

So I would like to thank you for reading. As always any question, comments or critiscms can be emailed or pm'd to me. After all we can't make it better and better without your input.

And of course, we hope to see you at INVICTUS 2013, "Get Amongst It"

