

*Rise of Angels*  
29-11-2009



*Rulespack*

# Table of Contents

<b>1. Introduction</b> .....	<b>3</b>
<b>2. Requirements</b> .....	<b>3</b>
<b>3. Tournament rules, restrictions and other guidelines</b> .....	<b>3</b>
3.1 Army rules.....	4
3.2 Permitted armies .....	4
3.3 Army roster .....	5
<b>4. Participating in the Rise of Angels tournament</b> .....	<b>6</b>
4.1 Signing up .....	6
4.2 Registration .....	6
4.3 Timetable .....	6
4.4 Playing the <i>Rise of Angels</i> tournament .....	7
4.4.1 Rules questions.....	7
4.4.2 Interference .....	8
4.4.3 20 Minute mark .....	8
4.5 Determining victory & registering the results. ....	8
<b>5 Scoring points</b> .....	<b>8</b>
5.1 Command points (0-60) .....	8
5.2 Army points (0-10) .....	9
5.3 Painting points (0-15) .....	9
<b>6 Missions</b> .....	<b>10</b>
6.1 Determining the winner .....	10
<b>7 Prices</b> .....	<b>12</b>
<b>8 Angels, not Cops</b> .....	<b>12</b>
<b>Appendix A: Timetable</b> .....	<b>13</b>
<b>Appednix B: References</b> .....	<b>14</b>



## *1. Introduction*

Welcome to the rulespack for the *Rise of Angels* ranking tournament. The first ranking tournament organised by The Fallen Angels. Within this rulespack you'll find all the rules and information you need to participate in the *Rise of Angels* tournament.

Please note that the contents of this rulespack might not be definite and additions or changes may be made. The latest version of this rulespack, as well as the latest information will always be available from the Fallen Angels Forum. You can also contact us with any questions at, [RiseofAngels@the-fallen-angels.nl](mailto:RiseofAngels@the-fallen-angels.nl)

## *2. Requirements*

In order to participate in the tournament you will need to bring everything to play a few games of Warhammer 40,000. Below we included a list of items that you will need to bring to the tournament. Please be aware that this is a general list and might not be complete, and you might need extra items for your specific army.

- This Rulespack
- Your Army roster
- Your Painted Army
- Rulebook, Codexes, Errata and any other official publications that you might need during the tournament.
- Templates, Markers, Tape measure, Dice (including special ones) and glue for repairs
- Reference Sheet

## *3. Tournament rules, restrictions and other guidelines*

For the *Rise of Angels* tournament we have but one real rule:

- **Make sure that you and your opponent enjoy your game of Warhammer 40,000**

Besides this one rule of galactic importance we have a few restrictions and guidelines that will apply during the tournament. These restrictions and guidelines are designed to help us to organize a fair and fun tournament, with a well deserved winner, while ensuring that all players can enjoy their games. Please read these restrictions and guidelines carefully.

- The UK version of the rulebooks, codexes, errata's and any other official publications will be used
- All additional tournament material will be published in English
- When multiple versions of a rule or codex exist the most recent ruling will be used. Given that the ruling in question was published at least two weeks prior to the tournament.
- Codexes override the rules of the general rulebook, unless this has been amended in an official errata or this directly contradicts this rulespack.
- Scenery for the battles will be set up beforehand by the referees, which may not be moved or changed after this. If the scenery needs changing call one of the referees for assistance.
- All armies must adhere to the army rules and restrictions (see section 3.1)

## Rise of Angels

### 3.1 Army rules

### 3.2 Permitted armies

Your army with which you'll participate in the tournament will have to abide by the following rules.

- One standard force organisation chart may be used and the total points of your army may not exceed 1700 pts.
- Only armies listed below may be used in the *Rise of Angels* tournament.
- Armies have to follow all restrictions on army selection as from their own codex.
- Special characters are NOT allowed. Unique characters as listed in the armylists of the codex ARE allowed.
- Forgeworld rules are NOT allowed.
- Allies may only be used in accordance to the rules in the codex.

The following codexes may be used

- Codex: Space Marines
- Codex: Space Wolves
- Codex: Black Templars
- Codex: Dark Angels
- Codex: Blood Angels

You are allowed to use your own created chapters based on any one of the above codici. If you decide to do this it is your own responsibility to ensure that your opponent is not misled in any way.

The latest Blood Angels codex, available from the Games-Workshop website will be used. See the references section for a direct link.

- Codex: Imperial Guard
- Codex: Eldar
- Codex: Dark Eldar
- Codex: Orks
- Codex: Tau Empire
- Codex: Necrons
- Codex: Chaos Space Marines
- Codex: Daemonhunters
- Codex: Witch hunters
- Codex: Tyranids
- Codex: Daemons of Chaos



## *Rise of Angels*

### *3.3 Army roster*

To participate in the tournament you will need an army roster. To ensure that everyone has a clear army roster, we have summed up the requirements for your army roster here.

- Include your name and entry number (see section 4.1)
- Be typed, clear and readable (do not use abbreviations)
- Contain all special rules that apply to the army
- Contain all information for play and reference, namely:
  - Characteristics profile
  - Points cost of model, upgrades, equipment, wargear, etc.
  - Any special rules that apply to the unit

To ensure that all armies are correct and made according to the existing restrictions, all army rosters have to be sent in to be checked by the referees. To give the referees enough time to check all the army rosters, we require all army rosters to be sent in before 7<sup>th</sup> of November 2009, at 23:59:59 at the latest. This means that we have to have received your army roster at this time.

You can send in your army roster to the e-mailaddress: [armyrosters@the-fallen-angels.nl](mailto:armyrosters@the-fallen-angels.nl). Only army rosters in PDF or Word documents will be accepted, meaning that only files with the following extensions shall be accepted:

- .pdf
- .doc
- .docx

No other file types will be accepted, and no exceptions will be made.

On the day of the tournament itself we will give you the army roster that we checked, marked by us. You will be able to use this army roster during the tournament. This way both you and your opponent will be ensured that both of you are playing with a correct army roster and you can fully focus on the game ahead.



## *4. Participating in the Rise of Angels tournament*

### *4.2 Registration*

#### *4.1 Signing up*

We require all participants of the *Rise of Angels* tournament to sign up beforehand. Signing up will only be able through e-mail. You can sign up by sending an e-mail to [registrations@the-fallen-angels.nl](mailto:registrations@the-fallen-angels.nl).

Make sure to include the following information when signing up:

- Your name
- The army you will be playing with
- Optionally: The club that you're from
- Optionally: An alternative e-mail to receive updates on. Otherwise we will send important announcements to the same e-mailaddress that you used to sign up with.

After signing up you will receive a confirmation e-mail that you've signed up for the *Rise of Angels* tournament, together with an entry number. You will need this entry number to send in your army roster.

At the start of the day you will have to register for the tournament. This is also the time that you will have to pay for participating in the tournament. Costs for participating in the tournament are €7,50. During this registration we will:

- Check the spelling of your name
- Confirm you've brought the same army as you registered with
- Give you the checked copy of your army roster, that you will use during the tournament.

The registration will take place from 9:00 - 9:30, after which the tournament will start.

### *4.3 Timetable*

The full timetable can be found in Appendix A.

Before each round starts a list with pairings will be hung up on different locations in the tournament hall. From the start of round 2 onwards the pairing lists shall also include the current scores of all players.

During the lunch break we will ask all players to display their armies on the tables that they have just played on. During this time the referees will pick the best army nominees.

During the second break the three best army nominees will be asked to display their armies on special tables. After which all players will be asked to cast their vote for the Best Army Award during the break.



*4.4 Playing the Rise of Angels tournament*

The tournament will be played in three rounds. In the first round players will be matched in a random order. After the first round players will be matched based on how well they did in the previous rounds. To make the tournament as interesting as possible for all players the following points apply to all pairings:

- Players will never be paired against a player that they already played against.
- If you filled out a club name during your initial registration we will always strive for a pairing where you don't have to play against a player of your own club. Unfortunately this is limited to the circumstances, so we can't ensure this though we will do our very best.
- Should any of these circumstances arise, please inform a referee of this immediately so that we may be able to correct the mistake before the round starts.

Please note that players who arrive late will directly be paired against each other, even if they're from the same club.

Rules questions are always a possibility at a tournament like this. To prevent rules questions from turning into endless debates and irritated situations, we suggest the following steps to deal with any rules questions.

1. Look up the relevant rule in the rulebook or codex. Most times reading the relevant rule again will solve the uncertainties.
2. If you're still unsure about the situation or you simply cannot agree with your opponent on this specific situations, you can either:
  - A. Roll a dice to decide who is right in this instance. 1-3 player A is right, 4-6 player B is right. Please only use this method if both players agree to it, otherwise use option B.
  - B. Call over a referee. The referee will show you the ruling in the rulebook or codex or decide to roll a dice as above. Should a referee notice a situation where the rules are misinterpreted or wrongly used, the referee is allowed to interfere and point out the relevant rule in the rulebook.

A referee's decision is always final and not open to discussion.



## *Rise of Angels*

### *4.4.2 Interference*

All games are played by just you and your opponent. Interference from anybody, except for a referee, is not allowed. This means that friends and onlookers who finish their game early should not interfere or influence the game in any fashion.

If you finish your game early, please refrain from immediately going to tell your friends about how hard you got beaten or how big you won. Let them finish their own game and save the stories for the break after the round.

### *4.4.3 20 Minute mark*

20 minutes before the end of a round a referee will call the 20 minute mark. At this point you have 20 minutes left to finish up your game. In the interest of fair play, please only start a new turn after this mark if both players are sure they can finish the game turn within 20 minutes. When in doubt please call over a referee immediately.

### *4.5 Determining victory & registering the results.*

After the round is over, 20 minutes after the 20 minute mark, you will have five minutes to calculate your victory and register your results. See section 6.1 of this rulespack on how to calculate your victory.

You will have to register your score at the referee table within five minutes after the round has ended. After this times no more scores will be accepted, any players who have not registered their score by this time will receive 0

points for that round.

After each round the scores will be posted at several locations in the tournament hall. You can check your scores, should any errors have been made with the scores please inform a referee immediately to correct this. We will not be able to correct the error afterwards.

## *5 Scoring points*

During the tournament you will be scoring points in order to win the tournament. A total of 85 points can be scored in three categories:

- Command points
- Army points
- Painting points

### *5.1 Command points (0-60)*

You score command points from your battles. This will be the majority of your overall score as it represents how well you have played during the tournament. See section 6.1 for an exact description on how to score these points.





## *Rise of Angels*

### *5.2 Army points (0-10)*

### *5.3 Painting points (0-15)*

The army points include the points for your army roster and WYSIWYG. WYSIWYG stands for What You See Is What You Get, this means that your models accurately depict what weapons, wargear, etc. they carry. Your army is an exact representation of what is listed on your army roster and there can be no confusion.

#### Army roster (0-3)

0 – The army roster does not meet all the requirements as specified in the army roster section, or was not sent in on time.

3 – The army roster meets all the requirements as specified in the army roster section, and was sent in on time.

#### WYSIWYG (0-7)

0 – Your army is not fully WYSIWYG.

7 – Your army is fully WYSIWYG and completely represents what is listed in the army roster. Note that every single model needs to be WYSIWYG, one model that isn't will result in 0 points for this category.

The painting points are scored with the general appearance of your army.

#### Painted (0-7)

0 – The army is not fully painted

7 – The army is fully painted in a coherent manner. Note that every single model needs to be painted in a coherent manner, one model that isn't will result in 0 points for this category.

#### Detailing (0-2)

0 – No extra effort is made in detailing the miniatures.

2 – It is clear that extra effort has been made to detail the miniatures. Note that all models need to have been given extra effort to earn these points, not just a few.

#### Basing (0-3)

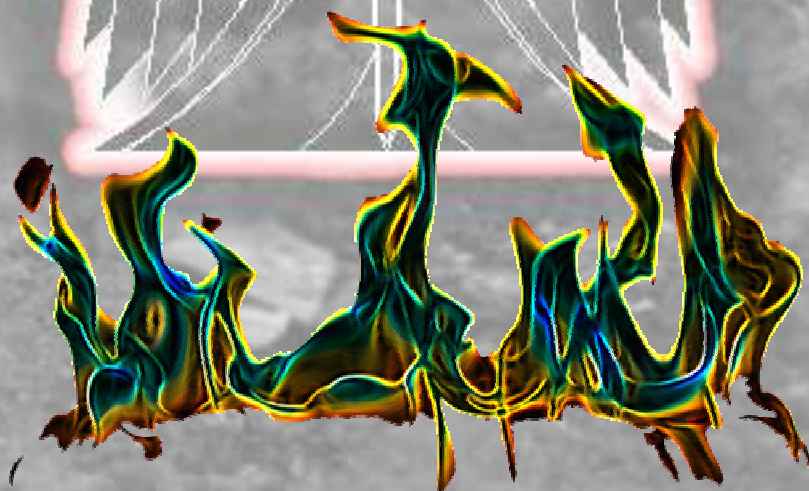
0 – Not all models have been based.

3 – All models have been based with some sort of flock. Black edges on the bases are acceptable.

#### Squad markings (0-3)

0 – Not all units have distinguishable squad markings.

3 – All units have easily distinguishable squad markings. The units can easily be distinguished from one another.



## *6 Missions*

### *6.1 Determining the winner*

The following missions will be played during the game rounds:

Round 1: Seize ground – pitched battle

Round 2: Annihilation – pitched battle

Round 3: Seize ground – table quarters

On all missions the Seize the Initiative rule will NOT be used.

#### Seize ground

This mission will be played twice, once with a pitched battle set-up and once with a table quarters set-up. Both times the mission will be played with three objectives. For the full rules of the mission see the rulebook page 91-93.

#### Annihilation

This mission will be played once, with a pitched battle set-up. Full rules for the mission can be found in the rulebook page 91-93.

Victory in seize ground.

When playing the seize ground mission you will determine the victory by following these steps.

1. Count the number of objectives for both players and determine the result based on the command point table below.
2. Now count up all the victory points (page 300 of the rulebook) that both players have scored.
3. If there is a difference of more than 450 pts. The highest scoring player gets to move the result one 'step' in his/her favour. This will give you the command points that are scored.



*Command points table*

Margin of Victory	Result	Winner	Loser
Both players have the same amount of objectives	Draw	10	10
	Minor victory	12	8
One player has more objectives	Solid victory	14	6
	Major victory	16	4
One player has all objectives	Slaughter	18	2
	Massacre!	20	0

## *Rise of Angels*

### Victory in annihilation

When playing the annihilation mission you will determine the victory by following these steps.

1. Count up the kill points for both players, and determine the result based on the command point table below.
2. Count up the victory points for both players (page 300 of the rulesbook).
3. If there is a difference of more than 450 pts. The highest scoring player gets to move the result one 'step' in his/her favour. This will give you the command points that are scored.



*Command points table*

Margin of Victory	Result	Winner	Loser
Both players have scored the same amount of kill points	Draw	10	10
	Minor Victory	12	8
One player has scored more kill points	Solid Victory	14	6
	Major Victory	16	4
One player has scored at least twice as many kill points as the opponent	Slaughter	18	2
	Massacre!	20	0

## *7 Prizes*

A tournament wouldn't be complete without some nice prizes. For the *Rise of Angels* tournament we have three prizes.

### Overall Champion

The winner of this prize will be determined by the overall score the player has. When the overall score is a draw the victory will go to the player with the most command points.

### Overall 2<sup>nd</sup>

The winner of this prize is determined in the same manner as the overall champion. This prize will go to the person with the second highest overall score.

### Best Army Award

This prize goes to the player with the best army. The referees will select three armies, which their owners get to proudly present. The players will then vote which army deserves to be the winner of the Best Painted Army prize.

## *8 Angels, not Cops*

As consequence to rules and restrictions not being followed several point reductions are in place.

- Playing with an illegal army will result in a 5 point reduction for every round that is played with the illegal army. Furthermore the army will have to be changed to make it legal immediately.
- Receiving a official warning will result in a 5 point reduction. See below for details
- Receiving a severe warning will result in a 10 point reduction.

To ensure that the tournament has and keeps a good atmosphere a warning system is in use, in order for us to deal with cheating or otherwise obnoxious players.

An official warning can be given by a referee when the referee finds the player causing a bad experience for the rest of the tournament. This includes but is not limited to; cheating players, purposefully stalling turns, etc.

A referee can also give a severe warning if the referee finds the offense severe enough. Also a second official warning will automatically become a severe warning.

Furthermore the referees hold the right to disqualify any player if they should disrupt the tournament.

We do not like having to use this system, and luckily up until now we have never had to use it. However we will not hesitate to disqualify one person in the interest of the larger group. We feel it is our obligation to give you a tournament with a good atmosphere, and will not let one person spoil this.



*Rise of Angels*  
*Appendix A: Timetable*



	
9:00 – 9:30	Registration
9:30 – 9:45	Opening
9:45 – 12:00	Round 1
12:00 – 12:45	Lunch
12:45 – 15:00	Round 2
15:00 – 15:15	Best Army Voting
15:15 – 17:30	Round 3
17:30 – 17:45	Break
17:45 – 18:00	Awards Ceremony

*Appednix B: References*

Rise of Angels tournament organisation

Rise of Angels website: <http://riseofangels.the-fallen-angels.nl>

General questions: [RiseofAngels@the-fallen-angels.nl](mailto:RiseofAngels@the-fallen-angels.nl)

Registrations: [registrations@the-fallen-angels.nl](mailto:registrations@the-fallen-angels.nl)

Army Rosters: [armyrosters@the-fallen-angels.nl](mailto:armyrosters@the-fallen-angels.nl)

Ranking website: <http://ranking-der-nederlanden.weebly.com/>

Games Workshop official documents:

Blood Angels codex: <http://www.games-workshop.com/gws/content/article.jsp?catId=cat1350002&categoryId=900003&section=&aId=7000010>

Errata: <http://www.games-workshop.com/gws/content/article.jsp?categoryId=&pIndex=1&aId=3400019&start=2>

Above links directly link to the Games Workshop pages. These links might change.

We will attempt to keep the most up to date links on the Rise of Angels website.

Otherwise please use the search function on the Games Workshop website.

