

The Last Square Presents 2009 40K Tourny Circuit

The Last Square is inviting you to attend any and all 40K events held in the store during 2009.

By participating in these events, you have a further opportunity to be part of the first Madison area 40k Tourny Circuit and win some really cool prizes.

There will be five events held at the store in 2009 that will count towards the Circuit. Players will participate in the events as normal. Each event will have a different format and will be held at The Last Square beginning in March and concluding in November. Events will be held every other month. Prizes will be awarded for each event like a normal tournament. The Last Square will record and keep the scores of the participants. All totals will be public record.

Prizes: Prize support is courtesy of The Last Square. At the end of the final Circuit tournament, all of the Circuit participants' individual point totals from the previous events will be averaged. The store will award multiple prizes for the best average scores. In addition, the store is awarding two painted armies as prizes for the 2009 Tourny Circuit.

Participation: To participate in the Circuit, there are a few guidelines to follow.

- Players will need to participate in at least three official Circuit events over the course of the year.
- Players will be required to use more than one army. You may use one army for a maximum of three events.
- Players will be required to register the current army and the "building" army. The current army is what you start the Circuit with, and the building army is the one you will switch to. These selections will be held in the public record.
- Participants have until the end of May to register their Building army choice if they need additional time to decide.
- If you only play in 3 events, you must use the Building army for 1 of the events.
- Players that participate in 4 or more Circuit events (there will be a total of 5 events) in 2009, may drop their lowest score in figuring the Circuit year end average.
- Players cannot use the same models from the Current Army in the Building Army.
- Entry fees for the Circuit events are \$20 each, and \$20 dollars for a team event (\$10 each team member) . This entry fee includes lunch.

Bonus Points: Each Circuit Tournament will offer all participants to redeem bonus points to be added to their event score. Every \$20 dollars spent at The Last Square in Games Workshop product to add to your registered army (current and building) will earn you a bonus point. Players may redeem a maximum of 3 points per event. These bonus points will be added in the event score of the selected month.

Event Format: Each Event will have a different format. Army Point values will change as well as the type of missions to be played. All games in the Circuit will be played under the 5th edition rule set. Each Circuit event will consist of three games played. The first round opponents will be randomly paired. Pairings for the following rounds will be made by pairing off the players with the

cumulative highest battle point (points earned while playing the game) scores and proceeding to pair players from the top. Players will face an opponent that scored the same or similarly from the previous round played. This is often referred as a Swiss Pairing system.

One event will be a standard Rogue Trader Tournament (RTT) format designed by Games Workshop. One will be a doubles or Team format (players will share the totals) also used by Games Workshop during Grand Tournament events. Other events will include some additions to game play with the focus to enrich the overall standard tournament play and experience. The idea of the Circuit is to allow the players to "run the gauntlet" and show their tactical prowess in various formats and situations. The date of each event and the format (with any additional rules) to be used will be posted in the store and on Madison40k.com months in advance for players to plot army builds and make schedule arrangements if necessary.

- Registered Circuit members will not be turned away from events. The Last Square is committed to making adequate play space for events. Please pre-register for events anyway so that the store can prepare play space beforehand.

Scoring: The focus of the Circuit is to promote the complete hobby. Each Circuit Score will be the average of the participant's total number of Battle, Sportsman, Theme, and Appearance scores. The Appearance, Sportsman, and Theme will use the standard 2009 Games Workshop RTT point system. The RTT point system can be seen on the Games Workshop website. A hard copy of this point system will be available in the store before the first Circuit event in March. The Battle points scoring will also follow the standard RTT point system for three events. Two events, later in the year will utilize a modified system. All scoring standards will be posted in the store, on the Last Square website, and madison40k.com at least six weeks before the scheduled Circuit event.

Valid Forces for the Circuit: New Army Codexes that release during the year cannot be used in the Circuit until 1 month after their initial release (Spearhead box or equivalent)

- | | | |
|------------------------|---------------------|----------------------------|
| - Codex: Space Marines | Codex: Space Wolves | Codex: Black Templars |
| - Codex: Dark Angels | Codex: Blood Angels | Codex: Imperial Guard |
| - Codex: Demonhunters | Codex: Witchhunters | Codex: Eldar |
| - Codex: Dark Eldar | Codex: Orks | Codex: Necrons |
| - Codex: Tau Empire | Codex: Tyranids | Codex: Chaos Space Marines |
| - Codex: Chaos Demons | | |

- Space Marine Armies may use Inquisitorial allies as defined in Codex: Demon Hunters or Codex: Witch Hunters.

- Imperial Guard may use doctrines; if using a regiment with doctrines defined in the Codex then those doctrines must be used.

- Imperial Guard armies may use Inquisitorial allies as defined in Codex: Demon Hunters or Codex: Witch Hunters.

- Forces of the Inquisition may take Space Marine or Imperial Guard allies as defined in Codex: Demon Hunters or Codex: Witch Hunters.