10th Edition Warhammer 40k

@ **Kelowna ComiCon**, **Canada**
Capital News Centre – 105 Gordon Dr, Kelowna, BC V1W 4Z1

Event Schedule & Key Information	
Saturday August 19th	
Doors Open	8:30 AM
Game 1 – A	9:00 AM
Lunch	12:00 PM
Game 2 – E	1:00 PM
Break	4:00 PM
Game 3 – L	4:15 PM
Sunday August 20th	
Doors Open	8:30 AM
Game 4 – J	9:00 AM
Lunch	12:00 PM
Game 5 – G	12:45 PM
Awards	4:00 PM

2,000 Points|5 Games|64 players

- Awards for:
  - Best Overall
  - Best Painted
  - Player's Choice
  - Best Newcomer
  - Best Roster Name
- Key Dates:
  - August 12th – List Submission Deadline
  - August 19th – HAMMERTIME!

Contact: games@kelownacomicon.com
Event page: www.hammertimetourneys.com
BCP Event: https://www.bestcoastpairings.com/event/8GYULAL57L

To register – sign up in BCP and purchase a "Hammertime Warhammer Pass" from the Comicon site.

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To register for the event:

1. [Sign up for the best coast pairing events](#)
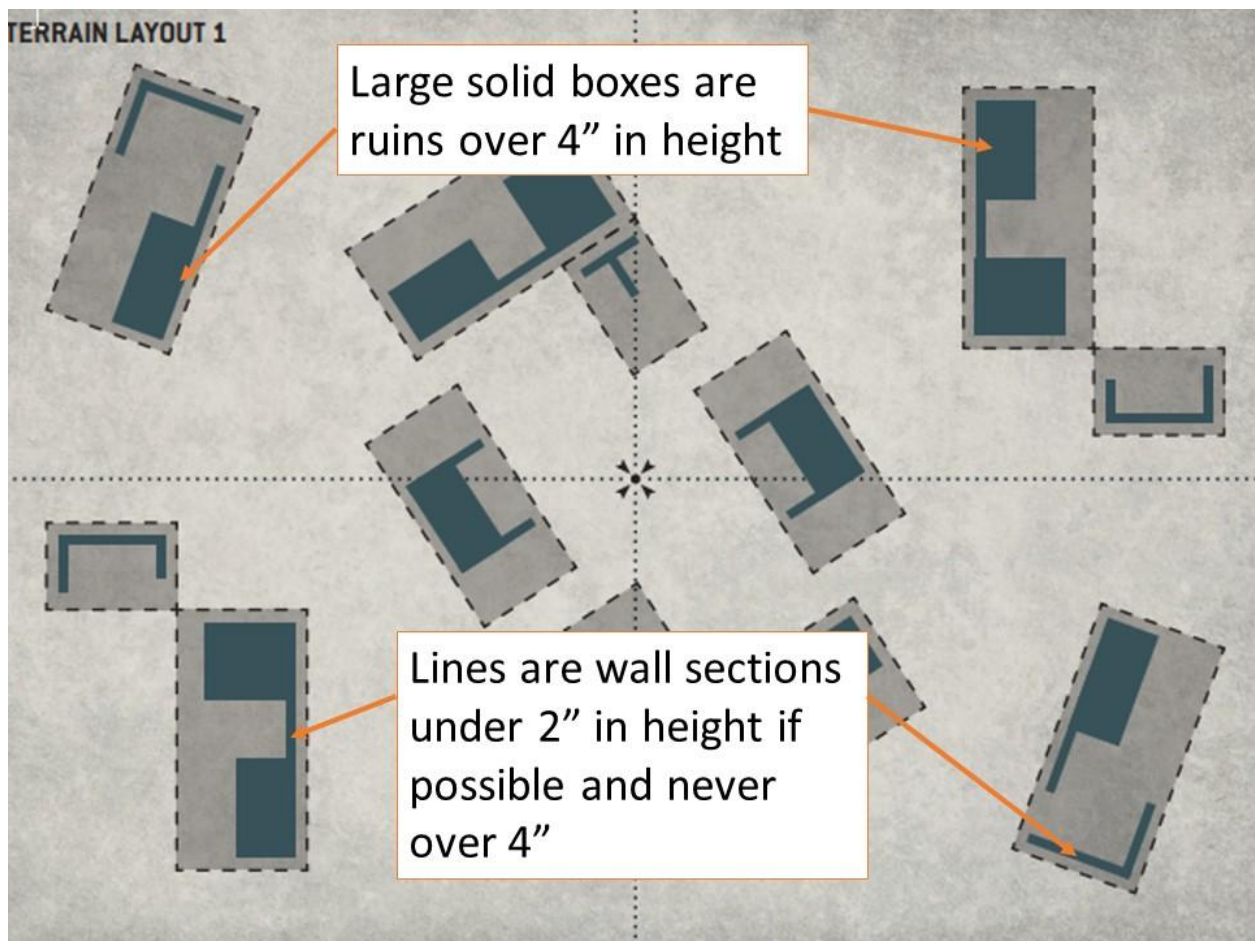2. Pay for a [Hammertime Warhammer Pass](#) on the Kelowna Comicon site

Terrain & Missions

We will be using GW terrain layouts from the Leviathan Tournament Companion. Terrain layout 1 will be used for day 1 and terrain layout 4 for day 2.
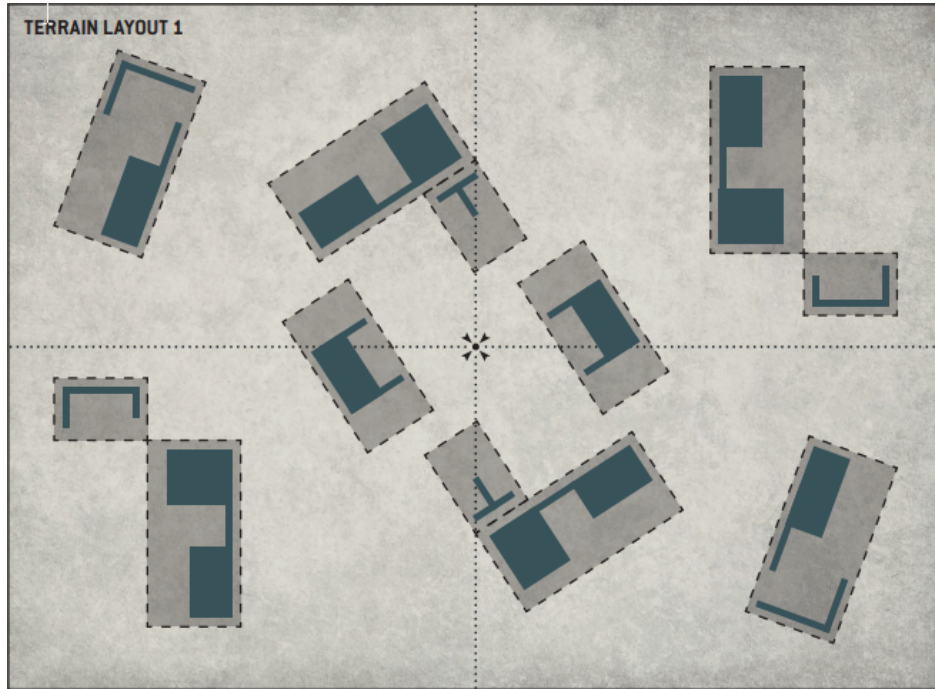
If any ruins have first floor windows, these will be considered solid / LOS blocking.

Footprints and terrain pieces will be provided for each table. When setting up your table:
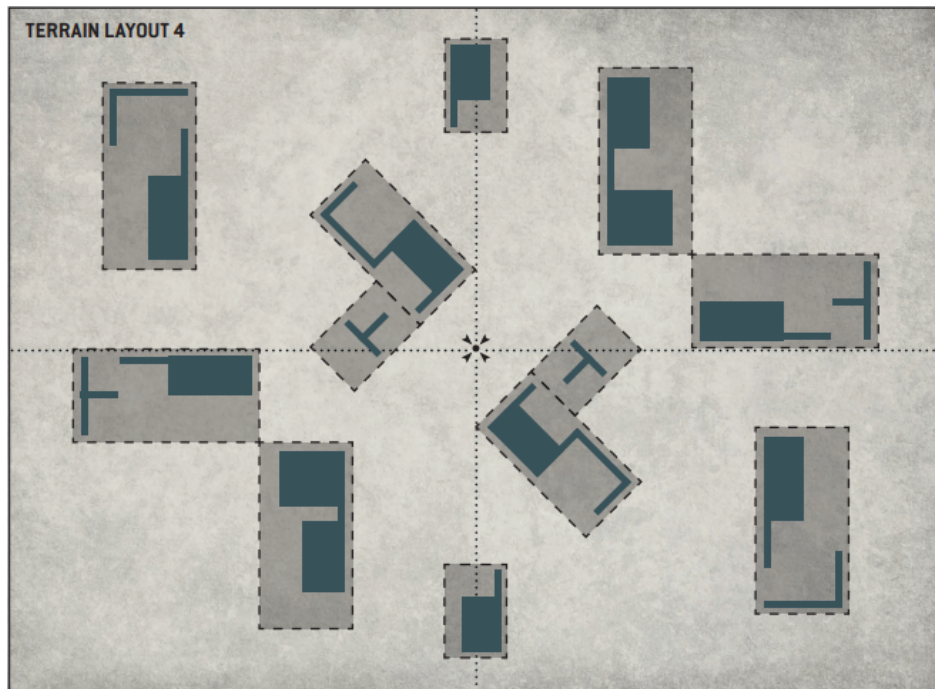
- Start by setting up the footprints of the terrain pieces. Precise measurements aren't required but mirror the terrain pieces across the board.
- Place ruins and walls as close as possible to map layout; attempt to mirror the board as much as possible. Terrain will vary across tables but the GW footprints will be consistent.
- Where ruins overhang footprint edge the overhang will be true LOS, but not obscuring.
- If you need help, call a TO

TERRAIN LAYOUT 1

Large solid boxes are ruins over 4" in height

Lines are wall sections under 2" in height if possible and never over 4"

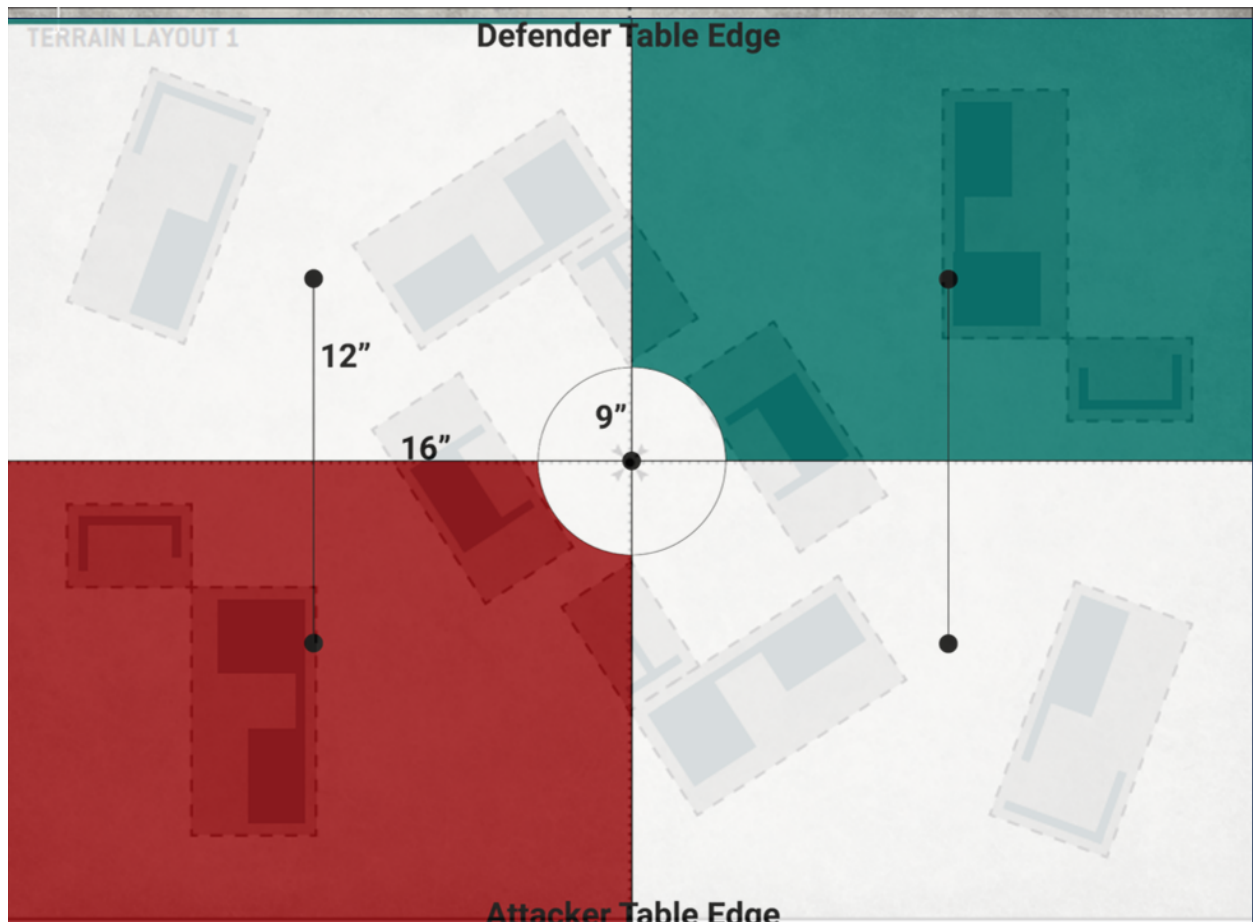# Terrain Layout Day 1

Terrain Layout Day 2

Game 1
Leviathan Tournament Mission Pool A
Terrain Deployment 1
Search And Destroy

Mission Rule - Chilling Rain
- In this mission, no additional mission rules apply

Primary Mission - Take And Hold
- In the second, third and fourth battle rounds:
  - At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 15VP per turn)
- In the fifth battle round
  - The player who has the first turn scores VP as described above
  - The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command Phase

Game 2
Leviathan Tournament Mission Pool E
Terrain Deployment 1
Sweeping Engagement
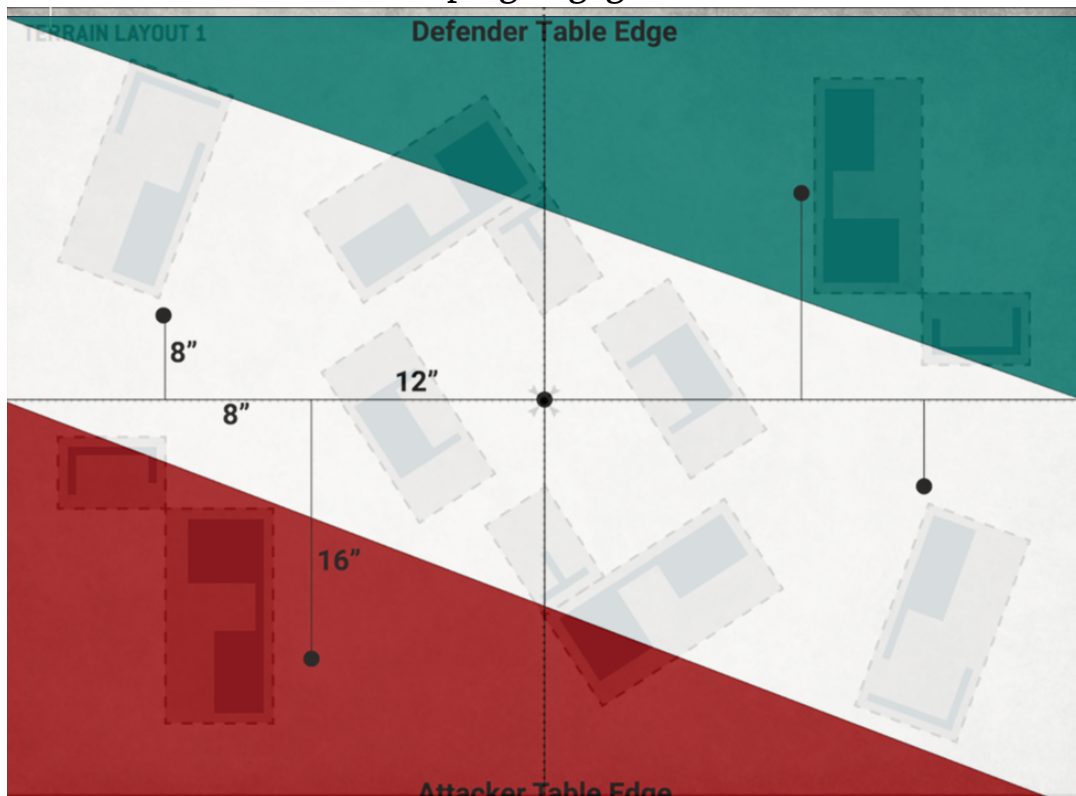
Mission Rule – Chosen Battlefields
- In this mission, objective markers are not placed as shown on the Deployment card drawn. Instead, players roll off at the start of the Place Objective Markers step, then alternate setting up objective markers, one at a time, starting with the winner of the roll off.
- One objective marker must be placed wholly within each deployment zone, and the remaining objective markers must be placed wholly within No Man's Land, as shown on the Deployment card drawn. Objective markers must be placed more than 6" away from any battlefield edge and more than 9"away from all other objective markers.
- If for whatever reason it is not possible to set up an objective marker as described above, it is not placed on the battlefield.

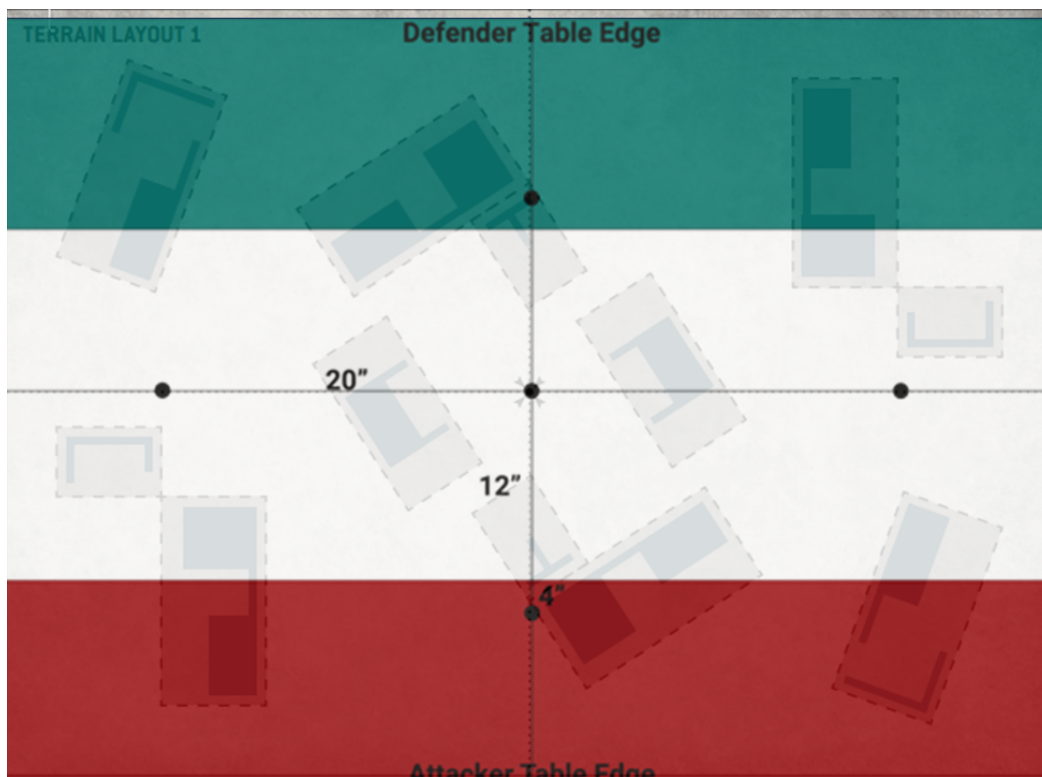**Primary Mission** – Take And Hold
- In the second, third and fourth battle rounds:
  - At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 15VP per turn)
- In the fifth battle round
  - The player who has the first turn scores VP as described above
  - The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command Phase

Game 3
Leviathan Tournament Mission Pool L
Terrain Deployment 1
Dawn of War
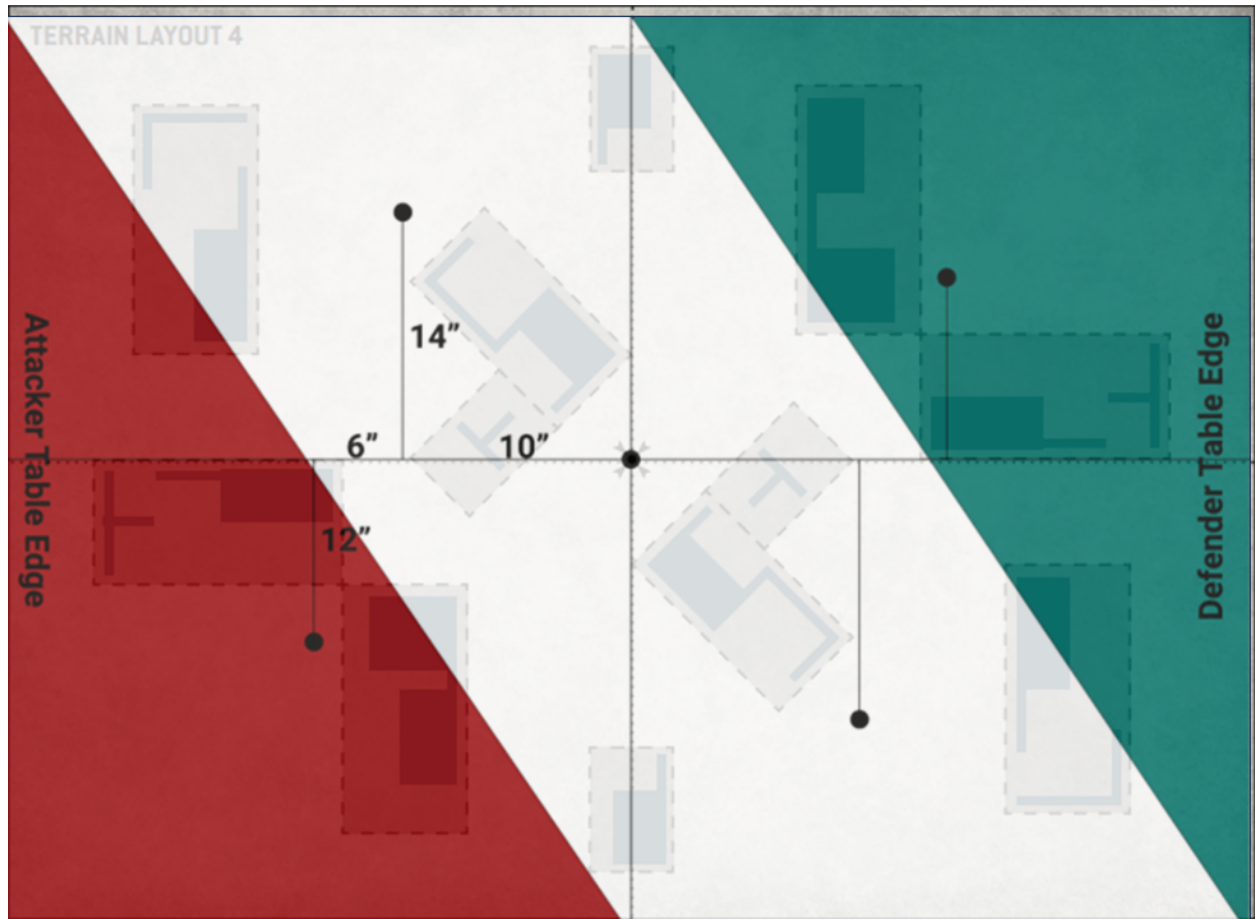

Mission Rule - Chilling Rain
- In this mission, no additional mission rules apply

Primary Mission - Scorched Earth
- From the second battle round, in each player's Shooting phase, the player whose turn it is can select one unit from their army that is not Battle-shocked and is eligible to shoot. Until the end of that turn, that unit is not eligible to shoot or declare a charge. At the start of its controlling player's turn next Command phase, if that unit is within 1" of an objective marker that the player whose turn it is controls, that objective marker is burned and removed from the battlefield
- In the second, third and fourth battle rounds:
  - At the end of each Command phase, the player whose turn it is score 5VP for each objective marker they control(up to 10VP per turn)
- In the fifth battle round:
  - The player who has the first turn score VP as described above.
  - The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.
- At the end of the battle:
  - Each player scores 5VP if one or more objective markers in No Man's Land were burned by a unit from their army, and 10VP if the objective marker in their opponent's deployment zone was burned.

Game 4
Leviathan Tournament Mission Pool J
Terrain Deployment 4
Crucible of Battle

Mission Rule – Chilling Rain
- In this mission, no additional mission rules apply
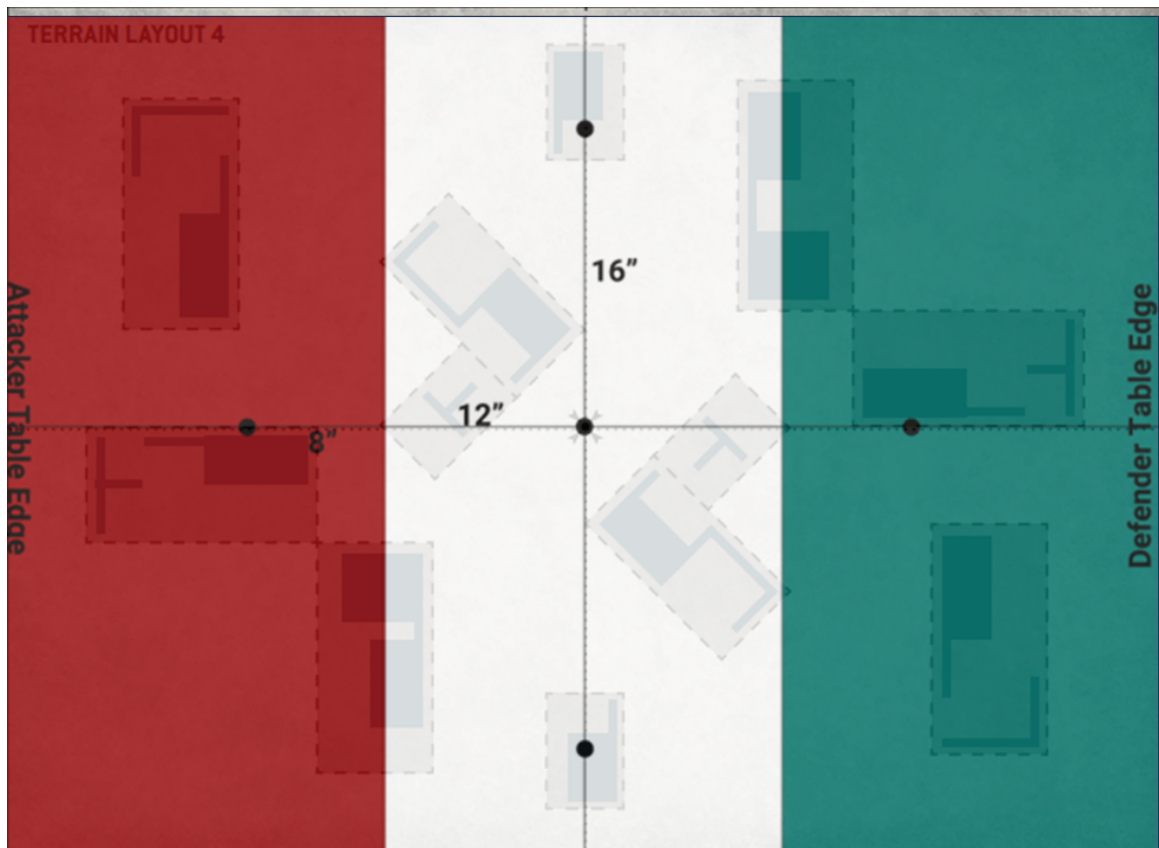
Primary Mission – Priority Targets
- In the second, third, fourth and fifth battle rounds:
  - At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 10VP per turn)
- At the end of the battle
  - Each player scores 5VP for each objective marker the control (up to 15VP per player)

Game 5
Leviathan Tournament Mission Pool G
Terrain Deployment 4
Hammer And Anvil

Mission Rule – Chilling Rain
- In this mission, no additional mission rules apply

Primary Mission – Sites Of Power
- The objective markers in No Man's Land are sites of Power. At the end of each Command phase, the player whose turn it is empowers all sites of power that they control that have one or more CHARACTER models from their army within range; each site of power remains empowered by that player while one or more of their CHARACTER models remains within range of it.
- In the second, third and fourth battle rounds:
  - At the end of each player's Command phase, the player whose turn it is scores VP as follows (up to 15VP per turn)
    - 3VP for each objective marker they control.
    - 3VP for each site of power they have empowered.
  - Note that these are cumulative, so a player that controls one objective marker they have also empowered will score 6VP that turn
- In the fifth battle round:
  - The player who has the first turn scores VP as described above
  - The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase

Rules and List Building

The most important rule is to have fun. Communicate with your opponent, behave honourably, and avoid gotcha moments.

[The ITC Code of Conduct will be used](#)

What to bring:

- Measuring tape
- Objective markers
- Dice
- Your army rules and index cards (Don't have index cards? We can print and laminate yours at cost)
    - *If you want to go above and beyond, bring a second set of index cards for your opponent!*
- A copy of your army list
- Ability tokens are recommended
- Chess clock, if you wish

Tournament Officials

There are currently two TO's (Laurie and Patrick) who can be reached through games@kelownacomicon.com. As questions come in we will try to post them as a FAQ in this document. There may be more TO's on the day of the tournament – number of players dependent.

During the tournament the TO's will have the final say on rules, scoring, model validity, and etc. Attempting to influence the TO's through the gifting of beverages, food, memorabilia, or etc. has failed in the past, but is still strongly encouraged.

TO's have the ability to enforce rules, issue verbal warnings, points deduction, yellow/red cards.

List submissions and list building

Lists are to be submitted via the best coast pairing event by **August 12th at 11:59 PM local time**. Army rosters should follow one of the two formats defined by [ITC and Best Coast Pairings](#) or the export format from Games Workshop

Late lists and illegal lists will receive a penalty - likely a sportsmanship penalty.

Scoring and Pairings

Scoring and pairings will be through the BestCoastPairings App.

- Swiss cheese pairings (playing someone with the same record as you)
- Scoring on a 0-100 VP scale with 10 points for paint score

Time Management

Expect a hard dice-down to be enforced at the end of allotted round time, even for rounds that run into lunch.

If one player supplies and requests to use a chess clock, we ask the opponent to respect this and play with a chess clock. Same goes for dice sharing.

If you run out of time and need help scoring, call a TO.

Rules, rules, rules

We will be using 10th edition rules, all the updates from GW, and GW's Leviathan Tournament Companion. At time of writing this includes:

- The Aeldari update (05/07/2023)
- The Index Cards update (05/07/2023)
- The late july update (26/07/2023)

Check out
https://www.warhammer-community.com/warhammer-40000-downloads/
for the latest

Of note:

- Some released mission cards were recalled due to misprinted backs. These can be used, but find a sporting way to ensure you can't see the backs of your mission cards when drawing (eg use sleeves, ask your opponent to shuffle your deck before each draw, or etc)
- The Leviathan Tournament Companion updated three mission cards. The updated cards will be in effect. This includes:

PRIMARY MISSION
DEPLOY SERVO-SKULLS

This area is littered with valuable relics. Secure these artefacts behind our front lines.

The objective markers that start the battle in No Man's Land are servo-skulls. At the end of each turn, each of these objective markers can be moved up to 6" in any direction by the player that controls it. When moving objective markers, they cannot end that move on top of any other objective marker or model, or inside impassable parts of terrain features (such as the walls of a ruin).

In the second, third, fourth and fifth battle rounds:

At the end of each turn, the player whose turn it is scores VP as follows:

- 2VP for each servo-skull that is wholly within 12" of their opponent's deployment zone.
- 5VP for each servo-skull that is wholly within 6" of their opponent's deployment zone.
- 8VP for each servo-skull that is wholly within their opponent's deployment zone.

Note that these conditions are not cumulative; if more than one applies, the player whose turn it is scores the applicable condition that carries the highest VP reward.

SECONDARY MISSION – ATTACKER
DEPLOY TELEPORT HOMER

An allied fleet approaches ready to launch a full-scale invasion of this planet. If our vanguard forces deploy a series of teleport homers and landing beacons deep within enemy territory, troops aboard our ships will be able to launch a deadly surprise assault from orbit.

In your Shooting phase, you can select one unit from your army that is not Battle-shocked and is eligible to shoot. Until the end of your turn, that unit is not eligible to shoot or declare a charge.

At the end of your turn, if that unit is within your opponent's deployment zone, or within 6" of the centre of the battlefield, it deploys a teleport homer at that location, this Secondary Mission is achieved and you score a number of VP depending on where the teleport homer was deployed, as follows:

- Centre of battlefield = 3VP.
- Opponent's deployment zone = 4VP if you are using Fixed Missions, or 5VP if you are using Tactical Missions.

SECONDARY MISSION – ATTACKER
BEHIND ENEMY LINES

Break through the foe's army and cut off their lines of escape.

At the end of your turn, if two or more units from your army (excluding AIRCRAFT) are wholly within your opponent's deployment zone, this Secondary Mission is achieved and you score 4VP (or 5VP if you are using Tactical Missions).

If, at the end of your turn, only one unit from your army (excluding AIRCRAFT) is wholly within your opponent's deployment zone, then this Secondary Mission is still achieved, but in this instance you score 3VP instead of 4VP (or instead of 5VP).

Awards & Scoring

There will be awards for:
- Best Overall
  - Top place at the tournament y'all
- Best Painted
  - Best painted as determined by the TO's
- Player's Choice
  - Crowd chosen favourite army
- Best Newcomer
  - Best newbie! Glad to have you out for your first time
- Best Roster Name
  - Now the 40k app exports the name you gave your roster, there will be a prize for the best roster name!

(and likely random prizes too!)

Appearance, Painting, & Conversions
Painting & Appearance

All models are to be **battle ready** and What-you-see-is-what-you-get (**WYSIWYG***). Models not meeting battle ready and/or WYSIWYG will result in:
- The loss of 10 points for paint score and/or
- Removal from play

*As best you can. 10th edition has changed many loadouts for armies and we don't want people cutting up their passion project for no reason.

Battle ready consists of three main criteria:
1. No grey plastic obviously showing
2. Three colours of paint
3. A painted or scenic base

Examples of battle ready		
This rhino was primed in black and lighted coated in grey. It does not meet the battle ready standard	FAIL!	
This grav tank's paint is simple, but contains three colours	PASS!	
This terminator has three colours of paint and a scenic base. (A painted base is also just fine	PASS!	
These are all examples of the **minimum** standard. You can do much better than the minimum! If you're in doubt - send pics of your models to the tournament organiser @ games@kelownacomicon.com		

WYSIWYG is an important standard to aid in fair play and minimise player error. Players will be fatigued, under time pressure, and facing units/factions they are unfamiliar with. Keeping everything as simple as possible helps everyone have the most enjoyable experience.

Example of WYSIWYG		
All five witchseekers in this unit have flamers - matching the submitted list. (Even though some are kit-bashed flamers)	WYSIWYG	
Only one witchseeker is actually holding a flamer - even though the list states all five have flamers. *Note: 10th edition requires lots of changes to many lists/loadouts. This loadout would get approved in some cases. Eg – if all your athema psykana units ran the same weapons loadouts even if the models have slightly different weapons. What we're trying to avoid is confusion on the tabletop – those situations where "these two models with bolters are bolters but this one is a chainfist and this one is a blue shell"*	Fail, maybe? Pass? Ask the TO!	*If you're unsure, email the TO before you start modifying your army. The intent here is to have a quality standard on the tabletop and minimise room for player error on the tabletop, not to prevent people from playing at the tournament.*
Some Venetari in this unit are equipped with a buckler & pistol and some are equipped with lances - matching what's on the submitted list	WYSIWYG	
Unsure about your models? Get approval *before* the tournament by emailing games@kelownacomicon.com		

Conversions, kit-bashes, proxies, and modifications

Converting/kitbashing is an awesome part of the hobby. In general a conversion or kit-bash is undertaken because it's awesome. If you've done this to your army ensure:

- Units are still distinguishable as their original model and are unique from similar models (eg your kitbashed beast snagga boyz should look different than your boyz)
- The dimensions of your kitbashed units are similar to the original models

If you're unsure about your conversion / kitbash email (you guessed it) games@kelownacomicon.com

Proxies are substitutes for actual models. Whereas kitbashing/converting is done to show off your awesome creativity, proxying is (often, not always) done as a quick substitute for building the actual thing. This can include:

- Using similar sized models as a proxy for the model in your list
- Playing legends models as *different* units (But, if you have some guard units or a Rhino from the 1980's or something by all means bring them out to play. The TO's will probably come over to check out your vintage model and ask you about its history)

If you want to use proxies and are unsure if they're similar enough please email games@kelownacomicon.com.

Modifications most frequently occur on flying units and their pesky flight stands. But it occurs on other units when players change poses or etc. The key takeaway is to avoid *modelling for advantage.* When changing up the pose of your model ensure the dimensions of your new pose remain similar to the original model.

Examples of modifications to flight stands		
The venatari on the left was placed on a high base instead of a flight stand. This ensures it is a similar height to the original model height.	PASS!	
The venatari on the right was taken off the flight stand and glued directly to the base. It is now significantly shorter than the original height.	YOU SHALL NOT PASS!	
Unsure about your modifications? Find out before the tournament instead of during lunch on day 1 by emailing games@kelownacomicon.com.		

Getting to and staying in Kelowna

Venue

Location: Kelowna Capital News Centre
[4105 Gordon Dr, Kelowna, BC V1W 4Z1](#)

Parking: Parking is free on premises but may be limited due to ComiCon vendor and patron parking. Plan to arrive a little bit early if you need a closer spot.

Travelling to Kelowna BC

Kelowna is located in the heart of the Okanagan Valley, approximately 4 hours east of Vancouver and 7 hours from Calgary AB. Kelowna is a popular tourist destination for many across the province and country, thus traffic to and from can be higher during the summer months.

[Kelowna International Airport](#) is located approximately 20 minutes from downtown Kelowna and 23 minutes from the convention centre.

Uber should be arriving soon (!!) to Kelowna and many independent taxi companies operate locally.

[Travelling from Vancouver area to Kelowna](#)

Take Highway 1 East to Hope BC -> Highway 5 to Merrit BC -> 97 Connector (97c) to Kelowna

[Travelling from Calgary to Kelowna](#)

Take Highway 1 West (through Banff) -> Get on Highway 97A in Sicamous (97A will turn into just '97' outside of Vernon -> Take Highway 97 to Kelowna

[Travelling from Spokane to Kelowna](#)

Take I-395 North to Ferry County -> Head West on Boulder Creek Road - > Continue onto Kettle Road -> Cross the border! ***Note* this border crossing typically closes at**

5pm, but other options are open later. (Also - [don't forget your passport](#)) - > Head West on Highway 3 to Rock Creek -> Take Highway 33 North to Kelowna

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Accommodation

There will be a special event rate at the [Capri Coast Hotel](#) 1171 Harvey Ave, Kelowna, BC V1Y 6E8. Details will be posted here soon.

This hotel is a ~10 min drive to the venue. It's also a short 11 min scooter ride to most of the downtown restaurants (located on the lakefront) and 12 min scooter to the brewery district downtown. You can download the [lime app](#) to rent scooters and bikes on demand.

You can also rent e-bikes from [Velo Volt](#) (book ahead, 4 hour minimum) - players at the tournament (or Comicon attendees) can get 15% off with the promo code COMICON.
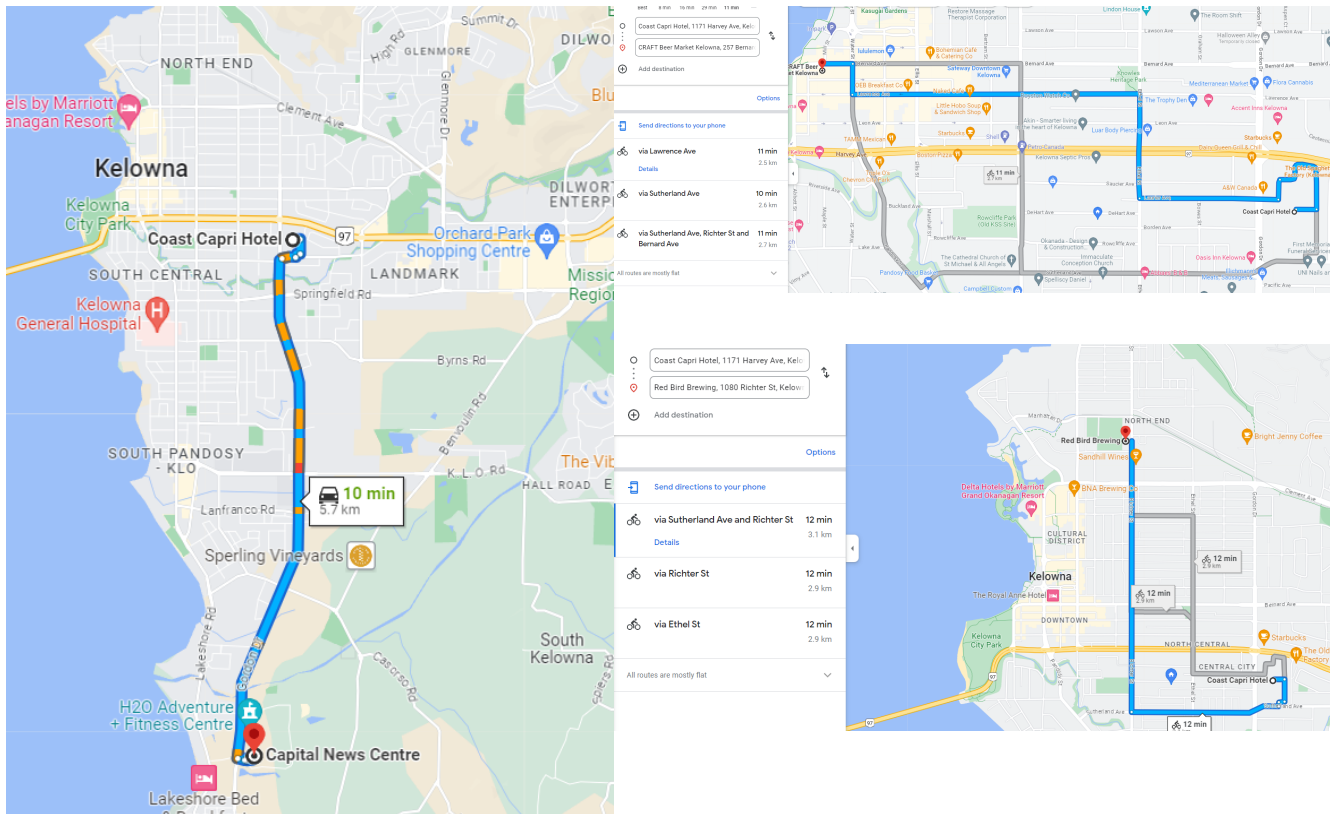
Kelowna has many different hotels, most located on or close to Highway 97 (Harvey Avenue). In most cases these will be 10-15 minute drive from the Venue. There are a few hotels close to the venue, but these are lakeside accommodations that are very pricey during the summer months.

Other options would be AirBNB, VRBO, or other short-term rental solutions.

Drinks and Food

Kelowna is a tourism hotspot with plenty of food and drink options - especially in the downtown core. This is just some of the options for food and drink downtown:

Breakfast:

Sprout Bread and Coffee - 1295 Cannery Ln
Sunny's diner - 235 Bernard Ave
The Bohemian Cafe (Aka "the Bo") - 524 Benard Ave
OEB Breakfast Co - 1590 Ellis Street
Deville Coffee - 387 Bernard

Food:

Craft Beer Market - 257 Bernard
Antico Pizza - 347 Bernard
Skinny Duke's Glorious Emporium - 1481 Water St
El Taquero - 1443 Ellis
Momo Sushi (downtown) - 377 Bernard
Krafty Kitchen - 281 Lawrence
BNA Brewing - 1250 Ellis

Brewery District

Many of these places also have food and are all located within ~~stumbling~~ walking distance of each other:
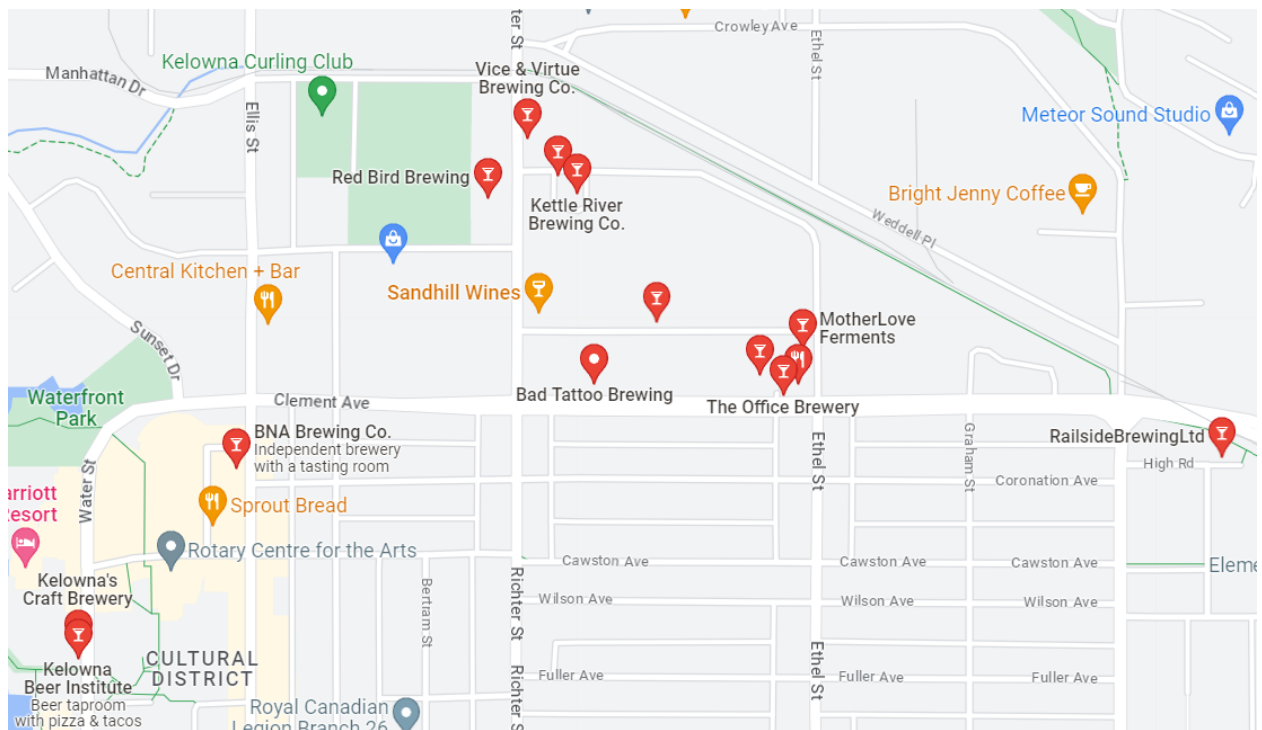
This includes:

Red Bird
Rustic Reel
Vice and Virtue
Jack Knife
Welton Arms
Unleashed
Kettle River Brewing
The Office
Railside

Frequently Asked Questions

As questions come in, we'll list the questions and answers here.