



JUST PLAY
EVENTS

Presents



WARHAMMER
40,000

APRIL FOOLS
TOURNAMENT

WHAT IS IT?

The April Fools Tournament is a 1-day, 3-round event run by JustPlay Events in Liverpool.

Tickets cost £20 and there are 32 places available for this event.

HOW DO WE SIGN UP?

You must register your attendance and submit your army list via BCP. This event link can be found on the event page on our website. The event can also be found by searching on BCP for "40k April Fools"

Full army lists must be submitted by 23:59 on the Thursday before the event day. Failure to submit your list on time will incur a penalty of 30 TP.

TOURNAMENT FAQ's

This is a Matched Play Event and the Grand Tournament 2022 rulespack will be in use at this event. The English version of the 9th edition Warhammer 40k rulebook will also be in use, in addition to any GW FAQ/Balance Patch released before the list submission deadline. We will be implementing the current version of the WTC FAQ. This document can be found here:

<https://worldteamchampionship.com/wtc-rules/>

In case of an FAQ or other update unduly affecting a player, for example completely invalidating their submitted list, we will use discretion to solve the issue for that player.

Missions will be revealed before each round, using the strike force missions from the most recent Grand Tournament rules pack.

SCHEDULE

10:00 - Doors open for registration.

10:30 - Round 1 start.

13:15 - Round 1 ends. Lunch break & painting judging.

13:45 - Round 2 start.

16:30 - Round 2 ends.

16:45 - Round 3 start.

19:30 - Round 3 ends. Winners announced and prizes!

TOURNAMENT RULES

This event will have a series of special rules that go along with the rules described on the previous page. These will follow;

- At the start of each round, players will be informed of “additional” mission rules that will be in play, these are similar to the twists that can be found in Tempest of War and the Open war mission packs. These may change how the player will play the game, hinder or aid the player in their match up.
- Each player will have access to 6 “April Fools” Stratagems that may be used only ONCE each during the event. These affects may be very powerful. You must declare which stratagems you still have access to, to your opponent before the game begins.
- Additional Missions will be given out at the start of each round for players to win additional prizes. The player who is the first to complete this mission will win this prize each round.

STRATAGEMS

3CP

MISCOMMUNICATION

Select one enemy unit in your shooting phase. Until the end of the phase, you may select to shoot with this unit as if it was your own, no other stratagems may be used when shooting with this unit. This unit does not benefit from your armies special rules

2CP

PLOT ARMOUR

After you reroll a dice roll, you may choose to reroll this rerolled result.

2CP

RAI VS RAW

At any point during the game, you may choose to change one of your secondary choices to another secondary, as long as this selection is legal.

2CP

GOTCHA!

At any point during your own or opponents turn, you may choose your opponent to reroll a single dice roll. This may not be the dice roll for first turn.

2CP

TACTICAL NUDGE

Use this Stratagem at the start of the first battle round, before the first turn begins. Select up to three units from your army and redeploy them. If the mission uses the Strategic Reserves rules, any of those units can be placed into Strategic Reserves.

2CP

TIME FREEZE

At the start of any phase. Select one friendly unit from your army, this unit cannot be targeted, damaged or in any way lose wounds or models from the unit, until the end of the phase. This unit may also not be selected to shoot with, overwatch or attack until the end of the phase.

SCORING

Each game will be scored out of 100 as per the mission parameters outlined in the current Chapter Approved mission pack. 10 points of this total per game are awarded for playing with a fully Battle Ready army, and must only be scored if that is the case! Armies will be inspected from round to round to enforce this.

PAIRING

This event uses a Swiss pairing system. In the first round, players are paired at random. In subsequent rounds, players are placed into brackets with the players with the same number of Swiss points as each other (win = 3, draw = 1) and paired within that bracket randomly. For the last round, players will be matched by closest battle points for a fairer representation of a winner after 3 games. In rare cases where there are odd numbers of players with the same Swiss record, a player may be paired up or down a bracket.

END OF THE ROUND

The round timer will be on display along with regular timing updates from the TO. Players should endeavour to play an equal number of turns in the allotted time where possible. When time on the round is called, you will have five minutes to submit your result to the TO. In that time you may "talk through" unplayed rounds, but decisions must be mutual and made within the 5 minute window!

If you have not played an even number of turns when time is called, or cannot agree on the final score, please call a TO immediately who will assist you in reaching a final score, and make a decision if necessary. That decision is unlikely to take unplayed turns into account unless a very obvious outcome can be seen.

ROUND TIMERS

It is important to that games finish within the allocated time so that the tournament runs as smoothly as possible. If a game does not reach a conclusion within the allotted time we may ask players to use a chess clock for their remaining games. So that both players can have a fun and enjoyable game without feeling hard done by the amount of time they had in their game.

We will have multiple chess clocks available to anybody wanting to use them on the day. Permission to use a clock goes down to your opponent/TO on the day. No player should feel pressured to use one.

LIST STRUCTURE

Please do not include in your army list: weapons that are not optional and cannot be swapped out, the individual points cost of upgrades or wargear, any rules or unit/weapon profiles.

In a unit consisting of different models, write as concisely as possible.

For example: "Havocs x 5. 3 Chaincannon, 1 Missile launcher, Bolter champion" rather than listing the individual models. An example list template is shown below

Battlescribe lists are acceptable but please double check errors that innately take place in the app.

EXAMPLE OF LIST STRUCTURE

Player Name

Faction

Total Points

Starting CP

Detachment 1: Detachment type + subfaction

Unit 1: Unit type + headcount + wargear (if optional): total points cost of unit. (if applicable) Warlord Trait + Relics + CP upgrades/costs: total CP cost of unit.

Unit 2: Etc

Unit 3: Etc

Detachment 2: Detachment type + subfaction

Unit 1: Etc

WINNING

To calculate final standings, wins are the first metric, followed by total tournament points, followed by strength of schedule, then followed by extended strength of schedule.

AWARDS AND PRIZE SUPPORT

All Entrants will receive £5 store credit upon entry on the day, in addition, we will be giving Prize support based on turn out, spot prizes will be given out on the day for additional objectives players can score. A Justice Trophy will be awarded to the winner of this event also.

PLAYER CONDUCT

We expect all players to demonstrate sporting conduct throughout the event.

In terms of games, this means knowing and abiding by the rules of the game, ensuring both players are aware of the state of the game and ensuring your opponent maintains the same standards. Stalling, rolling dice unfairly, consistently misplaying or misrepresenting rules and other forms of unsporting conduct will be acted upon by the TO. This extends to good personal conduct.

Players should act appropriately and do nothing to make any other person feel less than perfectly safe and welcome. Any player who feels unsporting conduct is taking place should speak to the TO. If you feel the issue may affect the outcome of a game in progress, you must alert the TO during the game.

Unsporting conduct may result in deduction of tournament points, and serious or repeated offences may result in automatic game losses or disqualification.

TABLES AND TERRAIN

Tables will consist of 60x44" premium neoprene mats and a good selection of terrain. We will ensure there is an emphasis on using terrain strategically, by providing options on entering obscuring terrain and hiding behind it, as well as different area terrains.

Each table will feature at least 8 pieces of obscurable terrain with 6 being standard ruins. Tables will have a continuity of symmetrically. Upon arriving at the table, any terrain features that have been left obviously out of place, or need moving to fit an objective marker, can be moved by mutual agreement of the players or by asking the TO.

Each individual terrain feature has its terrain keywords on it, either directly engraved into the feature or on an engraved plaque which is stuck or placed on the feature, for easy reference in-game. The next page shows some examples of our boards if you haven't gamed with us before.

ANY QUESTIONS?

For any queries, please feel free to contact us via email store@justplay.events or through our social media accounts.

TERRAIN FAQ

For clarification on some of our scenery pieces, we would like players to be aware of certain additional traits and rules in our events.

Large “L” ruins

These pieces of terrain have the following terrain traits. Breachable, Obscuring and Unstable Position.



Our other ruins use the suggested keywords for ruins that are stated in the Core Warhammer 40,000 rulebook. Our area terrain have all of their keywords engraved as stated earlier. All of our other scatter terrain are obstacles and have the exposed position keyword.

EXAMPLE OF OUR BOARD LAYOUTS

