



CARNAGE ANNIHILATION 2009

INFORMATION PACK v1.1

1.0 – INTRODUCTION

1.1 – CARNAGE ANNIHILATION 2009

Carnage Annihilation is an annual competition for a group of players to get together and play their favourite game all weekend long, as well as admire and celebrate the skills of exceptional hobbyists and those who embody great sporting behaviour. For this to happen successfully, there are some principles that must be adhered to by all players who attend Carnage Annihilation 2009.

First and foremost, Carnage Annihilation 2009 is not meant to be a cut-throat or win at all costs competition. Therefore, the Judges expect each player to compete and conduct themselves in a friendly manner, whether it is towards each other, the Judges or the general public. Players are reminded that Carnage Annihilation 2009 takes place in Warhammer World, a public venue, and should be mindful of this at all times.

Secondly, the Judges are the adjudicators of Carnage Annihilation 2009 and have been empowered to make clear and unambiguous decisions when it comes to any issue that requires player co-operation. Players are advised that from the moment of entry, the decisions of all Judges regarding the fair adjudication of the Carnage Annihilation 2009 rules, the Warhammer 40,000 rules and all issues of health and safety are final and every single player is obliged to accept a Judge's decision. No discussions will be entered into once a decision has been made and any breach of a decision will result in a Red Card.

If you are not prepared to accept and abide by these two principles, then perhaps Carnage Annihilation 2009 is not the event for you. If you are prepared to follow these principles, then the Judges look forward to seeing you at Carnage Annihilation 2009.

1.2 – IMPORTANT

Please read the following Carnage Annihilation 2009 Information Pack carefully as it details how Carnage Annihilation 2009 will be organised.

Any updates or clarifications regarding Carnage Annihilation 2009 will be published on the Carnage Events website: www.carnage-events.com.

The Carnage Annihilation 2009 FAQ will be published on the Carnage Events website and emailed to all players no later than four weeks before Carnage Annihilation 2009. If you have any rules questions that you would like clarified, or if you have any other questions regarding Carnage Annihilation 2009, then please email: carnage-events@hotmail.com.

All Carnage Annihilation 2009 material will be published and presented in English and unfortunately no interpreters or translations can be provided.

2.0 – PREPARING FOR CARNAGE ANNIHILATION



2.1 – ARRANGEMENTS

All players must arrange the following:

- Spending money.
- Transportation.
- Accommodation.

2.2 – INVENTORY

All players must bring any gaming materials they require to play, including the following:

- A fully painted Warhammer 40,000 army.
- The latest English language versions of the Warhammer 40,000 Rulebook, Codex and any other Games Workshop publications that they require to use their chosen army.
- A copy of the Carnage Annihilation 2009 Information Pack.
- A copy of their Army Roster.
- A carrying tray.
- A tape measure.
- An Objective Counter.
- Dice and templates.
- Pen and paper.
- Super glue and poly cement.

3.0 – SCHEDULE

The schedule for the first day of Carnage Annihilation 2009 is as follows:

TIME	EVENT
9.00am-9.50am	Registration
9.50am-10.00am	Morning Briefing
10.00am-12.00pm	Round One
12.00pm-1.00pm	Lunch and Army Presentation
1.00pm-3.00pm	Round Two
3.00pm-3.30pm	Break
3.30pm-5.30pm	Round Three

The schedule for the second day of Carnage Annihilation 2009 is as follows:

TIME	EVENT
9.00am-9.50am	Registration
9.50am-10.00am	Morning Briefing
10.00am-12.00pm	Round Four
12.00pm-1.00pm	Lunch and Best Army Vote
1.00pm-3.00pm	Round Five
3.00pm-3.30pm	Break
3.30pm-5.30pm	Round Six
5.30pm-6.00pm	Break
6.00pm-6.30pm	Awards Ceremony

4.0 – RULES OF ENGAGEMENT



4.1 – ARMY ROSTERS

All players must email a copy of their Army Roster to: carnage-events@hotmail.com no later than two weeks before Carnage Annihilation 2009. Players may submit a different Army Roster at any point so long as it is no later than two weeks before Carnage Annihilation 2009. If any mistakes are found with a submitted Army Roster, then the player will be notified of the mistakes and asked to submit a new Army Roster. Players will also require a copy of their submitted Army Roster to refer to during Carnage Annihilation 2009.

Both copies of an Army Roster must adhere to the following:

- Be clearly legible.
- Include the player's name.
- Adhere to the criteria listed in section 4.3 – ARMY SELECTION.
- Clearly state, for all of the models in the army: their points value, the points value of any additional equipment or wargear and which specific models carry any additional equipment or wargear.

Players must use their submitted Army Roster throughout the course of Carnage Annihilation 2009. Using a different Army Roster will result in a Yellow Card and the offending player's Generalship points will be changed to zero in all of the games in which they used the illegal Army Roster. The offending player will then be asked to use their submitted Army Roster. Using an illegal Army Roster again in later Rounds will result in a Red Card.

If during Carnage Annihilation 2009 you think an opponent has an illegal Army Roster, then please notify the Judges.

4.2 – FAILURE TO SUBMIT AN ARMY ROSTER

Failure to submit an Army Roster no later than two weeks before Carnage Annihilation 2009 will result in a Yellow Card.

If a player did not submit an Army Roster no later than two weeks before Carnage Annihilation 2009, then they must hand in one copy of their Army Roster during Registration on the first day of Carnage Annihilation 2009.

The Judges will check every Army Roster that is handed into them before Round One. If any mistakes are found with an Army Roster that has been handed in, then the respective player will be asked to amend their Army Roster in the presence of a Judge. Using an illegal Army Roster again in later Rounds will result in a Red Card and the offending player's Generalship points will be changed to zero in all of the games in which they used the illegal Army Roster. The offending player will then be asked to use their amended Army Roster.

4.3 – ARMY SELECTION

All armies entered into Carnage Annihilation 2009 must adhere to the following:

- An army must be no more than 1250pts in total.
- An army must be chosen from section 4.4 – PERMITTED ARMIES.
- An army must follow all of the restrictions within the relevant Codex.
- An army must adhere to the Force Organisation chart in section 4.5 – FORCE ORGANISATION.
- When multiple versions of a Codex exist, the most recent version will be used, providing that its release is no later than twenty-eight days before Carnage Annihilation 2009.
- All downloadable errata and FAQ's that have been published on the Games Workshop website are in effect. Please refer to the Games Workshop website: www.games-workshop.com.
- An army is limited to the troops specifically within its Codex and may not include allies. The only exceptions are that Daemonhunter and Witch Hunter armies may use inducted Imperial Guard and Space Marine units.
- Special characters and 'named characters' may be fielded.
- Vehicles and units detailed exclusively in Forge World publications may not be fielded.



- All models must be WYSIWYG as described in section 12.0 – WYSIWYG. Models that are not WYSIWYG are not permitted.
- All models must be painted with at least three colours. Models that are not painted with at least three colours are not permitted.
- All models must have textured and painted bases. Models that do not have textured and painted bases are not permitted.
- All models used must be Citadel or Forge World models. Models that are entirely non-Citadel or non-Forge World are not permitted.
- Conversions must begin as and contain a majority of Citadel or Forge World components. Conversions that do not contain a majority of Citadel or Forge World components are not permitted. Models which are entirely scratch built are permitted.

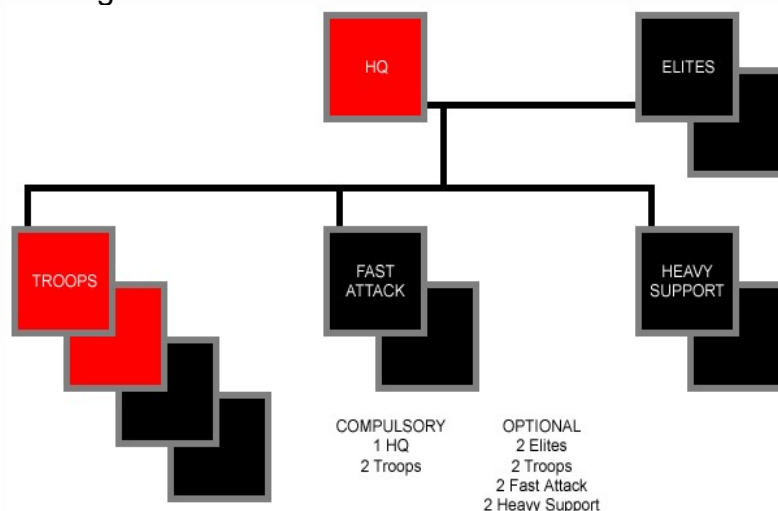
4.4 – PERMITTED ARMIES

The permitted armies are as follows:

ARMY	CODEX
Black Templars	Codex: Black Templars
Blood Angels	Codex: Blood Angels PDF
Chaos Daemons	Codex: Chaos Daemons
Chaos Space Marines	Codex: Chaos Space Marines
Daemonhunters	Codex: Daemonhunters, Codex: Space Marines and Codex: Imperial Guard
Dark Angels	Codex: Dark Angels
Dark Eldar	Codex: Dark Eldar
Eldar	Codex: Eldar
Imperial Guard	Codex: Imperial Guard
Necrons	Codex: Necrons
Orks	Codex: Orks
Space Marines	Codex: Space Marines
Space Wolves	Codex: Space Wolves and Codex: Space Marines
Tau Empire	Codex: Tau Empire
Tyranids	Codex: Tyranids
Witch Hunters	Codex: Witch Hunters, Codex: Space Marines and Codex: Imperial Guard

4.5 – FORCE ORGANISATION

All armies entered into Carnage Annihilation 2009 must adhere to the following:



5.0 – ORDER OF BATTLE



5.1 – REGISTRATION

All players must arrive for Registration on both days of Carnage Annihilation 2009 to confirm their attendance.

During Registration on the first day of Carnage Annihilation 2009, players will need to inform the Judges if they did not paint their entire army, as this will affect their nomination for the Best Army award. Players must also hand in one copy of their Army Roster if they did not submit an Army Roster no later than two weeks before Carnage Annihilation 2009.

5.2 – MORNING BRIEFING

After Registration has been completed, the Judges will commence a Morning Briefing during which greetings and announcements regarding Carnage Annihilation 2009 and the use of the Warhammer World facilities will be made.

5.3 – HOW CARNAGE ANNIHILATION 2009 WORKS

Carnage Annihilation 2009 will be organised as follows:

- Players will enter a Warhammer 40,000 tournament comprising of six games, each forming a Round lasting two hours each.
- Before each Round, the fixtures will be announced in addition to the tables on which they will play. The tables will be numbered so that players can swiftly begin their games.
- In Round One, players will be matched randomly against each other. After Round One, players will be matched based on their total Generalship points. The four players in first, second, third and fourth place will play each other, the four players in fifth, sixth, seventh and eighth place will play each other, the four players in ninth, tenth, eleventh and twelfth place will play each other, and so on.
- Once the fixtures for each Round have been announced, the Judges will then announce which mission will be played from section 6.0 - MISSIONS.
- Each game will be fought on a 6' by 4' table with provided terrain.
- Each Round will include a five-minute warm-up. During this time, players are advised to:
 1. Clear up any potential rules problems that might occur during the game.
 2. Discuss the special rules and victory conditions of the mission.
 3. Ask questions about each other's armies and the special rules that apply to it.
 4. Notify each other if they have decided to use the 'counts as' rule and let each other know which models in their army 'count as' another model.
 5. Set up the provided terrain in an agreeable manner and discuss its effects.
 6. Set up their armies as defined by the mission.
- Players are asked to play their games at a brisk pace so that Carnage Annihilation 2009 can keep on schedule.
- Players will be informed when there are only twenty minutes left to play in each Round. In the interest of fairness, players should only start a new game turn after the twenty minute mark if they are convinced that they can finish it. If all players cannot agree on this, then simply end the game.
- At the end of each game, all players will need to fill in a Results Card provided by the Judges.

5.4 – INTERFERENCE

The only people who should be involved in each game are the players themselves. This means that any players who finish their games early must not interfere or become involved in another game in any way. Players who feel their game is being interfered should inform a Judge. Interfering with a game that is not your own will result in a Yellow Card.

5.5 – RECORDING GENERALSHIP

At the end of each game, all players will need to fill in a Results Card provided by the Judges.



All players will first need to calculate their Victory Point totals following the rules printed on this page instead of the Victory Points rules printed in the Warhammer 40,000 rulebook. With their Victory Points total, the players will be able to determine their Generalship points as described below.

Each player scores Victory Points equal to the points value of each of their models entirely within 12” of their determined Objective Marker at the end of the game. Vehicles only score Victory Points if they are entirely within 12” of their determined Objective Marker and not Immobilised at the end of the game.

For example, one player has managed to get three Ork Boys from a Ork Boyz Mob entirely within 12” of their determined Objective Marker. Each model is worth its equivalent points cost in Victory Points meaning the player scores 18 Victory Points. If one of the Ork Boyz is equipped with a Big Shoota, then the player will score 23 Victory Points. The other models in the same Ork Boyz Mob are ignored as they are not within 12” of their determined Objective Marker.

Once all players have their Victory Point totals, the players will receive a number of Generalship points as determined in the following table:

VICTORY POINTS	GENERALSHIP POINTS
0	0
1-100	2
101-200	4
201-300	6
301-400	8
401-500	10
501-600	12
601-700	14
701-800	16
801-900	18
901-1250	20

All players then need to record onto their Results Cards the number of Generalship points and Victory Points that they and their opponents have earned during this Round.

Players are advised to double check their Generalship points and Victory Points before handing in their Results Card as the Judges are unable to amend any Results Cards that have been handed in.

Once all players have filled in the Results Card, they must hand it in to Judges. Players who do not hand in the Results Card will not receive any Generalship points or Victory Points.

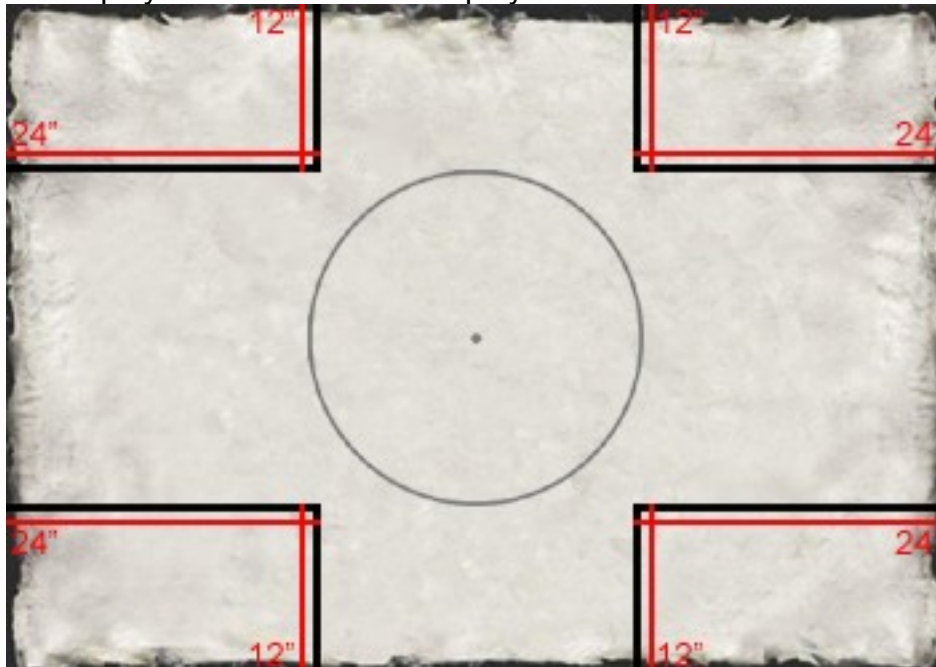
6.0 – MISSIONS



6.1 – CARNAGE

Carnage is played as follows:

- One player places an Objective Counter over the centre point of the table. Players will only score Victory Points for each of their models within 12" of the Objective Counter at the end of the game.
- All players roll a dice, the player who scores highest must chose one of the deployment zones indicated on the map below. Next, the player who scored the second highest chooses a deployment zone, and so on until all players have chosen a deployment zone.

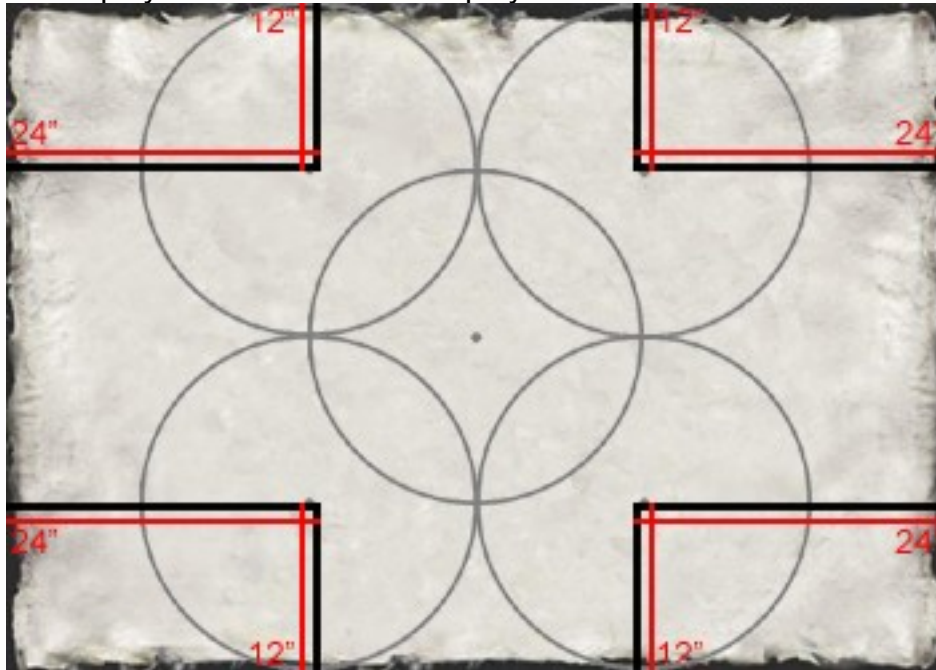


- The player who chose their deployment zone first now deploys their army, excluding Infiltrators and units kept in Reserve, in their chosen deployment zone. Next, the player who chose their deployment zone second deploys their army excluding Infiltrators and Reserves, in their chosen deployment zone, and so on until all players have deployed their armies.
- If any player has Infiltrators in their army then they may be deployed subject to the Infiltrators universal special rule. If more than one player has Infiltrators, then each player rolls a D6 and the player who scores highest deploys a unit. Next, the player who scored the second highest deploys a unit, and so on until all Infiltrators are deployed.
- If any player has Scouts in their army then they may be moved subject to the Scouts universal special rule. If more than one player has Scouts, then each player rolls a D6 and the player who scores highest moves a unit. Next, the player who scored the second highest moves a unit, and so on until all Scouts are moved.
- Once all players have finished deploying their armies, each player rolls a D6. The player who scores highest takes their first turn. Next, the player who scored the second highest takes their first turn, and so on until all players have taken their first turn.
- At the start of each subsequent game turn, each player rolls a D6 to determine who will go first with the exception of the player who went last in the previous game turn. The player who scores highest will take their turn first. The remaining players, including the player who went last in the previous game turn, each roll another D6 to determine in what order they will take their turns. The player who scores highest takes their turn second. Next, the player who scored the second highest takes their turn third, and so on until all players have taken their turn.
- During the first game turn, the Night Fighting rule is in effect.
- Carnage lasts for a variable number of game turns. At the end of the fourth game turn, roll a D6. On a 3+, a fifth game turn is played. At the end of the fifth game turn, roll a D6. On a 4+, a sixth game turn is played. At the end of the sixth game turn, the game ends automatically.

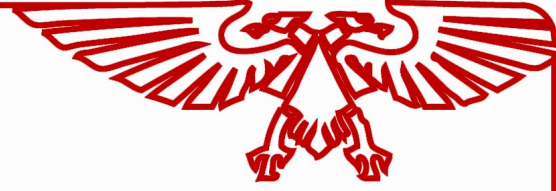
6.2 – CONQUEST

Conquest is played as follows:

- All players roll a dice, the player who scores highest must choose one of the deployment zones indicated on the map below. Next, the player who scored the second highest chooses a deployment zone, and so on until all players have chosen a deployment zone.



- Once all players have chosen their deployment zones, each player rolls a D6 to determine where their Objective Marker is placed. On a 1-2, the player places their Objective Marker on the corner closest to the centre point of the table of the deployment zone to their left, on a 3-4, the player must place their Objective Marker over the centre point of the board, on a 5-6, the player places their Objective Marker on the corner closest to the centre point of the table of the deployment zone to their right. Players will only score Victory Points for each of their models within 12" of their Objective Counter at the end of the game.
- The player who chose their deployment zone first now deploys their army, excluding Infiltrators and units kept in Reserve, in their chosen deployment zone. Next, the player who chose their deployment zone second deploys their army excluding Infiltrators and Reserves, in their chosen deployment zone, and so on until all players have deployed their armies.
- If any player has Infiltrators in their army then they may be deployed subject to the Infiltrators universal special rule. If more than one player has Infiltrators, then each player rolls a D6 and the player who scores highest deploys a unit. Next, the player who scored the second highest deploys a unit, and so on until all Infiltrators are deployed.
- If any player has Scouts in their army then they may be moved subject to the Scouts universal special rule. If more than one player has Scouts, then each player rolls a D6 and the player who scores highest moves a unit. Next, the player who scored the second highest moves a unit, and so on until all Scouts are moved.
- Once all players have finished deploying their armies, each player rolls a D6. The player who scores highest takes their first turn. Next, the player who scored the second highest takes their first turn, and so on until all players have taken their first turn.
- At the start of each subsequent game turn, each player rolls a D6 to determine who will go first with the exception of the player who went last in the previous game turn. The player who scores highest will take their turn first. The remaining players, including the player who went last in the previous game turn, each roll another D6 to determine in what order they will take their turns. The player who scores highest takes their turn second. Next, the player who scored the second highest takes their turn third, and so on until all players have taken their turn.
- During the first game turn, the Night Fighting rule is in effect.
- Conquest lasts for a variable number of game turns. At the end of the fourth game turn, roll a D6. On a 3+, a fifth game turn is played. At the end of the fifth game turn, roll a D6. On a 4+, a sixth game turn is played. At the end of the sixth game turn, the game ends automatically.



7.0 – MISSION CLARIFICATIONS

A deployment zone board edge refers to a short or long board edge that touches a player's deployment zone. A player will only ever have two deployment zone board edges, a short deployment zone board edge and a long deployment zone board edge.

In the Shooting phase, a player may fire into an assault that does not include their own units. To do this, nominate the target unit as normal. Having rolled to hit, the player will need to determine which of the units engaged in the assault are actually hit. Roll a D6 for each hit. On a 1-3, the target unit's opponents are hit, on a 4-6, the target unit is hit.

In the Assault phase, only assaults involving the player whose turn it is are fought. Assaults may not be launched against ongoing assaults that do not already involve units belonging to the player whose turn it is, so three or four way assaults are not possible.

Units forced to fall back will do so towards their nearest deployment zone board edge by the most direct route, following the normal Fall Back rules.

When units move onto the table from Reserve, they may move on from any point along either of deployment zone board edges, so long as they move on from within their own deployment zone.

When units of outflanking Scouts and Infiltrators arrive from Reserve, roll a D6. On a 1-2, the unit will move onto the table from any point along the player's short deployment zone board edge, on a 3-4, the unit will move onto the table from any point along the player's long deployment zone board edge, on a 5-6, the player may choose which deployment zone board edge the unit moves on from.

8.0 – THE AWARDS



8.1 – AWARDS CEREMONY

At the conclusion of Carnage Annihilation 2009, the Judges will host an Awards Ceremony during which they will award the Champion, 2nd Place and 3rd Place, Best Army and Best Sportsman. The Awards Ceremony also serves as an appropriate moment for praise to be voiced by the players and Judges.

8.2 – CHAMPION, 2ND PLACE AND 3RD PLACE

The Champion, 2nd Place and 3rd Place recipients will be determined as follows:

- At the end of Round Six, the Judges will add together each player's Generalship points from each Round to form their Grand Total.
- The player with the highest Grand Total will be declared the Champion.
- The players with the second and third highest Grand Totals will be awarded with the 2nd Place and 3rd Place awards respectively.
- In the case of any ties, the recipients will be the players who scored the most Victory Points.

8.3 – BEST ARMY AWARD

The Best Army award is awarded to the player who has brought the most coherent and visually striking army to Carnage Annihilation 2009.

The Best Army recipient will be determined as follows:

- During Army Presentation, the Judges will nominate up to six armies for the Best Army vote. The Judges will not nominate armies that were not painted by their owner.
- Best Army nominees will be informed of their selection before Round Four.
- At the end of Round Four, all nominees must arrange their armies where instructed by the Judges so that the players and Judges can inspect them.
- All players and Judges will be invited to vote for the Best Army after Round Four.
- Each player and Judge will be given a Best Army Voting Card, onto which they write down the nominee they feel should receive the Best Army award. Best Army nominees may not vote for themselves.
- Each vote cast by a player is worth one Best Army point and each vote cast by a Judge is worth three Best Army points.
- The nominee with the most Best Army points will receive the Best Army award. In the case of a tie, the recipient of the Best Army award will be determined at the Judge's discretion.

8.4 – BEST SPORTSMAN AWARD

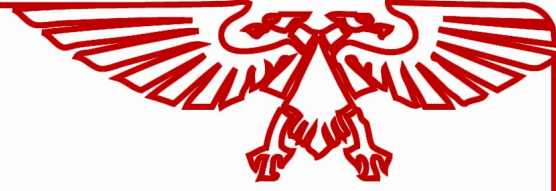
The Best Sportsman award is awarded to the player who has participated in the most admirable spirit during Carnage Annihilation 2009.

The Best Sportsman recipient will be determined as follows:

- All players will be invited to vote for the Best Sportsman after Round Six.
- Each player will be given a Best Sportsman Voting Card, onto which they write down the player they feel should receive the Best Sportsman award.
- Players are only able to vote for another player that they have played.
- The player with the most votes will receive the Best Sportsman award. In the case of a tie, the recipient of the Best Sportsman award will be determined at the Judge's discretion.

8.5 – RESULTS

The Carnage Annihilation 2009 Results will be published on the Carnage Events website no later than one week after Carnage Annihilation 2009. Once the Carnage Annihilation 2009 Results are published on the Carnage Events website, they can not be altered in any way.



9.0 – RULES QUESTIONS

In order to avoid arguments over rules questions, players should refer to the Warhammer 40,000 Rulebook and/or appropriate Codex as soon as a question arises. If the Warhammer 40,000 Rulebook and/or appropriate Codex does not cover the situation or you simply cannot agree on a solution, then you may either:

- Roll a D6 to determine a temporary measure. For instance, on a roll of one to three, one player is correct and on a roll of four to six, the other player is correct.
- Refer to a Judge who will either show you the rule in the Warhammer 40,000 Rulebook and/or appropriate Codex, or ask you to roll a D6 as above.

Please note that there is nothing wrong with politely asking an opponent if they can show you the appropriate rule or set of characteristics at any point during a game.

10.0 – JUDGES

The prime duty of the Judges is to make sure that the majority of players enjoy themselves at Carnage Annihilation 2009. The Judges will intervene in any argument that they see or are alerted to. If a player keeps on spoiling Carnage Annihilation 2009 after a Judge has intervened, then they will be asked to adjust their attitude or be penalised.

Judges have a simple penalty system when dealing with incidents as follows:

CARD	PENALTY
Yellow Card	A Yellow Card is a warning given to players who commit a minor offence, interfere in other games, use an illegal Army Roster or fail to submit an Army Roster no later than two weeks before Carnage Annihilation 2009. Recipient players will have five Generalship points deducted from their Grand Total and be asked to adjust their attitude or face further penalty.
Red Card	A Red Card is a final warning given to players who commit a second minor offence, commit a serious offence, breach a decision made by a Judge or use an illegal Army Roster again in later Rounds. Recipient players will have ten Generalship points deducted from their Grand Total and be asked to adjust their attitude or be expelled.

The Judges reserve the right to expel players that spoil Carnage Annihilation 2009. Refunds will not be issued to players who are expelled.

11.0 – ARMY PRESENTATION

At the end of Round One, every player must leave their army and Army Roster set up on the table they have just played on for the Judges to examine during Army Presentation.

The Judges will examine each army and its accompanying Army Roster to ensure that it adheres to the criteria listed in section 4.3 – ARMY SELECTION. In particular, the Judges will be looking for models that are not WYSIWYG, models that are not painted with at least three colours, models that do not have textured and painted bases, models that are entirely non-Citadel or Forge World and conversions that do not contain a majority of Citadel or Forge World components. The Judges will make note of any models that do not adhere to the Army Selection criteria and will inform the respective player before Round Two that they are not permitted and cannot be used at Carnage Annihilation 2009.

The Judges will also nominate up to six armies for the Best Army vote. The Judges will be looking to nominate coherent and visually striking armies. The Judges will not nominate armies that were not painted by their owner or do not adhere to the criteria listed in section 4.3 – ARMY SELECTION.

12.0 – WYSIWYG



12.1 - 'WHAT YOU SEE IS WHAT YOU GET'

All models used at Carnage Annihilation 2009 must be WYSIWYG, which is an acronym for 'what you see is what you get'. WYSIWYG ensures that all players utilise appropriate models that represent the characters and units on their Army Roster, including any additional equipment or wargear they have been equipped with, so as to avoid confusion during games. For example, a Chaos Lord may be equipped with a Daemon Weapon and the Mark of Slaanesh. In this instance, the model representing the Chaos Lord would be modelled with an appropriate weapon to represent the Daemon Weapon and have the Mark of Slaanesh modelled or painted somewhere upon the model regardless of the rest of the model's paint scheme. As another example, Ork Nob units may be equipped with a variety of equipment and wargear, such as Power Klaw, Kombi-weapons, Bosspoles and Waaagh! Banners. In this instance, each model in the Ork Nob unit must be modelled with the additional equipment or wargear they have been equipped with.

A player who invents their own unrecognised army may use any appropriate Codex to represent it. All models in these armies must be WYSIWYG. For example, a player who invents their own Space Marine Chapter may decide to use Codex: Blood Angels to represent their army.

Players may not use models that represent one recognised Games Workshop army whilst using the Codex of another recognised Games Workshop army. For example, a player with a Dark Angels army may not use Codex: Space Marines and should use Codex: Dark Angels instead.

If you are unsure whether or not your models are WYSIWYG, then please email the Judges at: carnage-events@hotmail.com no later than two weeks before Carnage Annihilation 2009. You will need to include a description of the models you are unsure are WYSIWYG. If it is possible, then please include pictures of the models which you are unsure are WYSIWYG. The Judges will disallow any models which are not WYSIWYG and the player will be notified of the Judge's decision.

If during Carnage Annihilation 2009 you think an opponent has models that are not WYSIWYG, then please notify the Judges.

12.2 – 'COUNT AS'

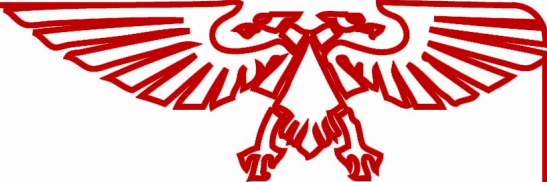
Although all models used at Carnage Annihilation 2009 must be WYSIWYG, you may decide that certain models in your army 'count as' another model. This is especially useful if you wish to include older models that are no longer covered by your chosen army's Codex or wish to include converted models in your army. Models which 'count as' another model must be roughly the same size as the model that they 'count as'. For example, you may want to include an older model such as a Blood Slaughterer of Khorne in your army. As the Blood Slaughterer of Khorne is roughly the same size as a Chaos Lord mounted on a Juggernaut of Khorne, you may use the 'count as' rule to include the Blood Slaughterer of Khorne as a Chaos Lord mounted on a Juggernaut of Khorne in your army.

If you decide to use the 'counts as' rule, then you must fulfil the criteria as follows:

1. You must email the Judges at: carnage-events@hotmail.com no later than two weeks before Carnage Annihilation 2009 with a description of which models in your army 'count as' another model. If it is possible, then please include pictures of the models which are using the 'counts as' rule. The Judges may, at their discretion, disallow any models using the 'counts as' rule if they feel it is inappropriate or confusing. The player will be notified of the Judge's decision.
2. During Warm-up at the start of each Round, you must notify your opponents that you have decided to use the 'counts as' rule, and you must let them know which models in your army 'count as' another model.

13.0 – GLOSSARY

The meanings of the various terms used throughout the Information Pack are as follows:



TERM	MEANING
Army Presentation	A brief period during which the Judges will examine each army and its accompanying Army Roster to ensure that it adheres to the criteria listed in section 4.3 – ARMY SELECTION. The Judges will also nominate up to six armies for the Best Army vote.
Army Roster	A clearly legible document that clearly states all of the models in a player's army: including their points value, the points value of any additional equipment or wargear and which specific models carry any additional equipment or wargear.
Awards Ceremony	A brief presentation at the end of Carnage Annihilation 2009 during which the Champion, 2 nd Place and 3 rd Place, Best Army and Best Sportsman will be awarded.
Best Army	An award given to the player who has brought the most coherent and visually striking army to Carnage Annihilation 2009.
Best Sportsman	An award given to the player who has participated in the most admirable spirit during Carnage Annihilation 2009.
Generalship	A number of points received by each player as determined by the result of each game.
Grand Total	A total sum created by adding a player's Generalship points from each Round together.
Information Pack	A document that details how Carnage Annihilation 2009 will be organised.
Judge	An adjudicator of Carnage Annihilation 2009 whose prime duty is to make sure that the majority of players enjoy themselves at Carnage Annihilation 2009.
Morning Briefing	A brief presentation after Registration during which greetings and announcements regarding Carnage Annihilation 2009 and the use of the Warhammer World facilities will be made.
Objective Counter	A round base up to 40mm wide thematically suited to a player's army.
Red Card	A final warning given to players who commit a second minor offence, commit a serious offence, breach a decision made by a Judge or use an illegal Army Roster again.
Registration	A brief period before the Morning Briefing, during which players confirm their attendance and inform the Judges if they did not paint their entire army. Players must also hand in one copy of their Army Roster if they did not submit an Army Roster no later than two weeks before Carnage Annihilation 2009.
Results Card	A card onto which players record the number of Generalship points and Victory Points that they and their opponents have earned during each Round.
Round	A two hour session during which players will play against their predetermined opponents.
Voting Card	A card onto which players write down either the nominee they feel should receive the Best Army award or the player they feel should receive the Best Sportsman award.
Warm-up	A brief period at the start of each Round for players to prepare for the game ahead.
WYSIWYG	An acronym for 'what you see is what you get'. WYSIWYG ensures that all players utilise appropriate models that represent the characters and units on their Army Roster.
Yellow Card	A warning given to players who commit a minor offence, interfere in other games, use an illegal Army Roster or fail to submit an Army Roster no later than two weeks before Carnage Annihilation 2009.

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