



CARNAGE APOCALYPSE 2009

INFORMATION PACK v1.1

1.0 – INTRODUCTION

1.1 – CARNAGE APOCALYPSE 2009

Carnage Apocalypse is an annual doubles competition for a group of teams 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 teams who attend Carnage Apocalypse 2009.

First and foremost, Carnage Apocalypse 2009 is not meant to be a cut-throat or win at all costs competition. Therefore, the Judges expect each team to compete and conduct themselves in a friendly manner, whether it is towards each other, the Judges or the general public. Teams are reminded that Carnage Apocalypse 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 Apocalypse 2009 and have been empowered to make clear and unambiguous decisions when it comes to any issue that requires team co-operation. Teams are advised that from the moment of entry, the decisions of all Judges regarding the fair adjudication of the Carnage Apocalypse 2009 rules, the Warhammer 40,000 rules and all issues of health and safety are final and every single team 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 Apocalypse 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 Apocalypse 2009.

1.2 – IMPORTANT

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

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

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

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

2.0 – PREPARING FOR CARNAGE APOCALYPSE



2.1 – ARRANGEMENTS

All teams must arrange the following:

- Spending money.
- Transportation.
- Accommodation.

2.2 – INVENTORY

All teams 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, the Apocalypse expansion book, Codex and any other Games Workshop or Forge World publications that they require to use their chosen army.
- A copy of the Carnage Apocalypse 2009 Information Pack.
- A copy of their Army Roster.
- A carrying tray.
- A tape measure.
- Three Objective Counters.
- Dice and templates.
- Pen and paper.
- Super glue and poly cement.

3.0 – SCHEDULE

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

TIME	EVENT
8.30am-9.20am	Registration
9.20am-9.30am	Morning Briefing
9.30am-1.00pm	Round One
1.00pm-2.00pm	Lunch and Army Presentation
2.00pm-5.30pm	Round Two

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

TIME	EVENT
8.30am-9.20am	Registration
9.20am-9.30am	Morning Briefing
9.30am-1.00pm	Round Three
1.00pm-2.00pm	Lunch and Best Army Vote
2.00pm-5.30pm	Round Four
5.30pm-6.00pm	Break
6.00pm-6.30pm	Awards Ceremony

4.0 – RULES OF ENGAGEMENT



4.1 – DOUBLES

Carnage Apocalypse 2009 is a doubles tournament and so the rules of engagement are slightly different from the Carnage Tournament and Carnage Annihilation.

The following terms are used throughout the Carnage Apocalypse 2009 Information Pack and have the following meanings:

TERM	MEANING
Army	The combined force's of a team.
Force	The models under a player's control.
Team	A pair of players participating together at Carnage Apocalypse 2009.

4.2 – ARMY ROSTERS

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

Both copies of a team's Army Roster must adhere to the following:

- Be clearly legible.
- Include the player's names.
- Adhere to the criteria listed in section 4.4 – ARMY SELECTION.
- Clearly state, for all of the models in each force: their points value, the points value of any additional equipment or wargear and which specific models carry any additional equipment or wargear.

Teams must use their submitted Army Roster throughout the course of Carnage Apocalypse 2009. Using a different Army Roster will result in a Yellow Card and all of the games in which the offending team used the illegal Army Roster will be changed to Victorious Slaughters in favour of their opponents. The offending team 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.

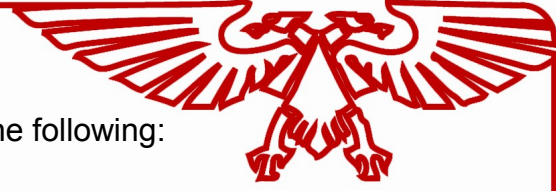
If during Carnage Apocalypse 2009 you think an opposing team has an illegal Army Roster, then please notify the Judges.

4.3 – FAILURE TO SUBMIT AN ARMY ROSTER

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

If a team does not submit an Army Roster no later than two weeks before Carnage Apocalypse 2009, then they must hand in one copy of their Army Roster during Registration on the first day of the Carnage Tournament 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 team 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 all of the games in which the offending team used the illegal Army Roster will be changed to Victorious Slaughters in favour of their opponents. The offending team will then be asked to use their amended Army Roster.



4.4 – ARMY SELECTION

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

- A force must be no more than 1750pts in total.
- An army must be no more than 3500pts in total.
- Each force must be chosen from section 4.5 – PERMITTED ARMIES and must be able to ally with each other as shown in section 4.6 – PERMITTED ALLIANCES.
- Each force does not have to adhere to the Force Organisation chart or any restrictions that limit the number of particular units.
- 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 Apocalypse 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.
- Each force may include any number of Legendary Units and Battle Formations that have been published in the Apocalypse or Apocalypse Reload expansion books, Imperial Armour Apocalypse, the Game Workshop website or in White Dwarf.
- Special characters and 'named characters' may be fielded.
- Vehicles and units detailed exclusively in Forge World publications may be fielded so long as they do not have the Flyer special rules. Vehicles and units that appear in both a Codex and a Forge World publication must utilise the full rules printed in the relevant Codex rather than the Forge World publication. For example, rules for Imperial Guard Chimeras have been printed in Codex: Imperial Guard and Imperial Armour Volume 1. In this instance, the full Imperial Guard Chimera rules printed in Codex: Imperial Guard are used rather than the Imperial Guard Chimera rules printed in Imperial Armour Volume 1.
- The total points cost of Gargantuan Creatures and Super-heavy Vehicles in each force may not exceed the total points cost of all scoring units in the combined army. For example, an Ork force may include a Stompa if there are 600pts or more scoring units already in the combined army. As another example, the same Ork force may also include a Gargantuan Squiggoth in addition to the Stompa if there are 1200pts or more scoring units already in the combined army.
- An army may select up to two Strategic Assets from the Apocalypse or Apocalypse Reload expansion books. No Strategic Asset can be chosen more than once unless their rules state otherwise. Some Legendary Units and Battle Formations allow armies to have additional Strategic Assets and these can be used even if the same Strategic Asset has already been selected. Armies must use the same Strategic Assets during each Round.
- All models must be WYSIWYG as described in section 10.0 – 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.



4.5 – PERMITTED ARMIES AND ALLIES

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

4.6 – PERMITTED ALLIANCES

The permitted alliances are as follows:

	CHAOS ¹	DARK ELДАР	ELДАР	IMPERIAL GUARD	INQUISITION ²	SPACE MARINES ³	NECRONS	ORKS	TAU EMPIRE	TYRANIDS
CHAOS ¹	Y	Y	N	N	N	N	N	Y	N	N
DARK ELДАР	Y	Y	Y	N	N	N	N	Y	N	N
ELДАР	N	Y	Y	Y	Y	N	N	N	Y	N
IMPERIAL GUARD	N	N	Y	Y	Y	Y	N	N	Y	N
INQUISITION ²	N	N	Y	Y	Y	Y	N	N	Y	N
SPACE MARINES ³	N	N	N	Y	Y	Y	N	N	N	N
NECRONS	N	N	N	N	N	N	Y	N	N	N
ORKS	Y	Y	N	N	N	N	N	Y	N	N
TAU EMPIRE	N	N	Y	Y	Y	N	N	N	Y	N
TYRANIDS	N	N	N	N	N	N	N	N	N	Y

¹ Chaos refers to Chaos Daemons and Chaos Space Marines.

² Inquisition refers to Daemonhunters and Witch Hunters.

³ Space Marines refers to Black Templars, Blood Angels, Dark Angels, Space Marines and Space Wolves.

5.0 – ORDER OF BATTLE



5.1 – REGISTRATION

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

During Registration on the first day of Carnage Apocalypse 2009, teams 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. Teams 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 Apocalypse 2009.

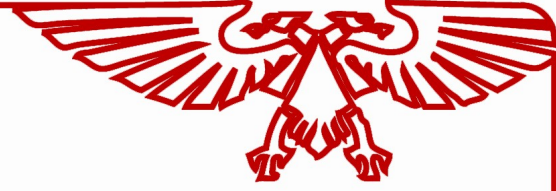
5.2 – MORNING BRIEFING

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

5.3 – HOW CARNAGE APOCALYPSE 2009 WORKS

Carnage Apocalypse 2009 will be organised as follows:

- Teams will enter a Warhammer 40,000 tournament comprising of four games, each forming a Round, lasting three and a half 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 teams can swiftly begin their games.
- In Round One, teams will be matched randomly against each other. After Round One, teams will be matched based on their total Generalship points. The two teams in first and second place will play each other, the two teams in third and fourth place will play each other, the two teams in fifth and sixth place will play each other, and so on. The only exception is that a team will never play the same opposing team twice. Should this happen, then please notify the Judges who will step in and make sure each team faces a fresh opposing team of a suitable calibre.
- If there is an odd number of teams, then in each Round, a random team will receive a Bie Victory and will be awarded a Victorious Slaughter, though they will not actually play a game. A team will never receive more than one Bie Victory. Please note that a Bie Victory is randomly determined by the Judges and cannot be requested.
- During each Round, the teams will play the Apocalypse mission as on pages 20 to 25 of the Apocalypse expansion book.
- Each game will be fought on an 8' by 6' table with provided terrain.
- Each Round will include a ten-minute warm-up. During this time, teams 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 as described on page 20 of the Apocalypse expansion book.
 6. Divide the battlefield into two separate deployment zones as described on pages 20 and 21 of the Apocalypse expansion book.
 7. Set up their armies as described on page 23 of the Apocalypse expansion book.
 8. Place Objective Counters as described on page 24 of the Apocalypse expansion book.
- Teams are asked to play their games at a brisk pace so that Carnage Annihilation 2009 can keep on schedule.
- Teams will be informed when there are only forty minutes left to play in each Round. In the interest of fairness, teams should only start a new game turn after the forty minute mark if they are convinced that they can finish it. If both teams cannot agree on this, then simply end the game.
- At the end of each game, both teams 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 teams themselves. This means that any teams who finish their games early must not interfere or become involved in another game in any way. Teams 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, both teams will need to fill in a Results Card provided by the Judges.

Both teams will first need to work out how many many Objective Counters that they have captured.

A team captures an Objective Counter if they have at least one of their scoring units within 6” of an Objective Counter at the end of the game. Teams do not capture Objective Counters if there is an enemy unit within 6” of the same Objective Counter. The team that has captured the most Objective Counters is the victor.

Once both teams have their Objective Counter totals, they must subtract the lower total from the higher total and consult the following table:

DIFFERENCE	RESULT
0	Draw
1	Marginal Victory
2	Solid Victory
3	Major Victory
4	Crushing Victory
5-6	Victorious Slaughter

Both teams will then receive a number of Generalship points as determined in the following table:

RESULT	VICTOR SCORES	LOSER SCORES
Draw	10	10
Marginal Victory	12	8
Solid Victory	14	6
Major Victory	16	4
Crushing Victory	18	2
Victorious Slaughter/Concede/Bie Victory	20	0

Both teams will also need to calculate their Victory Point totals as described in section 5.6 – RECORDING VICTORY POINTS.

Should a team concede, then both teams must finish the game turn that they are currently on. The team who did not concede will be awarded a Victorious Slaughter regardless of the Victory Points difference. Both teams will then work out their Victory Point totals as described in section 5.6 – RECORDING VICTORY POINTS.

5.6 – RECORDING VICTORY POINTS

At the end of each game, teams will need to calculate their Victory Points following the rules printed on this page instead of the Victory Points rules printed in the Warhammer 40,000 rulebook.



Each team scores Victory Points for the following:

FACTOR	VICTORY POINTS
Units Destroyed	<p>Each team scores Victory Points equal to the points value of each enemy unit destroyed. Units that are fleeing or have fled the table count as destroyed. Each independent character is counted as a separate unit. Independent characters and units mounted in transport vehicles are also counted separately from their transport vehicles.</p> <p><i>For example, a unit costing 300 points is worth 300 Victory Points if it is completely destroyed. As another example, if a unit mounted in a transport vehicle is destroyed but the transport vehicle is undamaged, the opponent scores Victory Points for the unit only.</i></p>
Units at Half Strength	<p>Each team scores Victory Points equal to half the points value (rounding up) of each enemy unit reduced to half of its original starting number of models or less at the end of the game. Models that fight on their own, such as independent characters and monstrous creatures, are worth half their points value in Victory Points if reduced to half their starting number of wounds or less at the end of the game. Vehicles are worth half their points value in Victory Points if they are Immobilised at the end of the game. Teams do not score Victory Points for enemy units at half strength if the unit has been destroyed.</p> <p><i>For example, a unit costing 325 points is worth 163 Victory Points if reduced to half its original number of models or less at the end of the game. As another example, an independent character costing 133 points and starting the game with two wounds is worth 67 Victory Points if it is reduced to one wound at the end of the game.</i></p>

Both teams 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.

Teams 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.

5.7 – RECORDING SPORTSMANSHIP

Both teams will also need to record a Rating about each other's sportsmanship. To do this, both teams must secretly record on their own Results Card a verdict on their opponent's sportsmanship. The two Ratings a team can record are detailed in the following table:

RATING	RESULT
Great Opponents	Your opponents played in a friendly manner and helped to ensure you played the sort of game you came to experience.
Difficult Opponents	Your opponents played in poor spirit, quibbled excessively or was too aggressive in interpreting the rules.

Teams are asked not to record a Difficult Opponents without good cause and should not be surprised if a Judge approaches them to enquire why a Difficult Opponents was recorded. In almost every case, teams are expected to record a Great Opponent.

Once both teams have filled in their Results Card, they must hand it in to Judges. Teams who do not hand in their Results Card will not receive any Generalship points or Victory Points.

6.0 – THE AWARDS



6.1 – AWARDS CEREMONY

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

6.2 – CHAMPIONS, 2ND PLACE AND 3RD PLACE

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

- At the end of Round Six, the Judges will add together each team's Generalship points from each Round to form their Grand Total.
- The team with the highest Grand Total will be declared the Champions.
- The teams 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 teams who scored the most Victory Points. Bie Victories do not count towards Generalship in the case of a tie.

6.3 – BEST ARMY AWARD

The Best Army award is awarded to the team that has brought the most coherent and visually striking army to Carnage Apocalypse 2009.

The Best Army recipients 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 owners.
- Best Army nominees will be informed of their selection before Round Three.
- At the end of Round Three, all nominees must arrange their armies where instructed by the Judges so that the teams and Judges can inspect them.
- All teams and Judges will be invited to vote for the Best Army after Round Three.
- Each team and Judge will be given a Voting Card, onto which they write down the nominees they feel should receive the Best Army award. Best Army nominees may not vote for themselves.
- Each vote cast by a team is worth one Best Army point and each vote cast by a Judge is worth three Best Army points.
- The nominees with the most Best Army points will receive the Best Army award. In the case of any ties, the recipients of the Best Army awards will be determined at the Judge's discretion.

6.4 – BEST SPORTSMEN AWARD

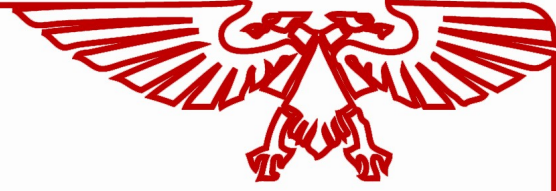
The Best Sportsmen award is awarded to the team that who has participated in the most admirable spirit during Carnage Apocalypse 2009.

The Best Sportsmen recipients will be determined as follows:

- All teams will be invited to vote for the Best Sportsmen after Round Four.
- Each team must write down the team they feel should receive the Best Sportsmen award onto their Results Card for Round Four.
- Teams are only able to vote for another team that they have played.
- The team with the most votes will receive the Best Sportsmen award. In the case of any ties, the recipient of the Best Sportsmen award will be determined at the Judge's discretion.

6.5 – RESULTS

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



7.0 – RULES QUESTIONS

In order to avoid arguments over rules questions, teams 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 team is correct and on a roll of four to six, the other team 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 opposing team if they can show you the appropriate rule or set of characteristics at any point during a game.

8.0 – JUDGES

The prime duty of the Judges is to make sure that the majority of teams enjoy themselves at Carnage Apocalypse 2009. The Judges will intervene in any argument that they see or are alerted to. If a team keeps on spoiling Carnage Apocalypse 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 teams 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 Apocalypse 2009. Recipient teams 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 teams 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 teams 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 teams that spoil Carnage Apocalypse 2009. Refunds will not be issued to teams who are expelled.

9.0 – ARMY PRESENTATION

At the end of Round One, every team 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 4.4 – 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 team before Round Two that they are not permitted and cannot be used at Carnage Apocalypse 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 owners or do not adhere to the criteria listed in section 4.4 – ARMY SELECTION.

10.0 – WYSIWYG



10.1 - 'WHAT YOU SEE IS WHAT YOU GET'

All models used at Carnage Apocalypse 2009 must be WYSIWYG, which is an acronym for 'what you see is what you get'. WYSIWYG ensures that all teams 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 Apocalypse 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 team will be notified of the Judge's decision.

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

10.2 – 'COUNT AS'

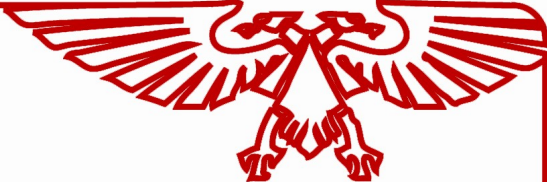
Although all models used at Carnage Apocalypse 2009 must be WYSIWYG, you may decide that certain models in your army 'count as' another model. This is especially useful if you wish to include older models that are no longer covered by your chosen army's Codex or wish to include converted models in your 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 Apocalypse 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 team will be notified of the Judge's decision.
2. During Warm-up at the start of each Round, you must notify your opponent 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.

11.0 – GLOSSARY

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



TERM	MEANING
Army	The combined forces of a team.
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 4.4 – 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 team'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 Apocalypse 2009 during which the Champions, 2 nd Place and 3 rd Place, Best Army and Best Sportsmen will be awarded.
Best Army	An award given to the team that has brought the most coherent and visually striking army to Carnage Apocalypse 2009.
Best Sportsmen	An award given to the team that has participated in the most admirable spirit during Carnage Apocalypse 2009.
Bie Victory	A Victorious Slaughter awarded once per Round to a random team if there is an odd number of teams participating in Carnage Apocalypse 2009.
Force	The models under a player's control.
Generalship	A number of points received by each team as determined by the result of each game.
Grand Total	A total sum created by adding a team's Generalship points from each Round together.
Information Pack	A document that details how Carnage Apocalypse 2009 will be organised.
Judge	An adjudicator of Carnage Apocalypse 2009 whose prime duty is to make sure that the majority of teams enjoy themselves at Carnage Apocalypse 2009.
Morning Briefing	A brief presentation after Registration during which greetings and announcements regarding Carnage Apocalypse 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 team's army.
Rating	A verdict of each opposing team's sportsmanship secretly recorded onto a Results Card.
Red Card	A final warning given to teams 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 teams confirm their attendance and inform the Judges if they did not paint their entire army. Teams 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 Apocalypse 2009.
Results Card	A card onto which teams 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 teams will play against their predetermined opponents.
Team	A pair of players participating together at Carnage Apocalypse 2009.
Voting Card	A card onto which teams write down the nominees they feel should receive the Best Army award.
Warm-up	A brief period at the start of each Round for teams to prepare for the game ahead.
WYSIWYG	An acronym for 'what you see is what you get'. WYSIWYG ensures that all teams utilise appropriate models that represent the characters and units on their Army Roster.
Yellow Card	A warning given to teams 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 Apocalypse 2009.

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