



THE STANDISH STANDOFF

CROSSROAD GAMES

WELCOME TO THE STANDISH STANDOFF!

In this packet you will find all the information you need to participate in the first ever Standish Standoff.

WHEN, WHERE, AND HOW MUCH?

The Standish Standoff is set to take place on November 12, 2011. We are located at 15 Fort Hill Road, Standish, Maine. The cost is \$30 which gets you entry to the

tournament, lunch, a t-shirt and other goodies. For registration and more information you can call us at 207-642-2612, visit our website www.crossroadgames.com or check us out on facebook.

RULINGS AND JUDGES

All players be advised: all rulings made by the judges are final. A players repeated failure to follow the rules and guidelines set by both the judges and/or the tournament can result in expulsion from the tournament. Remember that above all else, we're here to have fun!

SCHEDULE

Doors Open.....	9:00am.
Registration.....	9:15am - 10:00am.
Round One.....	10:30am - 12:30pm.
Lunch Break/Pub Quiz/ Painting Competition.....	12:30pm - 1:30pm.
Round Two.....	1:45pm - 3:45pm.
Round Three.....	4:00pm - 6:00pm.
Awards.....	6:15pm.

ARMY COMPOSITION SCORING

The judges will score your army composition using the below guidelines. There's a possible score of 15pts available. The score will be used for initial pairings and any tie-breakers that arise.

0-1pts - Army list turned in on time and with accurate math.

0-1pts - More troops/scoring units than any other single FoC slot.

0-3pts - Army list is themed and not built purely to win.

0-3pts - Lack of unit spamming/duplication but subject to army theme, IE: All Terminators in a Deathwing army would not be penalized.

0-2pts - Troop/scoring units are varied, IE: different types of scoring units and wargear selections. Necrons automatically get the points.

0-2pts - Use of non-typical units such as Whirlwinds, Ethereal, etc.

0-1pt - Special characters that are used are part of the army's theme.

0-2pts - Army list includes a writeup describing the theme and direction the list.

APPROVED ARMY LISTS

Codex: Chaos Daemons

Codex: Chaos Space Marines

Codex: Dark Eldar

Codex: Eldar

Codex: Grey Knights

Codex: Imperial Guard

Codex: Necrons (3rd Edition Codex)

Codex: Orks

Codex: Space Marines

Codex: Black Templars

Codex: Blood Angels

Codex: Dark Angels

Codex: Space Wolves

Codex: Tau Empire

Codex: Tyranids

White Dwarf: Sisters of Battle

Forge World and Imperial Armor is legal but you must have the actual model(s) and the Forge World/Imperial Armor rules in order to use them. That means if you want to run a Death Korps of Krieg army list then you **must** have Death Korps of Krieg models from Forge World. Super heavy vehicles and gargantuan creatures may **NOT** be used.

SPORTSMANSHIP

You will be scored by your opponent in each game you play. At the end of the day the average of your score will be used. Judges reserve to the right to drop any scores that appear inaccurate. There's a possible 40pts available.

0-1pts - Opponent was on time for the game.

0-1pts - Opponent showed their army list and it was legible and easily understood.

0-1pts - Opponent answered all questions about army and list.

0-1pts - Opponent had all materials needed to play.

0-3pts - Opponent measured distances and template effects fairly.

0-5pts - Opponent settled rules disputes amicably.

0-5pts - Opponent was in good humor during game.

0-5pts - Opponent showed consistency in game procedures (e.g. dice rolling or I did it this way, you can do it this way too).

0-3pts - Opponent played in a timely manner.

0-5pts - Opponent used terrain features appropriately.

0-5pts - Opponent had great gamer etiquette - polite, positive attitude, generally fun to play.

0-5pts - I'd gladly play this person again.

PAINTING SCORING BY PLAYERS

Each player will score their opponent from each game. The total of the scores received will be used for a possible total score of 30pts. Below is a guideline to help you determine an appropriate score but it's only a guideline. The score range is 0-10.

2pts - 3 color minimum with stock assembly.

4pts - Table top quality painting with some conversion work.

7pts - Skillful paint job with highlighting, shading, nice overall theme and conversion work.

10pts - 'eavy Metal Team quality.

PAINTING SCORING BY JUDGES

Judges will be going around during the day and scoring everyone's army with the following criteria. This is a simple check list and not a subjective ranged score like the player scoring. There's 21pts available.

PUB QUIZ

During the lunch break a pub quiz will be handed out to test your knowledge of the 40K universe. You can score up to 10pts from the quiz.

THE BRONZE SPAWN

During the lunch break we'll be holding a Bronze Spawn competition. You can submit an entry into each of the following categories: 25mm, 40mm, 60mm, Vehicle or Monstrous Creature, Squad. Your entries do not need to be a part of the army or list you're playing that day. A panel of judges will be scoring the entries, including Golden Daemon winning Todd Swanson.

BATTLE POINTS

Three missions will be played with each mission awarding battle points. Each mission has a primary, secondary, tertiary and quaternary objective. There's a possible ~100pts available from battle points.

SKUMGROD SCORES

At the end of the day you will select your skumgrod (favorite opponent). Any person receiving the skumgrod vote will receive 5pts for each vote they get for a possible total of 15pts which will be added to the Sportsmanship Score.

OVERALL POINTS

With all the afore mentioned items there's a possible ~231pts available for the day.