



## A NEW SEASON

Welcome to Games Workshop's Rogue Trader Tournament System. This system has been designed for you, the players, in an effort to bring a Games Workshop supported and organized tournament system to stores and gaming clubs all over North America. Tournaments are not only a lot of fun, but also a chance to meet new players and game against people you wouldn't normally see. It also acts as a driving force to get that army done just when you think you can't dot another eye on another model. It can also be an excuse to start a whole new army. That's only the beginning however, because with the Rogue Trader Tournament System you can track the results of the games played at Rogue Trader Tournaments on the Games Workshop website in an area known as the Hall of Heroes.

As you rise higher and higher ranks in the Hall of Heroes you will be eligible for special prizes, so play as many games as you can. Win or lose, your ranking will always increase. In the end, the Rogue Trader Tournament System is just another excuse to get out and play more games, have fun, and what better justification is there than that?

In this booklet you will find all the information you need to participate in Rogue Trader Tournaments.

First, the important bits:

## How do I CONTACT GAMES WORKSHOP if I HAVE ANY OTHER QUESTIONS, COMMENTS, COMPLAINTS OR COMPLIMENTS?

Write us: Games Workshop,  
c/o Rogue Trader Tournaments  
6721 Baymeadow Drive  
Glen Burnie, MD 21060-6401

E-mail: [roguetrader@games-workshop.com](mailto:roguetrader@games-workshop.com)  
<http://www.games-workshop.com> - follow the links to the Rogue Trader area.

## MOST FREQUENTLY ASKED QUESTIONS

### 1) Where can I find a Rogue Trader Tournament?

These tournaments are organized and run by better retail shops and game clubs all over North America. Check in the pages of White Dwarf magazine and on our website: [www.games-workshop.com](http://www.games-workshop.com). Accept no imitations! Note: Games workshop has no control where tournaments are run. We don't pick and choose the spots! If there are no tournaments near you, you may want to think about getting your gaming club to put one together to get people interested.

### 2) How can I get into a Rogue Trader Tournament?

You'll need to call these stores or clubs and sign-up. Some tournaments may require you to pay an entrance fee or registration fee. **Most tournaments have limited space so don't delay in signing up!**

### 3) What will I need to play in a Rogue Trader Tournament

- You'll need an appropriate army for the game system that you are going to play in (Warhammer, Warhammer 40,000, Warmaster, or Battlefleet Gothic).
- Your army must wholly consist of A) Citadel Miniatures, and B) All the models must be painted.
- You'll need several copies of your army list and you must use the army list format provided by the

Tournament Organizer or found on the website.

- In addition, you may be required to send your army list to the tournament organizer a week or two ahead of time, please check with them.
- Bring any templates, rulebooks, your Warhammer Armies Book or Codex and any White Dwarfs you'll need to reference.
- Make sure you have your player ID number (otherwise you won't get your scores logged into the Hall of Heroes. You can find your ID number by registering on the Games Workshop website. Then check your user profile - you'll find it there.

### 4) Which armies can I use?

You may use any army that is currently supported by the most recent edition of the game system. Some tournaments may restrict armies that don't have a Codex, Army Book, or official published rules. Talk to the tournament organizer to find out more information. Make sure you bring with you any rules that you will be using including the main rulebooks, Codex or Army Books and any issues of White Dwarf.

### 5) How are the winners determined?

Just because you may win every game doesn't mean you will win the tournament. Rogue Trader Tournaments reward those people that embrace all areas of the Hobby, playing, painting and modeling, force selection and how much fun you are to game against are all parts of determining a winner.

Rogue Trader Tournaments have many official categories that you can win. Note, you cannot win more than one major category per tournament.

**Overall:** The player with the highest points total including battle points, sportsmanship points, selection points and appearance points and points from the Dreaded Knowledge Quiz.

**Best Sportsman:** Personally we think this is the hardest category to obtain, but it also conveys the highest honor. This will be the player with the most sportsmanship points. Being the best Sportsman means that players thought you were the most fun and fair person to play and that everybody would love to play you and your army again.

**Best Army:** This person had the best combination of painting and selection scores. This army should stand out from all others.

**Best Painted:** This army received the most points for appearance. The army as a whole is beautifully painted and looks like a coherent force.

## How is PAINTING JUDGED AT A ROGUE TRADER TOURNAMENT?

Painting is a major part of the Games Workshop Hobby and consequently a part of Rogue Trader Tournaments as well. In

**Painting Judged At A Rogue Trader Tournament**

1) In your opinion was there honest effort put into painting this army?

2) Are all the models in this army suitably painted?

3) All things and armor on this army are well painted?

4) All things and armor on this army are well painted?

5) All things and armor on this army are well painted?

6) All things and armor on this army are well painted?

7) All things and armor on this army are well painted?

8) All things and armor on this army are well painted?

9) All things and armor on this army are well painted?

10) All things and armor on this army are well painted?

11) All things and armor on this army are well painted?

12) All things and armor on this army are well painted?

13) All things and armor on this army are well painted?

14) In this army one of your best things?

Total Appearance: \_\_\_\_\_

Each box is worth 2 points.

- You can find the exact criteria judges will be looking for on the back of the Army Lists. You can obtain these from the tournament organizer or download them from the Rogue Trader website downloads section.

Once a tournament has been entered into the Hall of Heroes you can click on your name and post feedback to the tournament organizer. Your post will go through anonymously allowing you to be completely honest. Games Workshop will also be able to monitor this feedback.

You will gain extra Valor Points for completing and sending feedback for every tournament you participate in.

*Below: This is the new Overall trophy for Rogue Trader Tournaments!*



#### Where's my score?

Stores have two weeks to post your scores to the Hall of Heroes before you should start poking them about it. Larger tournaments may take a bit longer to get posted! We have notified stores and told them that those that repeatedly fail to post their tournament to the Hall of Heroes will not be allowed to run RTT's in the future!

## COOL PRIZES THAT YOU CAN WIN!

While some stores make their own trophies and prizes, we've had Bulldog Belt Buckle sculpt up some very cool trophies [just for Rogue Trader Tournaments!](#)

That's right, the only place you can win these are at Rogue Trader Tournaments. They can't be bought, purchased, or stolen from anywhere else!

## WHAT EVERY GAMER HAS A RIGHT TO

#### WHY MAKE A GAMER'S BILL OF RIGHTS?

We feel that any tournament that has our name attached to it should be outstanding. You should have a guarantee that when they go to a store or club to participate in a Rogue Trader Tournament you should be able to expect the best game play, fair judging (as opposed to Judges favoring their friends), and basic rules that are similar from tournament to tournament, store to store, and club to club.

**In a Games Workshop sanctioned Rogue Trader Tournament every player has the right to:**

1. **Have lots of fun and meet new people.** Rogue Trader Tournaments are for fun and their main purpose is to allow everyone to have even more fun by playing lots of games. Playing is its own reward, and no cheating or unsportsmanlike

behavior should be tolerated.

2. **Play at least three games.** Players have worked hard on their armies and may have travelled miles to arrive at the location for the tournament - playing only a game or two would be a great disappointment!

3. **Battle against other painted armies.** Players spend lots of time painting and converting their models to make the army look good. Part of the fun of going to tournaments is checking out other player's armies, picking up painting and converting tips, and, of course, showing off your army. People fielding a whole army of unpainted models are not only missing out on a large part of the Hobby, but they are taking some of the fun out of it for other players!

4. **Have the tournament disputes or questions settled by polite, impartial Judges.** Impartiality is a must and should be expected at every tournament. Judges are required to have a reasonable working knowledge of the game systems. These Judges are on hand to make correct rules calls to the best of their ability without skewing or bending the rules to favor friends or local favorites. However, right or wrong, the Judge's calls are final and should be respected. Since players are there to play for fun, they should not feel as if the whole weekend is ruined because of one bad rule call or decision.

5. **Have the event organized and run in a timely manner.** Regardless of how far anyone has travelled to a tournament, everyone appreciates that games are started and played in a timely manner. Players should be able to get a schedule from the tournament organizer so they can plan their trip out to the tournament location and back home.

6. **Play in a reasonably comfortable environment.** We're trying to avoid an overzealous tournament organizer who crams too many players into too tight a space. Keep in mind players will need room to maneuver, a place to put their miniature cases, and some storage space. Temperature may also be a factor - we're talking about excessive heat or cold, as well as an inclement weather backup plan for any who are thinking about outdoor activities.

## FORMS

Entering into a Rogue Trader Tournament involves a number of different forms that you'll need to consult, fill out and turn in. While none of them are particularly confusing, it's always nice to get a preview...

### SIGNING-UP

The first form you will encounter is the dreaded sign-up sheet. This is an especially important form because if your name isn't on it, you may not be able to participate in the tournament! Make sure you or a buddy gets your name on the list! Some tournaments may require you to pay an entrance fee when you sign-up. Be prepared!

### RULES FLYER

The next form you will want to seek out is the rules flyer. This form will have all the rules and restrictions for the tournament. Things like how many points your army should be and how many wizards, magic items, wargear, or special characters should be included. These restrictions can also be found online. If something seems amiss or a rule seems very odd or out of place don't hesitate to ask the tournament organizer about it.

### ARMY LIST FORMAT

After hosting dozens of major tournaments one thing is clear. Everybody has their own way of putting together and writing down an army list. This makes things confusing, frustrating and time consuming for tournament organizers. Thus, when you put together your army list it must be written or typed onto the provided army list format. You can download this from our website:

[www.gamesworkshop.com/rogue\\_trader/downloads/downloads.html](http://www.gamesworkshop.com/rogue_trader/downloads/downloads.html)

or grab a hardcopy of the sheet from the tournament organizer. Turning your list in on time (check with the tournament organizer for the due date) and in the correct format will gain you points.

The list breaks out each unit or character with all their upgrades. In addition it also breaks down the army by percentages. This way everything is done and can be read at a glance by the Judges.

In addition, the back of the sheets contain all the Selection and Painting criteria that the judges will be looking for.

Believe us, this saves massive amounts of time. Also, in some tournaments players may exchange army lists in the first round and check them for legality (correct number of points and restrictions). You will be relieved when you receive an army list in this format and not a piece of yellowed paper with hard to read pencil scrawl. That is unless of course you like that kind of thing...

## SCENARIOS

After you've shown up at the tournament and been assigned a table and have met your opponent, staff will come a round and hand out scenarios. Every round you should run into a different scenario. Read through the whole scenario a couple times to make sure you understand the mission and objective.

Also keep an eye out for:

- Special Rules
- Table Set-up
- Victory Conditions
- Army Set-up

You never know what is going to be thrown at you with these missions and many players make the same mistake - not reading through the whole sheet.

### RESULT/SPORTSMANSHIP SHEET

Near the end of the game staff will come around to hand out the Result / Sportsmanship sheets. The Results portion of the sheet is how wins and losses are reported and Battle Points tracked.

You must be very careful and accurate when filling these out - making a mistake here will throw off the rest of the tournament! To make sure you get it right the first time, follow these simple steps.

- After reading the victory conditions, determine the winner & loser or if it is a draw.
- Flip the results sheet over. Look for the column "Battle Points"
- Depending on the number of games being played in the tournament determines the number of Battle Points earned each round for a win, loss, or draw.
- Take those Battle Points and modify them according to the Battle Points modifiers found on the scenario.
- Write down the final Battle Points scores on the sheet.
- Make sure, doubly sure, both you and your opponents full names are on the Results Sheet and that the scores are correct!

### SPORTSMANSHIP AND ITS IMPORTANCE

The remaining bit of the Results / Sportsmanship form you will fill out is the Sportsmanship form. But before we cover that let's go over what exactly we think is sportsmanship and why it is so integral not only to tournaments but the Games Workshop Hobby itself.

Sportsmanship as defined by The American Heritage®

Dictionary of the English Language, Third Edition:

*sports-man-ship* (spôrtsmn-shp, sprts-) *n.*

1. *The fact or practice of participating in sports or a sport.*

2. *Conduct and attitude considered as befitting participants in sports, especially fair play, courtesy, striving spirit, and grace in losing.*

When we talk about sportsmanship we are concerning ourselves with the 2nd definition given by the dictionary.

There is nothing more discouraging, humiliating, or angering than someone who is unfair to game against, is uncourteous, jeers at you when you lose while they win, or whines while losing and complaining about how they've been had.

Just so we are clear, being a good sportsman in a game is about as important as breathing. In a perfect world every game would be an absolutely wonderful time, every dice roll would go your way, and every tactic would work. Of course, this never happens. Being able to have fun or at least not throw your dice when your army is crumbling away is extremely hard, but expected nevertheless.

Now that you know what we mean by sportsmanship why do you think we say it is so important? Because good sportsmanship is paramount to having fun and having a fun tournament.

A person who is a horrible sportsman can potentially ruin an afternoon for 3-5 people a tournament - in other words the people they play. If they are really disruptive they can also hamper the fun of those around them. So now you have one person who is a bad sport potentially ruining the event for 18 more people for a total of 28 or 30 people a tournament. Yow! In a small tournament a bad sport will really stick out. In the end it's just not fair to have one ungracious, uncourteous person ruining the fun for everybody else.

Why do people act unsportsmanlike? If we definitely knew the answer then we would have corrected that problem long ago. Most likely unsportsmanlike behavior extends from horrible luck, a bad break, or a foiled plan. Instead of taking it in stride and remembering that they are just playing a game, people get angry, get loud, and start forgetting why they began playing in the first place (fun, remember?).

Taking it all too seriously is the first step down the road of unsportsmanlike behavior. Don't fall into that trap. Remember:

- You are playing with toy soldiers.
- It's just a game.
- It's a social hobby. You have to play other people. If you are a jerk about things nobody will be left wanting to play you. GO HAVE FUN! Save the serious attitudes for real life crisis and work.

## SPORTSMANSHIP SHEET

Now that we've lectured your ear off on the how's and why's of sportsmanship we'll show you how to fill out the Sportsmanship Form.

The first step is to fill out the Results Sheet together with your opponent (in the end you should each have a Results / Sportsmanship sheet with the top part filled out). Grab your form and take a moment to think about the game. Do this in a place where your opponent isn't hovering over your shoulder. This may be as easy as staying on separate sides of the table, or you may have to take a little walk.

Again, think about the game. Did you have fun? Did you argue with your opponent? Would you play this person again? Would you never want to have to be in the same room with this person again? How was their army? Was it fun to play against? Note: whether or not you won or it crushed you, was it still a neat army or was the army so infuriating to play that you'd wish the games designers had never made those options that the player chose.

After you've done all this thinking take a look at the form. You'll

notice two columns. On the left hand side are five choices. Read through them carefully and choose which one best describes your opponent and the game you just had with them. If you had a horrible time then be honest and mark it on the sheet. The system only works if you are honest. If your opponent was completely unsportsmanlike and you check the box that says "I'd play this person again next round if given the chance." then you are not only short changing the system but you are also sending the wrong message to your opponent. **Be honest.**

After you've made a choice in the left hand column, it's time to read through the right hand column and make a choice. How was the player's army? Was it really cool with an awesome theme that evoked the feel of that particular army? By that we mean did the player have a true Skaven army that looked like a swarm over the battlefield or if he was an Ork player was it a green tide of models? At the opposite end of the spectrum, did the player hide his blood thirsty and savage Chaos Lord behind trees for most of the game? Did their noble Bretonnian Knight General sneakily strike down opponents or cower from challenges?

By making a choice in the right hand column you have the chance to reward those players that made an effort to bring a great army and conversely not reward those who brought an army that was crafted with winning in mind rather than fun or background.

Finally, make sure both your full name and your opponent's full name is on the sheet before you turn it in.

- Always mark the sheet honestly (or it doesn't work in the end).
- Always make sure all the names are filled out.
- Hand it in!

## CHEATING

Giving an opponent a low score for the sole purpose of putting yourself ahead or friends ahead in a tournament is cheating. It is neither sneaky nor clever (it's rather childish and stupid). If caught you will be banned from all future tournaments with the full backing from Games Workshop. We don't want people who act like this at our tournaments.

## WHEN THINGS GO PEAR SHAPED (ALL WRONG)

Even the best laid plans go awry. You left your model case on the subway, your cat spilled paint all over your banners, a meteor landed on your car the morning of the tournament, you or your significant other gets sick, and on and on and on...

**What if all my models aren't painted when the tournament starts?**

Either because you procrastinated (who me?) or through unfortunate circumstance you lost a large part of your army, you show up to the tournament with a unit or two of unpainted troops. Go ahead and play, just realize that your painting score is going to suffer. Play and have fun - that is the important part. If 90% of your force is unpainted then your best bet is just to wait until the next tournament. Just make sure everything is painted and ready to go by then!

**What if a family members or myself is sick on the day and can't make it?**

Call the tournament organizer and let them know you cannot make it. This gives them a chance to line up someone else to play.

**What if the tournament / a player is so horrible that I want to leave.**

Double check yourself. What is the cause of your problems? Is it the way the tournament is running (everything is late and disorganized), is it a certain player (very unsportsmanlike), or are you just having a bad day (dice are plotting against you)?

If it is the former (tournament organization or players) then make one more effort to stick it out. Don't let a ruling/jerk/disorganization ruin a whole weekend for you. Make sure you either report it through the feedback process in the Hall of Heroes, or give the player a suitably low Sportsmanship score. If it is the dice, well, it happens to the best of us.

If you are really having a bad day then this is where being a good sport comes into play. Remember, it's just a game. Moreover, having fun is more important than winning games any day of the week.

#### **What if my opponent is cheating?**

Cheating is completely against the grain of Rogue Trader Tournaments. The only reason to cheat is to win - why cheat when the point is to have fun? Should you be subjected to such a blasphemer, please call their actions to the attention of a Judge. This can range from using weighted dice to changing rules midgame or serious breaks in game play rules.

#### **What if my points are wrong in the Hall of Heroes?**

Talk with the tournament organizer as they are responsible for entering all your information into the Hall of Heroes. Also, it can help to write an email to the Rogue Trader department at: [roguetrader@games-workshop.com](mailto:roguetrader@games-workshop.com).

#### **The tournament was rigged!**

On the whole conspiracies are, well, convoluted. If, however, you firmly believe there was shady business involved, make sure it is reported in through the feedback section in the Hall of Heroes!

#### **I paid my entrance fee, but then the tournament was cancelled!**

This you'll have to work out with the store or game club putting on the event. Games Workshop has no affiliation with collecting tournament fees or refunding them. However, we'd still like to know of any problems for our own records.

## **So, when are you...**

Here are the top 5 questions we get that don't quite pertain to game play but involve the Rogue Trader Tournament nonetheless.

#### **1) When is 'insert name of game here' going to be added to the RT System?**

Some of our games aren't made for tournament play while others seem to work great. It comes down to time and manpower for what gets picked obviously we are going to cater to the games that have a larger fan base. We will endeavour each year to add something new!

#### **2) When are you going to run a tournament in 'insert city name here'.**

Games Workshop doesn't run them or pick the spots they take place. Rogue Trader Tournaments and their locations are strictly up to stores and game clubs interested in hosting them. If you are itching for one to take place near you we suggest either talking your local shop or game club into running one, or, strapping on the awesome responsibility of running it yourself.

#### **3) How come I can't use 'insert army here'.**

At the moment only armies with published Codexes, Armies Books, or rules in White Dwarf are allowed in Rogue Trader Tournaments.

#### **4) Can I use my 'insert name of other model or kit company here'.**

No, sorry this is strictly Citadel Miniatures only. Old, out of print Citadel models and heavily converted models can be used as long as there is still a majority of a Citadel

Miniature discernable (Yes Marauder Miniatures and Forge World models can be used for those those nit-pickers).

#### **5) How can I increase my score?**

There are a number of ways to get a better score at the next tournament.

- Devise better strategies to win more games ('Cunnin' plans' Orks would say).
- Have more fun and don't pick apart the rules so much (i.e. increase your sportsmanship).
- Take more time and practice painting.
- Design an army, a big army, rather than adding in regular troops around many, powerful heroes.
- Familiarize yourself with the rulebook (get a better score on the quiz).

## **TAKE IT TO THE NEXT LEVEL!**

If you enjoy your experience at Rogue Trader Tournaments then you are ready to participate in our Grand Tournaments. After all, Rogue Trader Tournaments are really just mini-Grand Tournaments.

For most, Rogue Trader Tournaments are a gamer's first experience with organized Games Workshop tournaments. These are the same people who are reluctant to enter into Grand Tournaments because they think the competition might be too stiff, the players too cut-throat, or the armies too outlandish.

The fact of the matter is Grand Tournaments are just plain fun! They are a whole weekend of gaming against great armies and great opponents. Unlike Rogue Trader Tournaments, the fun doesn't stop when the tournament is over because open gaming goes on all night, there are tons of special deals, models and game previews, and sometimes even a Games Workshop celebrity will stick their head in to say "Hello!"

If you had fun at Rogue Trader Tournaments, then you are definitely ready for Grand Tournaments. Just be aware that they sell out very, very quickly (that's why we started Rogue Trader Tournaments, we just couldn't run enough Grand Tournaments).

The next time you open your White Dwarf magazine or see an advertisement on our website make sure you note it down and be ready to jump at the first moment to register. Even though every year we add more tables and sometimes even a whole new location, these events just sell out.

What can we say, people love to have fun and play with their armies all weekend. We certainly can't blame them for that!

## **GENERAL PHILOSOPHY OR WHY IT'S ALL OUR FAULT**

Why Rogue Trader Tournaments? Because you asked for it. Players, stores, clubs and Games Workshop staff all wanted a system that would bring players from all over the place together for a day of organized gaming. After all, what is more fun than a day of playing with your toy soldiers? 'Nothing' is usually the answer!

Why points for painting, selection, and sportsmanship? Anybody can win a game. It's actually quite simple. We wanted a system that rewards the hobbyist rather than the person that could slap together the "hardest" army. That's why we included points for painting (including conversions), army selection (after all, shouldn't you be rewarded for winning with more pawns than queens?), and sportsmanship. In fact, of all these sportsmanship is the most important. Why?

In the end, having fun is what the game is really all about.

It's easy to get distracted, get angry, and turn what is supposed to be a fun event into pure agony. That's why Rogue Trader Tournaments aren't all about winning the game. We want you to remember that you are playing against someone else's toy soldiers with your own toy soldiers - not a very serious event after all is it in the grand scheme of things? Sometimes people just need to be reminded of this.

If your main goal of participating in Rogue Trader Tournaments is only to win as much as possible then we ask you now to reconsider. Your goal will not only disappoint you, but your disappointment will spill over onto your opponents and ruin their day too.

## THE WINDS OF CHANGE

Rogue Trader Tournaments will evolve. Refinements will be made, changes will occur, and old systems will be exchanged for newer, simpler and sleeker systems.

Why are we saying all this? Don't be lulled into complacency. If you see something in the system that can be improved, let us

know. And, don't be surprised when something changes. Throwing a wrench in the works and changing how you have to think, how you work your tactics is part of the fun. If you find a system that lets you win time and time again it may seem fun to you at first but believe us, it really isn't (and usually isn't fun for those that are constantly losing to that system either).

## GET INVOLVED

If you find these Rogue Trader Tournaments are fun, then help spread the word and the fun by running these tournaments yourself! Or, if you don't want that much responsibility (it can be rather daunting!) then let us know what can be changed to make it better. We do want this to be as fun as possible for everyone, which also means we won't take everyone's advice, "Hey I want you to change X so my army can win more often." Good advice and constructive criticism (using the phrase "this sucks" doesn't count) are always needed and welcomed.

Get in, play a lot, tell us what's on your mind, get involved and see just how much more fun this hobby can get!

