

Warhammer 40,000

Gaelcon 2010

October 22nd – 25th

Army rosters

You can only create one army for the Tournament and it must be used in all of the games you play. The army roster must: Include your name, be clear and readable and it must present each unit separately including a full list of its items and relative point costs. During the tournament army rosters will be thoroughly checked and graded. If you have any concerns about an opponent's roster please contact a judge who will attempt to resolve the issue. If any errors are found, even if the mistake you made was an honest one, the appropriate penalties for an illegal army list will be applied. Should you wish to check the legality of your army list before the tournament, you may email it to me at wargames@gaelcon.com at least a week before the tournament.

During the Warm-Up period, both players must swap army rosters. You are required to allow and answer any questions your opponent might have. It is your responsibility to make sure your opponent can tell what each of your models/units represents.

1 Tournament rules & Restrictions

- No more than 1,750 points may be spent on the army using one standard Force Organization chart.
- Armies must follow the restrictions on army selection in their own Codex. Allies are unavailable to any army. This does not apply to Witchhunters or Daemonhunters, they may take Allies as allowed by their Codex.
- Armies may be built from codices released before the 1st of September 2010.
- All Armies must be painted with to 3 a colour minimum standard. All models in the army must be based. Each squad must also be readily identifiable from one another. If there is any confusion as to whether or not your models are appropriately painted, based or identifiable, please contact us before you attend the tournament.
- Weapons, war gear options and upgrades chosen from the army list must be shown on the majority of the models in a unit.
- Conversions must be identifiable. If you are in any doubt about the validity of your conversion please contact the Tournament organizers immediately.
- When multiple versions of a rule or Codex exist use the most recent version, as long as it was published before the 1st of September 2010.
- The Question & Answer articles that have been published to update the rulebook

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and existing codices to Fifth edition are used.

- Referees set up the scenery for the battle and it must not be moved or changed by players. If the scenery needs changing, call one of the referees to assist.
- Rules from Imperial Armour and Apocalypse are not allowed, however you may use appropriate models to represent models with rules in allowed codices. (E.g you may not use a chaplain dreadnaught in your army but you may use the model to represent say a Venerable/Normal/Ironclad/Librarian dreadnaught with appropriate weapons as above)

2 Playing the Tournament

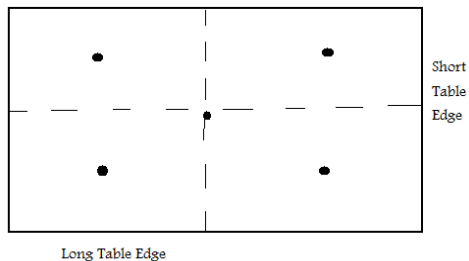
Opponents are allocated randomly in the first round and from then using the Swiss system

All games end as described in the ending the game section of the Warhammer 40,000 rulebook (page 90)

2.1 Scenario details:

Game one:

Spearhead Deployment. 5 objectives to be captured. One objective is placed in the centre of each table quarter and one in the centre.



Game two:

Dawn of war deployment.. Annihilation.

Game three:

Pitched Battle deployment, Seize Ground (3 objectives)

Game four:

Pitched Battle deployment, Capture and Control

Game Five:

Dawn of War deployment, Seize Ground (5 objectives)

Game six:

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Spearhead deployment, Annihilation

- **Annihilation Victories:**

In Annihilation scenarios, there must be a difference of 2 kill points to win the scenario.

- **I Surrender!!! (ya big girl):**

Conceding a game always gives a W-20 L- 0 score to your opponent.

- **Capturing objectives:**

To capture an objective you must measure from the edge of the base of the objective.

Working out your result:

First work out the scenario victor as normal -

Win : 15

Draw : 10

Loss : 5

Then compute Victory Points (VP) difference. The player having the VP difference in his favour gets a bonus; the other one gets a malus.

Difference in VPs / game points bonus / malus

1450-1750 / +5 / -5

1150-1449 / +4 / -4

850-1149 / +3 / -3

550-849 / +2 / -2

250-549 / +1 / -1

0-249 / no bonus & malus for VPs

2.2 The 'Warm-Up' period

Before every battle there is a 'Warm-Up' period between games

During this time you can:

Discuss the table and the terrain on it (what effect it will have on lines of sight, movement and the battle in general).

Clear up any potential rules problems that might occur during the game.

Discuss special rules and conditions for victory that apply to the scenario.

Ask questions about your opponent's army and the special rules that apply to it.

Swap army rosters

The Warm-Up period is included as an official part of the Tournament and we advise all contestants arrive in good time and make the most of it. It will prevent many unwanted debates during games and should help you and your opponent get off to a friendly start!

2.3 Interference

Only you and your opponent play the battles together. This means that friends and

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onlookers who finish their games early must not interfere or be involved in the game in any way.

Interfering with a battle that is not your own will be considered a yellow card offense and any interference should be reported to a referee.

2.4 Equal Number of turns

During the round we will announce the 30-minute mark. At this point you have 30 minutes left to finish your game. In the interest of fair play we strongly suggest that you only start a new turn after the 30-minute mark has been announced if you are both convinced that you can finish an entire game turn. If you can't agree with your opponent you should call over a referee to make the decision.

2.5 Using an illegal army

Using an illegal army will result in the registered score for all rounds changing to 20 vs. 0 in favour of your opponents for all rounds played, regardless of the actual outcome of the battles. You will be required to amend your army to fit the tournament requirements before the next round. Please double check your army list.

2.6 Your result

We will display the scores registered for previous rounds. We recommend that you check these after each round and, should you find an error, report it to a referee. We will either change it immediately or ask you to get your opponent from that round to agree on the change.

You must inform us of an error before the end of the following round. We cannot and will not backtrack after the final results have been made public, and are in no way responsible for any errors that might occur.

3 Scoring points

3.1 Game points: 120 tournament points is the potential total.

3.2 Yellow and Red Cards:

Sometimes we will penalise a participant for violating the rules or code of conduct of the Tournament as follows.

Committing a yellow card offence – 5 points per offence

Committing a red card offence – Disqualified

3.3: Ultimate Decisions:

The referees's decision on all matters is final (persistent arguments from a player may result in being executed by a Commissar).

4 Awards:

4.1 Best Painted Army Award

Your army will automatically be entered in to the painting competition

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4.2 Best Painted Model

You may enter a single model from your army into this painting competition [free]...
You may enter additional models for 2Euro per model, weather part of your army or not.

4.3 The Best General Award

This award is given to the person with the highest overall battle points score.

4.4 Second, Third

This will be given to the best runners up.

4.5 Best loser

This will be given to the person with the least points.

5 ETC

For those interested in qualifying for the Irish ETC Team. The results of this year's tournament will be registered with Rankings HQ..... Note: this will in no way effect your games.

And finally.....

Should you have any questions or queries regarding any aspect of the tournament, please do not hesitate to contact me at: wargames@gaelcon.com