

Gaelcon 2009 40K Information and Rules Pack

Gaelcon Warhammer Tournament Rulespack, 2009

Army rosters

You can only create one army for the Tournament and it must be used in all of the rounds. The army roster must:

- Include your name
- Be clear and readable, Typed is preferred
- Contain all information Point costs of models, upgrades, equipment, wargear and so on.

During the tournament army rosters will be thoroughly checked. 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.

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 represents

1 Tournament rules

1.1 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 of their own Codex.
- All models in an army must be at least sprayed black, this is the very bare minimum, fully painted armies are preferred
- Only the armies listed may be used in the Tournament.
- Weapons, wargear 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 at least one month prior to the tournament.
- The Question & Answer articles that have been published to update the existing codexes to Fifth edition are used.
- Referees set up the scenery for the battle and it should not be moved or changed. If the scenery needs changing, call one of the referees to assist.
- Special characters are allowed.
- Rules from Imperial Armour and Apocalypse are not allowed, however you may use appropriate models to represent models with rules in allowed codicies. (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 dreadnaught with appropriate weapons as above)

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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)

Scenario details:

Game one:

-Deployment using Dawn of War
-Mission is Annihilation
-Tournament points for: difference in kill points
Kill points are equal: DRAW -10
Difference is <= 3: W-13 L-7
Difference is <= 5: W-17 L-3
Difference is 5 or greater W-20 L-0

Game two

-Deployment using Spearhead
-Mission is Seize Ground
-Tournament points for each objective held.
Game will be played with 5 objectives: each one held is worth 4 points Contested is worth 1 point.

Game three

-Deployment using Pitched Battle
-Mission is Capture and Control
-Tournament points: Each objective held is worth 10 points Contested is worth 3 points

Game four

-Deployment using Dawn of war
-Mission is Seize Ground
-Tournament points for each objective held.
Game will be played with 5 objectives: each one held is worth 4 points Contested is worth 1 point.

Game Five

-Deployment using Spearhead
-Mission Capture and Control
-Tournament points: Each objective held is worth 10 points Contested is worth 3 points

Game Six

-Deployment using Pitched Battle
-Mission is Annihilation
-Tournament points for: difference in kill points
Kill points are equal: DRAW - 10
Difference is <= 3: W-13 L-7
Difference is <= 5: W-17 L-3
Difference is 5 or greater W-20 L-0

Getting wiped out or conceding a game always gives a W-20 L- 0 score

Note about contesting- A objective does NOT count as contested if there is no enemy units within 3 inches and a friendly non-scoring unit within 3 inches of the same objective.

2.1 The 'Warm-Up' period

Before every battle there is a 15-minute 'Warm-Up' period between games
During this time you can:

- Discuss the table and the terrain on it (what effect will it have on lines of sight, movement and the battle in general).
- Clear up any potential rules problems that might occur during the game.

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- 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 (This is NOT an optional piece of the warm-up)

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!

2.2 Interference

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

2.3 Equal Number of turns

During the round we will announce the 20-minute mark. At this point you have 20 minutes left to finish your game. In the interest of fair play we strongly suggest that you only start a new turn after the 20-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.

2.4 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 opponent, 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. In addition, the appropriate point penalty will be applied

2.5 Your result

We will display the scores registered for previous rounds on a board

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.

2.6 Sportsmanship points

You should secretly rate the game you just played when you register your score at the referees table.

+2 Typical game.

What you'd expect from a Tournament game. Your opponent was fun and pleasant to play against, there was no arguing over rules and you left the game with a good feeling.

+1 Bad game

You and your opponent had disagreements, which meant the game was not very enjoyable. You left the table with a rather sour aftertaste.

0 Please, never again!

This player ranks amongst the worst of the worst. He debated every rule, nagged about every illusionary inch, and the game was a nightmare. If there were more players like these attending Tournaments you'd reconsider attending.

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Receiving or giving zero Sportsmanship points might cause increased referee activity in your vicinity! It is important to note that the majority of games should receive 2 points. Lower scores should be rarities.

3 Scoring points

3.1 Game points (0 – 120 points)

At the end of the Tournament your Command points from each round are added together. This figure represents your overall gaming performance at the Tournament and contributes the majority of points to your overall score.

3.2 Army painting (0 – 5 points)

During the Tournament referees will determine the painting standard of your army.

Players with models or an army that they have not painted themselves will still be awarded for Army Painting and Presentation.

All of the models in the army must fulfill the criteria in order to score points. The presence of a single model that doesn't, will compromise the score. The Wow factor and Conversions categories abide by slightly different rules, detailed below.

The army painting scores -

One point for: 3 Colors minimum

one point for: the army being based

No wriggle room - you are fully painted and based or you do not get these points.

One point for: Detail painted (e.g. eyes painted, model drybrushed and highlighted)

One point for: Squad Markings (Each squad member has some identifier as to what squad it's in)

One point for: WOW (we don't mean: "this guy has an Ork army, and I swapped this pistol with a chainsword" we mean people are stopping to admire the army)

- Judges discretion on these 3 sections

Five points for: Being nominated for Players choice

3.3 Quiz(0 – 10 points)

10 multiple-choice questions and a point is awarded for each correct answer.

The Quiz is a closed book test. This means that you cannot use any form of reference material to answer the questions.

Any form of illegal or dubious action during the Warhammer 40,000 Knowledge Test will result in a score of 0 points.

3.4 Yellow and Red Cards

If a participant is found to be violating the Tournament's code of conduct or is behaving irresponsibly we use a warning system:

- Yellow card - This is the first warning. Recipients will be warned about their behavior and advised to calm down. We will deduct the appropriate points from their overall score a second yellow card will count as a red card.
- Red card - Final warning. If recipients don't adjust their attitude and behavior at once they will be asked to leave the Tournament. We will deduct the appropriate points from their overall score and any further cards will end your tournament prematurely.

This all sounds fairly serious. We have never had to send someone away from a Tournament and we hope we never have to. However, if the need arises, we will gladly dismiss a particularly obnoxious player rather than have him or her spoil the fun for everyone else.

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3.5 Point Reductions

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

- Using an illegal army - 8 points (per round the illegal army was used)
- Committing a yellow card offence - 5 points per offence
- Committing a red card offence - 10 points

4 Awards

4.1 Overall Champion

The player with the most points at the end of day 2 will be declared the Overall Champion of the Tournament.

The score is counted in the following order

Quiz + Painting + Game Points

In the event of a draw the scores will be removed in the same order.

If it is still a draw your combined opponents overall scores will be used to decide the winner.

4.2 The Players choice Army Award

On day one the referees will nominate several armies for the Players Choice Army Award. Ensure that your army, army roster, name and entry number are clearly visible, otherwise you can't be nominated.

Armies you have not painted yourself can't be nominated. If you have not painted your entire army please declare it on all your army rosters.

On Day 2 the Army nominees will be informed of their selection and, during lunch break on the second day, all Tournament entrants may vote for their favorite. The army with the highest number of votes wins. In the case of a tie, the winner will be selected randomly.

4.3 The Servitor Lexicanum Award

The Servitor Lexicanum Award goes to the player that scores highest on the Knowledge Test.