

THE MECHANICON 2009



Warhammer 40,000 Grand Tournament Rules Packet





THE MECHANICON 2009

Warhammer 40,000 Grand Tournament Rules Packet

The MechaniCon

November 6-8, 2009

Holiday Inn—West Chester

943 South High Street

West Chester, PA 19382

Welcome to The MechaniCon, 2009. Our mission is to provide a gathering for gamers and miniatures enthusiasts and help shape the future of the community. By bringing together many groups in the community we can provide a place to meet new friends, learn about products, and help each other expand our gaming experience.

The MechaniCon 2009 Grand Tournament will bring back memories of Games Workshop's Grand Tournaments of the past. Our club and the community helping to bring this event to you have been participants in every type of tournament and event out there. By combining our experience and resources we hope to give you not only entertainment but also inspiration to help organize your local community as well.

Included in this packet you will find the venue information, tournament overview and schedule, as well as the basic rules for the event.

You will be able to find more information about other events, sponsors and more on our website:

themechanicon.com

Thank you and see you in November,
The Gaming Garage LLC
gaminggarage@gmail.com

Tournament Overview

Scoring for the tournament will be based around the three main aspects of the hobby. Battle, Painting, and Sportsmanship Points will be scored by you, your opponent and the judges. When you are required to fill out your results sheets, you are expected to be fair and accurate. Any results that seem questionable will be reviewed.

There will be many categories to compete in, and a wide range of competitors. There will be prizes and trophies, but there will also be new friends to meet. So please bring a positive attitude, great models, and your best tactics.

The MechaniCon 2009 Schedule

Friday, November 6

12:00-18:00 Registration
18:00-? Friday Night Fight—optional

Saturday, November 7

7:30-8:45 Registration
8:45-9:00 Get ready for Round 1
9:00-11:30 Round 1
11:30-13:00 Lunch Break
13:00-15:30 Round 2
15:30-16:00 Break
16:00-18:30 Round 3

Sunday, November 8

8:00-9:00 Hall Opens, Announcements
9:00-11:30 Round 4
11:30-13:00 Lunch Break
13:00-15:30 Round 5
15:30-16:00 Clean up
16:30-17:00 Awards Ceremony

THE MECHANICON 2009



Warhammer 40,000 Grand Tournament Rules Packet

Basic Rules:

The general rules for the Grand Tournament follow the same guidelines as most other events of this scale. Please remember that this may be quite different from smaller events you may have attended and you should read all the rules to know what to expect at the event.

1. **Grand Tournaments are for fun**, please remember that your opponents are attending to enjoy themselves as well. If you feel that this type of event is not for you, there are many alternatives out there.
2. Your army must be **fully painted** and have at least 3 base colors, be on appropriate sized bases, and the bases must be finished. Any models that do not qualify will be removed from play. Any army that is not painted will not be allowed to participate in the event.
3. The **majority** of your army must be made of Games Workshop, Citadel, Marauder, Fanatic or Forge World models. If you have a couple special models from another manufacturer that is fine as long as it clearly represents the appropriate codex entry. You may also use heads, bases, or other accessories from other manufacturers but remember this is a Warhammer 40,000 event and your opponent must clearly be able to see what the models represent. If you have any models that may be in question, please email pictures so you do not get surprised at the event that your models may not be used.
4. What You See Is What You Get (**WYSWYG**). Models must have the appropriate weapons and upgrades shown on the figure. Once again, your opponent must clearly be able to see what the models represent.
5. You must bring an **1850 point army** using one Force Detachment. Armies will be chosen from the appropriate Codex and all official Games Workshop FAQ's will be in effect. Special Characters will be allowed for all armies.
6. You must **conduct** yourself in a manner that will not bring the hobby in disrepute. This is the foundation of any event and anyone who cannot follow this will be asked to leave.
7. You must bring **all materials necessary to play**; this includes dice, rulers, templates, models, codex and rulebook, and seven copies of your army lists.
8. At the start of each round, you will provide your opponent with a copy of your army list. Missions will be revealed before each round. Please read each mission and terrain definitions.
9. Staff for the event will be run by volunteers. These are fellow gamers and they are giving up an opportunity to play so that you can enjoy this event. Please treat them with respect, follow judges decisions, and thank them for their service.
10. You will play 5 games, pairings will be based on a Swiss System. Please let a judge know as soon as possible if you have faced an opponent before or if you are matched with someone you game with often and we will find you a suitable opponent. Scores other than Battle Points will be added at the end of the five games and are not part of game pairings.
11. Enjoy yourself!



THE MECHANICON 2009

Warhammer 40,000 Grand Tournament Rules Packet

Tournament Info—Sportsmanship

Playing in the Grand Tournament

Being prepared for playing 5 games with 5 opponents will help you enjoy the event much easier. Some simple steps will go a long way.

Get to your table assignment early to meet your opponent, swap army lists and read the missions. You will have 10 minutes before each round to be ready to start the game.

Army Lists need to be clearly written and provided to your opponent before each game. If you make an embellished list, scroll, dataslate or other way to display your army history and list please provide a plain paper list to your opponent.

Display Bases for your army work great. Having models out of the cases and ready to deploy will save you and your opponent valuable game time. If you just bring a tray to carry your models from table to table that works great too. Display Bases also can be a great enhancement to your army's appearance. **Please limit Display bases to 24" long by 24" wide**, you will be provided an area to set your display base at each table. If you wish to set up a larger display bases drop us an email at gaminggarage@gmail.com.

Please be careful of the tables and terrain. Do not set cases, boxes, food or drink, or anything else on them that could damage the gaming surfaces. There will be sideboards provided for this at each table.

Sportsmanship

Sportsmanship should be scored privately. If you wish to discuss or share your score with your opponent, you may do so, but it is not required.

Maximum score of 50 points

Compulsory Trappings

Did your opponent show up on time? **1 Point**

Did your opponent provide their army list and have all the materials they needed to play? **1 Point**

Game Play

Did your opponent measure accurately for both model moves and shooting distances? **1 Point**

Did your opponent demonstrate solid knowledge of both the basic rules and the rules for their army? **1 Point**

Did your opponent solve rules disputes by showing you the relevant passages in their rulebook or amicably asking a judge if their rulebook did not resolve it? **1 Point**

Was your opponent's army easy to understand with clear conversions or completely WYSIWIG? **1 Point**

Did your opponent play their turns in a reasonable amount of time? **1 Point**

Did you and your opponent finish the game (i.e. play the full allotment of turns?) **1 Point**

Behaviors

Was your opponent personable when not concentrating on strategy or planning out moves (this doesn't mean they became your new best friend, but that they weren't a grouch during your game)? **1 Point**

Win or lose, was this person the type of opponent you look forward to playing again? **1 Point**

THE MECHANICON 2009



Warhammer 40,000 Grand Tournament Rules Packet

Army appearance

54 possible points, maximum score of 50

PAINTING (worth up to 38 points)

Standards *Select one of the following:*

Painted only to the three-color standard of basecoating. **10 Points**

Painted beyond the three-color standard. **18 Points**

Neatness *Select all that apply to the bulk of the army.*

Uniform Painting: Not a mix of schemes, styles and looks. **2 Points**

Clean Basecoat Colors: Base colors are painted neatly. **2 Points**

Details *Select one of the following, if it applies.*

Basic Details: Details such as eyes, buckles and jewelry are painted. **2 Points**

Clean Details: Details are painted well and cleanly, with highlights. **4 Points**

Advanced Details: Well-executed extra details have been added, such as banner artwork, blood marks, dirt on cloaks, weathering, etc. **6 Points**

Masterful Details: Wow. Banners, markings, weathering, and/or other details are painted to an incredible degree! **8 Points**

Highlights/Shading *Select one of the following, if it applies.*

Discernable Highlights/Shading: Models are drybrushed, lined, shaded, inked, etc., although not particularly cleanly. **2 Points**

Clean Basic Highlights/Shading: Lines are neat, drybrushing is appropriate, inking is controlled and not sloppy. **4 Points**

Advanced Highlights/Shading: Highlights have been blended or layered beyond the basic highlighting techniques of drybrushing and inking. **6 Points**

Masterful Blending: Wow. Highlights have been masterfully blended, shaded, or layered! **8 Points**

BASING (worth up to 4 points)

Select one of the following, if it applies to the bulk of the army.

Based: Bases have basing materials (flock/sand/tiles) or details painted on them. **1 Point**

Extra Basing: Bases have multiple materials (rocks/grass), minor painted details (such as cracks in tiles, etc.) or basing is done very well. **2 Points**

Advanced Basing: Bases are highlighted, have multiple materials and extra, well-done details on larger bases (helmets, skulls, animals, building rubble, etc.), and or dramatic posing of miniatures. **4 Points.**

CONVERSIONS (worth up to 6 points)

Select one of the following, if it applies.

Minimal Conversions: The army has some elementary conversions (weapon swaps, arm rotations) or a couple interesting swaps. **1 Point**

Minor Conversions: The army has some multi-kit conversions, such as head and weapon swaps. This is for more than a few models. **2 Points**

Major Conversions: The army has many well done multi-kit conversions, or some difficult conversions using putty, plastic card, drilling, sawing, minor sculpts, etc. **4 Points**

Extreme Conversions: Wow. The army has some extreme conversions, which might be a scratch-built conversion or sculpt of an entire model, a large amount of models with difficult conversions, or the entire army is highly converted. **6 Points**

DISPLAY BASE (worth up to 3 points)

Select one of the following, if it applies.

Display Base: Basic highlighted or detailed display base. **1 Point**

Exceptional Display Base: Display base has additional details that enhance the army's appearance. **3 Points**

OVERALL APPEARANCE — JUDGE'S

DISCRETION (worth up to 3 points)

Select the following for 1-3 points, if it applies.

The whole of this army is greater than the sum of its parts. Everything works great together to create a special army. **1-3 Points**



THE MECHANICON 2009

Warhammer 40,000 Grand Tournament Rules Packet

Gameplay and Scoring

There will be five games played and each will have a specific set of rules. Different deployment and objectives. Please take the time to read the mission before you deploy.

Missions have different levels of objectives:

- Primary—such as Annihilation, Capture and Control, and Seize Ground.
- Secondary—such as wipe out opponent's general, wipe out troops, etc.
- Tertiary—such as control table quarters, occupy opponent's deployment zone, etc.

Each Mission will be based on Victory Points (see page 300 of the main rule book).

There will be no Kill Points used. For Annihilation or other missions that use Kill Points, Victory Points will be used as normal—but if a unit is wiped out then double the points of the unit are awarded.

The terrain you will experience will cover all types listed in the rule book. There will be details listed in the tournament book you receive at registration that will describe all scenery pieces.

You will probably experience each type of terrain piece during the course of all 5 games, but not the same on each table. This will avoid giving advantages to certain armies but at the same time allowing those armies to use their special terrain rules once in a while.

There will be one exception from the rulebook for terrain play. Intact Buildings will NOT be

able to be occupied. While this is great fun for gaming, it would slow down tournament play. Intact Buildings such as Planetstrike Bastions will count as Impassible Terrain.

Battle Points

To Calculate your Battle Points after a mission, count up the difference in Victory Points between you and your opponent and consult the chart below.

Loss: 400 or more points less than opponent	6
Draw: 399 less than to 399 more than your opponent points total	8
Morale Victory: 400 to 999 more than your opponent points total	12
Minor Victory: 1000 to 1799 more than your opponent points total	14
Commanding Victory: 1800 to 2399 more than your opponent points total	16
Major Victory: 2400 to 3199 more than your opponent points total	18
Massacre: 3200 to 4000 more than your opponent points total	20

Tournament Scoring

Battle Points	100 Points
Painting	50 Points
Sportsmanship	50 Points
Quiz	10 Points
Maximum Total	210 Points

THE MECHANICON 2009



Warhammer 40,000 Grand Tournament Rules Packet

Mission 1 Briefing

“Let your plans be dark and as impenetrable as night, and when you move, fall like a thunderbolt.”

- Sun-tzu, Terran Archives

Assault at Dawn

A major conflict is about to begin in this sector. Your force has been ordered to take control of key assets in the area. Intelligence reports are scarce, and ion storms are causing problems with orbital communications. You will attack before the break of dawn, you must secure these objectives, and await further orders.

Mission Objectives

The winner of a D6 roll-off places the first of five objectives on the table. Then the opponent places the second, continue alternating until all 5 are placed on the table.

Objectives may not be in impassable terrain, nor may they be within 12” of another objective or a table edge.

At the end of the game you control an objective if there is a scoring unit within 3” and no enemy unit (scoring or non-scoring).

Mission Special Rules

- * Infiltrators and Scouts (page 92)
- * Outflank (page 94)
- * Reserves (page 94)
- * Night Fighting—Turn 1 only
- * NO Deep Strike—Unless Unit Always Deep Strikes
- * Random Game Length (page 90)
- * Seize the Initiative (page 92)

Deployment

Dawn of War—Table Halves (page 93)

Deployment rules follow the rulebook description. Chaos Daemon Armies deploy as described in their Codex

Calculating Results

Once you total your points, compare them to your opponent. Determine the difference in points and refer to the chart on page 5 of the Rules Packet to determine your score.

If you wipe out your opponent, then make sure you take your moves for the rest of the turns until the game ends. You will not be awarded Objectives that you cannot reach before the end of the game.

Mission Victory Points

Each Objective controlled at the end of the game- 5 @ 500	2500
If your most expensive unit survives	400
If all your Troop Units survive	400
If your General survives	400
If none of your opponents units are in your deployment zone	300
Maximum Total	4000



THE MECHANICON 2009

Warhammer 40,000 Grand Tournament Rules Packet

Mission 2 Briefing

“Reason begets doubt; doubt begets heresy.”

- Imperial Motto

They are upon us!

Planetfall has begun and key objectives are being reinforced. You must repel the invaders and destroy as many units as possible. Take the initiative and bring the fight to your foe!

Mission Objectives

This is a modified version of the Annihilation mission. Instead of the standard Kill Points, Victory Points will be used as normal—but if a unit is wiped out then double the points of the unit are awarded.

For example a 200 point Carnifex that loses half its wounds is worth 100. If that same Carnifex is wiped out then it is worth 400 points when calculating your score.

Mission Special Rules

- * Infiltrators and Scouts (page 92)
- * Outflank (page 94)
- * Reserves (page 94)
- * Deep Strike
- * Random Game Length (page 90)
- * Seize the Initiative (page 92)

Deployment

Pitched Battle—Long Table Halves (page 92)

Deployment rules follow the rulebook description. Chaos Daemon Armies deploy as described in their Codex

Calculating Results

Once you total your points, compare them to your opponent. Determine the difference in points and refer to the chart on page 6 of the Rules Packet to determine your score.

If you wipe out your opponent, then make sure you still count the victory points they achieved before calculating the difference in scores (page 6 of GT Registration Pack).

Mission Victory Points

Victory Points	3700
If all your Elite Units survive	300
Maximum Total	4000

THE MECHANICON 2009



Warhammer 40,000 Grand Tournament Rules Packet

Mission 3 Briefing

“Serve the Emperor today, tomorrow you may be dead.”

- Imperial Motto

Capture and Control

The enemy headquarters have dug in and must be defeated you must take control of their communications to disrupt their campaign.

Mission Objectives

This is a standard Capture and Control mission (page 91).

After deciding deployment zones, but BEFORE deploying any unit—set up the objectives as per the mission rules.

Mission Special Rules

- * Infiltrators and Scouts (page 92)
- * Outflank (page 94)
- * Reserves (page 94)
- * Deep Strike
- * Random Game Length (page 90)
- * Seize the Initiative (page 92)

Deployment

Spearhead—Table Quarters (page 93)

Deployment rules follow the rulebook description. Chaos Daemon Armies deploy as described in their Codex

Calculating Results

Once you total your points, compare them to your opponent. Determine the difference in points and refer to the chart on page 5 of the Rules Packet to determine your score.

If you wipe out your opponent, then make sure you take your moves for the rest of the turns until the game ends. You will not be awarded Objectives that you cannot reach before the end of the game.

Mission Victory Points

Each Objective controlled at the end of the game- 2 @ 1800	3600
If all your Heavy Units survive	200
If you destroy the enemy commander (nominate before battle if more than one HQ in the force)	200
Maximum Total	4000



THE MECHANICON 2009

Warhammer 40,000 Grand Tournament Rules Packet

Mission 4 Briefing

“How can you succeed if you do not attack?”

- Sergeant Kevial, Revilers Scout Instructor

Dominate the Area

After a fierce battle to maintain control of your command post, you must now hold control of the surrounding lands.

Mission Objectives

Primary Objective—Control Table Quarters

Secondary Objective—Victory Points from units killed

Mission Special Rules

- * Infiltrators and Scouts (page 92)
- * Outflank (page 94)
- * Reserves (page 94)
- * Deep Strike
- * Random Game Length (page 90)
- * Seize the Initiative (page 92)

Deployment

Spearhead—Table Quarters (page 93)

Deployment rules follow the rulebook description. Chaos Daemon Armies deploy as described in their Codex

Calculating Results

Once you total your points, compare them to your opponent. Determine the difference in points and refer to the chart on page 6 of the Rules Packet to determine your score.

If you wipe out your opponent, then make sure you take your moves for the rest of the turns until the game ends. You will not be awarded Objectives that you cannot reach before the end of the game.

Mission Victory Points

To control a table quarter you must have a scoring unit in a table quarter with no enemy unit that can contest in the same quarter—exactly like controlling an objective.

Each Table Quarter controlled at the end of the game- 4 @ 500	2000
If all your Fast Attack Units survive	150
Victory Points for Units Killed (page 108 in mini rulebook, page 300 in large rulebook)	1850
Maximum Total	4000

THE MECHANICON 2009



Warhammer 40,000 Grand Tournament Rules Packet

Mission 5 Briefing

“A foe without honour is a foe already beaten.”

- Ancient Helveticus, Ultramarines
Honour Guard

Dominate the Area

The Retsehc Sector Campaign is close to being decided. Travel to the planet Tsew and eliminate the command leaders and their reserve troops.

Mission Objectives

Primary Objective—Eliminate all HQ and Troops Units

Secondary Objective—Victory Points from units killed

Mission Special Rules

- * Infiltrators and Scouts (page 92)
- * Outflank (page 94)
- * Reserves (page 94)
- * Deep Strike
- * Random Game Length (page 90)
- * Seize the Initiative (page 92)

Deployment

Pitched Battle—Long Table Halves (page 92)

Deployment rules follow the rulebook description. Chaos Daemon Armies deploy as described in their Codex

Calculating Results

Once you total your points, compare them to your opponent. Determine the difference in points and refer to the chart on page 6 of the Rules Packet to determine your score.

Mission Victory Points

If you wipe out your opponent, then make sure you still count the victory points they achieved before calculating the difference in scores (page 6 of GT Registration Pack).

Kill all your opponent's troops units	1500
Kill all your opponent's HQ units	650
Victory Points for Units Killed (page 108 in mini rulebook, page 300 in large rulebook)	1850
Maximum Total	4000



THE MECHANICON 2009

Warhammer 40,000 Grand Tournament Rules Packet

Please Support our Sponsors



The Adventurer's Guild
5570 Derry St
Harrisburg, PA 17111
717.561.8140
www.theadventurersguild.com



Battle Foam
240 N. Sunway Dr. Suite 102
Gilbert, AZ 85233
Phone: 877-336-FOAM (3626)
Fax: 877-854-4244
battlefoam.com
Email: info@battlefoam.com

The Games Keep, LLC

929 South High Street
West Chester, PA 19382
(484)-905-5533
gameskeep@cavtel.net

Carney Bros Auto Body

Auto Body, Insurance Work,
Custom Painting

1151 West Chester Pike
West Chester, PA 19382

DragonflyMini.com

DragonflyMini.com
www.dragonflymini.com
SarahP@DragonflyMini.com

THE MECHANICON 2009



Warhammer 40,000 Grand Tournament Rules Packet

Please Support our Sponsors

	<p>Dremel www.dremel.com</p>
	<p>Fantasy Flight Games www.fantasyflightgames.com</p>
	<p>Games Workshop www.games-workshop.com</p>
	<p>Impact! Miniatures www.impactminiatures.com</p>



THE MECHANICON 2009

Warhammer 40,000 Grand Tournament Rules Packet

Please Support our Sponsors



Learn to paint like a pro!
Easy to use "how to paint" videos
and Scenic Resin Bases.

Jawaballs Productions
www.jawaballsproductions.com



ProCreate
Professional Sculptors Putty

Discover what sculptors from all over the world already know...

ProCreate is the perfect medium for sculpting master miniatures & custom models. Non-shrinking, epoxy-based putty holds fine detail and is less sticky for easy tooling. ProCreate is formulated to achieve consistent, stunning professional results every time.

Kraftmark

Get ProCreate, order now at: www.kraftmark.biz or 610-717-1785

SECRET WEAPON



10% DISCOUNT
on all bases and accessories!

Mechanicon Exclusive Coupon Code:
MCON09

Coupon valid November 1, 2009 through December 31, 2009. Offer only valid for orders within the USA. No minimum purchase. May be combined with other offers.

Secret Weapon Miniatures
www.secretweaponminiatures.com



Showcase Comics and Games

Granite Run Mall Store
1067 W. Baltimore Pike
Media, PA 19063
610-891-9229

Bryn Mawr Store
874 W. Lancaster Ave.
Bryn Mawr, PA 19010
610-527-6236

THE MECHANICON 2009



Warhammer 40,000 Grand Tournament Rules Packet

Please Support our Sponsors

	<p>TheWarStore.com</p> <p>neal@thewarstore.com</p> <p>Order Hotline: 631 765 0047 TheWarStore Fax: 631-765-6150 Neal's Direct Phone Line: 631-765-5549</p>
	<p>Woodland Scenics</p> <p>woodlandscenics.com</p>
	<p>Outrider Hobbies</p> <p>www.outriderhobbies.com</p>
	<p>Will Rutledge Photography</p> <p>www.willrutledgephotography.info/weddings</p> <p>610.585.0447 – phone</p>
<p>Steve Jackson Games</p> <p>www.sjgames.com</p>	



THE MECHANICON 2009

Warhammer 40,000 Grand Tournament Rules Packet

Our date is set for next year, mark your calendar!

**The MechaniCon 2010
November 5-7, 2010
West Chester, Pennsylvania, USA**

--

Warhammer 40,000 Independent Grand Tournament

**Watch for details on Games Workshop's web site for details on the
new Independent Tournament Circuit 2010 coming soon.**

**The Gaming Garage, L.L.C.
gaminggarage@gmail.com**