

THE MECHANICON 2011



Grand Tournament Rules Packet



THE MECHANICON 2011



Grand Tournament Rules Packet

The MechaniCon Grand Tournament

November 5-6, 2011

**Days Hotel—West Chester
(Formerly the Holoday Inn)
943 South High Street
West Chester, PA 19382**

Welcome to The MechaniCon, 2011. 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 2011 Grand Tournament will bring back memories of Games Workshop's Grand Tournaments of the past. Our club members have been participants in every type of tournament and event out there. By combining our experience and resources we hope to give you entertainment as well as 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 rules for the event.

You will be able to find 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 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 in which to compete, 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 2010 Schedule

Friday, November 4
12:00-18:00 Registration

Saturday, November 5
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 6
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 2011



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 that 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, rulebook, appropriate FAQ's, and **eight 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 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 2011



Grand Tournament Rules Packet

Tournament Info—Sportsmanship

Playing in the Grand Tournament

Some simple steps to prepare for playing 5 games with 5 opponents will help you enjoy the event much more.

Get to your table assignment early to meet your opponent, swap army lists and read the missions.

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 are a huge asset. 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 well 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 base for appearance scoring that is fine.

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

There are **two ways** that Sportsmanship will be scored. **At the end of each game** you will score your opponent based on the scoring sheet questions. **At the end of the weekend**, you will rate your opponents from least favorite to most favorite. The scores will be combined to give your overall Sportsmanship score.

Gameplay Scoring, each round

Did your opponent provide all the materials needed to play? **(0-1 points)**

- Did your opponent have rulebook, dice, tape measure, templates, army codex and FAQ?

Did your opponent play their turns in a timely fashion? **(0-1 points)**

- This means deploying and playing at a good pace.

Was your opponent's army easily understood? **(0-1 points)**

- Did the units have ways to differentiate squads or were all the squads painted and/or modeled identically and difficult to tell apart?

Was your opponent able to handle a rules dispute properly? **(0-1 points)**

- Debating cloudy areas of the rules will happen so be respectful when it does.

Would you invite your opponent to your house, club, or local game store for a game in the future? **(0-1 points)**

THE MECHANICON 2011



Grand Tournament Rules Packet

Army appearance

Army appearance is a large part of your weekend tournament score. It also has a large impact on your fellow tournament players. You have the ability to show off your skills and inspire other modelers so show us what you have got!

You will be asked if you painted your army when it is judged. This will not effect your score but you will not be eligible for a Best Painted award if you did not paint your army. Falsely answering will result in being banned from future events.

PAINTING (worth up to 36 points)

Standards *Select one of the following that applies to the bulk of the army:*

Painted with minimum effort only to the three-color standard of basecoating. **5 Points**

Painted beyond the three-color standard. **15 Points**

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

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

Clean basecoat colors: Base colors are painted neatly. **1 Point**

Preparation: Mold lines were removed, glue was applied neatly, etc. before painting. **2 Points**

Details *Select one of the following that applies to the bulk of the army.*

Details not picked out. **0 Points**

Basic details: Simple details such as eyes, buckles, jewelry, etc. are painted. **2 Point**

Clean details: Details are painted well and cleanly, with multiple colors, highlights, etc. **5 Points**

Advanced details: Well-executed extra details have been added, such as freehand banner artwork, blood marks, dirt on cloaks, weathering, etc. **8 Points**

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

No discernable highlights/shading. **0 Points**

Discernable highlights/shading: Models are drybrushed, lined, shaded, inked, etc., although not particularly cleanly. **3 Points**

Clean basic highlights/shading: Lines are neat, drybrushing is appropriate, any washes and

inks are controlled and not sloppy. **5 Points**

Advanced highlights/shading: Very well-executed highlights have been blended or layered beyond the basic highlighting techniques of drybrushing and inking. **8 Points**

BASING (worth up to 5 points)

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

No basing/bases only painted one color. **0 Points**

Basic basing: Bases have basing materials (flock/sand/rocks/tiles) or details painted on them. **2 Point**

Advanced basing: Bases have clean and well-done materials (flock/sand/rocks/tiles), nicely painted details (such as cracks in tiles, etc.), well-done details on larger bases (helmets, skulls, animals, building rubble, etc.), and/or dramatic posing of miniatures. **3-5 Points**

CONVERSIONS (worth up to 5 points)

Select one of the following, if it applies.

No obvious or very minor conversions. **0 Points**

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

Advanced conversions: The army has many well-done multi-kit conversions, some scratch builds or some difficult conversions using putty, plasticard, minor sculpts, etc. **3-5 Points**

DISPLAY BASE (worth up to 2 points)

Select one of the following, if it applies.

Display base: Basic highlighted or detailed display base (not just a tray). **1 Point**

Advanced display base: Very well-done display base with additional details that enhance the army's appearance. **2 Points**

OVERALL APPEARANCE — JUDGE'S

DISCRETION (worth up to 2 points)

Select the following for 1-2 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. **1-2 Points**

THE MECHANICON 2011



Grand Tournament Rules Packet

Scoring and Gameplay

Tournament Scoring

Battle Points	100 Points
Army Appearance	50 Points
Sportsmanship	50 Points
Quiz	10 Points
Bonus Points	2 Points
Maximum Total	212 Points

Battle Points—The total scoring of all 5 games of the weekend.

Army Appearance—The total score awarded by the judges on your army presentation.

Sportsmanship—The total of your post-game scoring by each opponent as well as two bonus points for each Best Opponent vote (worth 5 points each) at the end of the weekend.

Quiz—The total of your trivia quiz. This is a closed book quiz and will be given at the beginning of Round 3

Bonus Points—These points are reserved for judges to award based on the spirit of the game. Bonus points may be awarded for creative displays, costumes, exciting game play and more. Due to the very subjective nature of this category there will only be 2 points awarded this way.

Gameplay

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) and there will be bonus Victory Points available for completing mission objectives.

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 or more than your opponent points total	20

THE MECHANICON 2011



Grand Tournament Rules Packet

Terrain Rules

The terrain you will experience will cover all types listed in the rule book 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 updates to this list in the tournament book you receive at registration that will describe all scenery pieces including photos of pieces that may need a bit of attention paid to them.

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 too much.

Below you will find the specific rules for each type of terrain piece/feature. All Terrain effects are measured to the edge of the base of the piece.

Rivers—Difficult Terrain

Bastions—Impassible Terrain

Landing Pads—Intact Building. Models may climb ladders to reach the top. Ladders are located behind the corner supports. Models may not occupy interior—they may only climb on top.

Hills—Normal Ground

Woods—Difficult Area Terrain

Moonscape Craters—Difficult Area Terrain

Planetstrike Craters—Difficult Area Terrain

Arcane Ruins—Difficult Area Terrain

Crashed Spaceships—Dangerous Area Terrain, Smoke Clouds do block LOS

Forge World Terrain—Difficult Area Terrain

Cities of Death—Difficult Area Terrain

Temple of Skulls—Difficult Area Terrain

Aegis Gun Pits—Difficult Area Terrain, Weapons are inactive

Battlescapes—Difficult Area Terrain

Obelisks—Impassible Terrain

Roads—Normal Ground, use road rules as per the main rulebook.

Special Pieces—If there is a unique piece that may need special descriptions then you will find a handout at that table.

*****PLEASE NOTE*****

Terrain will be set by the judges at the beginning of each round. If you happen to have a late start due to the previous round's players still moving their gear then please ask a judge to reset the scenery.

THE MECHANICON 2011



Grand Tournament Rules Packet

Grand Tournament Awards 2011

The following categories are listed in order that they will be awarded. No player may place more than once in these areas.

Best Overall

Second Best Overall

Best Painted

Second Best Painted

Best General

Second Best General

Best Sportsman

Second Best Sportsman

In addition to the main awards we also feature an **Army Domination** trophy to the top General for each Codex.

We also have some fun awards that will be added based on whatever reason we come up with to hand out more trophies and loot!

Examples of past awards:

Appearance Improvement Scholarship

- Battlefoam Painting case and supplies

Try another game award

-Warhammer Fantasy Battle box set

Furthest Travelled

-Battlefoam travel case and GW novels

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

The MechaniCon 2012

November 2-4, 2012

West Chester, Pennsylvania, USA

--

Warhammer 40,000 Independent Grand Tournament

The Gaming Garage, L.L.C.

gaminggarage@gmail.com