

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

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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!

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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 you 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**

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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**

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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

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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