

# THE MECHANICON 2011



Friday Night Fight—40K Tourney Rules Packet



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**The MechaniCon**  
**November 4-6, 2011**  
**Days Hotel—West Chester**  
**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.

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 at—  
- <http://www.themechanicon.com/1/>

The Friday Night Fight—Warhammer 40K Tourney—is a three round Warhammer 40,000 veteran’s event that allows the use of Forge World’s Imperial Armor army lists in addition to the main 40K army lists. **No superheavies-gargantuan creatures or flyers are allowed. If you are in doubt about a unit, drop us a line.**

Thank you and see you in November,  
**The Gaming Garage LLC**  
**[gaminggarage@gmail.com](mailto:gaminggarage@gmail.com)**

### **The MechaniCon 2011 Schedule** **Friday, November 4**

10:30-12:00	Registration—Brandywine Ballroom
12:00-14:30	Round 1– Grand Ballroom
15:15-17:45	Round 2– Grand Ballroom
19:00-21:30	Round 3– Grand Ballroom
22:00-22:15	Awards– Grand Ballroom

### Approved Event Army Lists:

**Black Templars**  
**Blood Angels**  
**Chaos Daemons**  
**Chaos Space Marines**  
**Dark Angels**  
**Dark Eldar**  
**Eldar**  
**Grey Knights**  
**Imperial Guard**  
**Necrons**  
**Orks**  
**Sisters of Battle**  
**Space Marines**  
**Space Wolves**  
**Tau Empire**  
**Tyrannids**

### Also the following Imperial Armor lists:

**Armoured Battlegroup** (IA 1)  
[Imperial Armour Volume 1 Rules Update. \(v1.1\)](#)  
**Death Korps of Krieg** (IA 5)  
[Siege Regiment Army List](#)  
[Death Korps of Krieg Update Frequently Asked Questions](#)  
**Elysian Regiment Drop Troops**  
-Imperial Armour Volume Eight  
[Imperial Armour Volume 8 Questions and Answers](#)  
**Krieg Armoured Battlegroup** (IA 7)  
**Ork Dread Mob** (IA 8)  
[Imperial Armour Volume 8 Questions and Answers](#)  
**Renegades and Heretics** (IA 6)  
Servants of Slaughter  
**Renegades and Heretics** (IA 7)  
Servants of Decay  
**Renegades and Heretics** (IA 5)  
The Defenders of Vraks  
[Renegades and Heretics Army List Update](#)  
[Renegades and Heretics FAQ](#)  
**The Tyrant’s Legion** (IA 9)  
**Space Marine Siege Assault Vanguard** (IA 10)  
**Army Lists from IA 11 if released by October 4, 2011**

Other Units are also available as per the appropriate Army List Rules Index found in Imperial Armour Apocalypse II. No allied troops may be used.  
**NOTE**—All Vulture Gunships, Arvus Lighter and Aquila Landers count as Fast Skimmers for this event and are legal to use in the appropriate lists.

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### Basic Rules:

The general rules for the Friday Night Fight—40K—Tourney are as follows. Please remember that this will be quite different from other events you may have attended and you should read all the rules to know what to expect at the event.

1. **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, Imperial Armour book 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, Imperial Armour book, and rulebook, and five 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 3 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.
11. As this event features the use of Forge World units and army lists, it is more of an entertainment gathering than a competitive playoff. Remember it is for fun!



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## Tournament Info—Sportsmanship

### Playing in the Tournament

Being prepared for playing 3 as soon as you arrive on Friday may be tough for some players. 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](mailto: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 will not be scored in each game. Considering the fact that you are playing in a non-standard format with some experimental rules is proof enough that you can be a good sport.

At the end of the last round, you will fill out your result sheet that includes your vote for your favorite opponent. You will choose from the opponents you had at this event only.

### Painting and Modelling

Painting will not be scored as part of the tournament. All models must still be fully painted. There will be a separate set of painting awards for models, units and armies in the event.

At the end of the last round, you will fill out your result sheet that includes your vote for your favorite army. You will choose from the opponents you had at this event only.



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### Gameplay and Scoring

There will be three 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 have all the scoring details shown. Please read the mission while you exchange army lists with your opponent.

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 3 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

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## Terrain Rules

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.**



**\*\*\*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.**

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## Tournament Scoring

Scoring for the tournament is broken down in the following areas:

1. **Gameplay.** Each game is worth up to 20 Points. See Gameplay and Scoring on Page 5. **60 Points Maximum**
2. **Painting.** You can score up to 25 points. Your army will be graded by our judges based on the theme of the army as well as execution of finishing. **25 Points Maximum**
3. **Best Opponent/Best Army.** These bonus points are added to your total score. **6 Points Maximum**

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

**The MechaniCon 2012  
November 2-4, 2012  
West Chester, Pennsylvania, USA**

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Our Trophy Categories are as follows:

**Best Overall**—Combined Scores

**Best General**—Gameplay Score

**Best Army**—Appearance Score

**Best Roster**—Detail of your army list

**Best Opponent**—Gameplay and Voting

**The Lord of Blood**—Most Points Scored

**The Flagellant**—Most Points Lost

**Featured Event:  
Warhammer 40,000 Independent  
Grand Tournament**

**The Gaming Garage, L.L.C.**  
[gaminggarage@gmail.com](mailto:gaminggarage@gmail.com)

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