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## G'CON 2009

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### Welcome to Warhammer hosted by the Lismore Dogs Of War and proudly sponsored by Armageddon Games

On the pages that follow you will find the details of how this tournament will work. If you've any questions about the event call; **Armageddon Games** on 02 66 215432 or email [chunky04@gmail.com](mailto:chunky04@gmail.com)

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#### ***G'CON RULES***

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On the following pages you will find all the rules that will apply in G'CON. Read them carefully, especially if you have never played in a tournament previously. The tournament comprises two separate events, Warhammer Fantasy, and Warhammer 40K. This player pack is for the Warhammer Fantasy tournament.

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#### ***PLAYING IN G'CON***

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You will participate in a series of games, each against a different opponent. In the first round players will be matched randomly against an opponent. (Players may request a 'grudge match' against a particular player as long as both players are agreeable to this. Round one is the only time this may happen, please make the officials aware if you would like to play a particular person on the first round)

Pairings will use the Swiss Chess method, which are people who win constantly, will play others who also win constantly. The points used to calculate this will solely be based on your Generalship points. You can **never** play the same opponent twice.

Once your opponent has been determined you will be assigned a table. Players are asked to please try to keep their playing area clear of excess 'clutter'. Each table will be a pre-designed battlefield with fixed scenery. The event organisers will provide no other games equipment and the players must provide all other materials. You **MUST** bring along a copy of the games rules, your Army book or Codex you will be using, as well as copies of any material you will be using from the Australian White Dwarf magazine, so that your opponent can check the rules and characteristics that apply to your troops.

At the beginning of each round players will be issued with a battle results form and Sportsmanship form (one for each player). Once you've finished your game, you must fill in the battle results form (signed by both players), and fill in the sportsmanship form about your opponent. These forms will then be handed to the tournament organisers. To keep on schedule we appreciate it if you could play at quite a brisk pace. Players who have not arrived at their table 10 minutes after the round has begun will forfeit the game. Players found to be stalling will be given 1 warning; a second breach will result in a game loss.

**Warm Up Period:** Before battle commences there will be a five-minute 'warm-up' period. During this period players must first show their opponents all the models in their army that will be deployed during the initial set-up. Players are allowed to ask their opponents questions about the army and the rules that apply to the units and characters in it. After inspecting the army both players should discuss the terrain for the battle, and how each feels it will affect the units in play (i.e. how does scenery effect line of sight and movement, and so on). They can also discuss any other rules points that they think may come up in the battle.

All models **MUST** be 'What you See is what you get'. You may use converted Citadel Miniatures to represent troop types that are not yet available in the Citadel range.

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### ***ABOUT THIS RULES PACK***

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The philosophy behind this rules pack is that the Army Presentation and Army Composition scores are there to encourage a certain level of gaming for all attendees, while also providing opportunities for excellence to be recognised. As such, their effect on the Overall score has been capped at the expected points level, while for the specialist prizes they are not capped. Sportsmanship scoring involves a series of straightforward questions about gaming conduct, all of which encourage good gaming practice.

It should also be noted that the highest categories for Army Presentation and Composition are intentionally tough. Scores of 5 given out will be questioned to ensure people are not simply giving 5's for frivolous reasons.

This rules pack contains the full tournament rules for Warhammer Fantasy. All competitors should be aware that where any rules interpretations are required the Head Judge's decision is final.

## Things you need to bring with you:

### **ANY GAMING MATERIAL YOU REQUIRE TO PLAY, INCLUDING:**

- Rulebooks, Army Books, or White Dwarf articles pertaining to your army
- Templates
- Tape Measure
- Reference Sheets
- **DICE! (INCLUDING SPECIAL ONES!)**
- 2 copies minimum of your Army List (one for you and the another that can be handed to your opponent)
- Your Army
- Super Glue (in case you need it!)
- This rules pack
- **Pen**

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### **Prizes**

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Prizes will be awarded in the following categories in both game systems. Prizes will include trophies and miniatures. A player may not claim more than one prize with the exception of the Players Choice Award.

- 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> (these are awarded on the highest combined scores)
- Best Sportsman
- Best Army (A combination of composition and painting scores)
- Best General (A combination of generalship and composition scores)
- Players Choice Award (Purely awarded by the players)
- Best Junior (This is a split prize between 40k and Fantasy and is awarded to a player aged 16 years or under as of the 3<sup>rd</sup> July 2009 and who has not taken out one of the above categories).

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### ***VENUE***

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G'Con 2009 will be held at:

Lismore Workers Sports Club  
 202 Oliver Avenue  
 Goonellabah 2480  
 02 66 25 2299

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## **SCHEDULE**

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### **SATURDAY 4<sup>th</sup> July**

<b>8.30 – 9.00AM:</b>	<b>ENTRY</b>
<b>9.00 - 9.15AM:</b>	<b>PLAYER BRIEFING</b>
<b>9.15 - 11.45AM:</b>	<b>GAME 1</b>
<b>11.45 – 12.45PM:</b>	<b>LUNCH</b> (Food and Drink will be available for purchase)
<b>12.45 – 3:15PM:</b>	<b>GAME 2</b>
<b>3.15 – 5:45PM:</b>	<b>GAME 3</b>

### **SUNDAY 5<sup>th</sup> July**

<b>8.30 - 9.00AM:</b>	<b>ENTRY</b> – Set up for Players Choice Judging Players to be on-site no later than <b>8:45AM</b> Players should set up their army for the Players Choice Award. You will be allowed to vote for your pick of the top 3 armies in the tournament.
<b>9.00 – 9.30AM:</b>	Players Choice Judging
<b>9.30 – 12.00PM:</b>	GAME 4
<b>12.00 – 1.00PM:</b>	<b>LUNCH</b> (Food and Drink will be available for purchase)
<b>1.00 – 3.30PM:</b>	GAME 5
<b>3.30 – 4.00PM:</b>	<b>The Final Points Tally</b>
<b>4.00PM:</b>	<b>AWARDS CEREMONY</b>
<b>4.30PM:</b>	<b>END OF TOURNAMENT</b>




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## **WARHAMMER**

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### **GENERAL FORMAT**

Army Size: 2250pts

Rounds: 5 (2.5 hours each round)

Details:

- Gcon Warhammer Fantasy will be run under the 7<sup>th</sup> Edition Warhammer Fantasy rule set.
- No BOTB lists are allowed.
- All armies must use an Army book that has been published and released in Australia at least 1 month before the commencement of the tournament. Chaos Dwarf generals must use the list from the Ravening Hordes booklet. The latest version can be found at:

[http://oz.games-workshop.com/download/download.htm?/games/warhammer/assets/Chaos\\_Dwarfs.pdf](http://oz.games-workshop.com/download/download.htm?/games/warhammer/assets/Chaos_Dwarfs.pdf)

- Dogs of War armies may be used as published in the Chronicles 2004, including all Regiments of Renown published in the Chronicles 2004 and in White Dwarf, and released in Australia at least 1 month before the commencement of the tournament. The latest rules can be found for download at:  
  
<http://uk.games-workshop.com/dogsofwar/lists/>
- Non Dogs of War armies may include Dogs of War or Regiments of Renown as Rare choices as indicated in the appropriate DoW unit description. Note that the Ogre Rhino cavalry are allowed and will use up the stated 2 rare slots in non DoW, non Ogre Kingdom armies.
- Storm of Chaos lists not be used.
- Dogs of War units of Pikemen, Heavy Cavalry and Paymaster's Bodyguard can carry a magic banner up to a value of 50 pts.
- Weapons, armour options and upgrades chosen from the army list must be shown on the majority of the models in a unit. This is important, please take note of this. If you have models with great weapons, the majority

must be armed that way, same thing goes with shields and missile weapons. If you have any doubts please ask me.

- No Special Characters are allowed including the “named” characters and unit champions published in the 7<sup>th</sup> edition army books. Special Character models may be used to represent 'normal' characters.
- Deathfang, Asarnil's Dragon, has a 3+ armour save and is worth 330 Victory points. Asarnil himself is worth 130 points
- Even though they have names Deathfang, Cachtorr and Bologs do not count as characters.
- Warhammer Tournament Scenario Games will use the standard Pitched Battle scenario.

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**Scoring**


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**Generalship (maximum 100 pts)**

After each game, tally up victory points. The margin is the difference between the two scores.

(Example: Cameron scored 1115 vp and Brad scored 714 vp, the difference is 401, therefore the final battles point is 12 to Cameron and 8 to Brad)



<b>Victory Margin</b>	<b>Battle Points</b>
<b>Fantasy</b>	<b>Winner/Loser</b>
0-250	10/10
251-400	11/9
401-550	12/8
551-700	13/7
701-900	14/6
901-1100	15/5
1101-1300	16/4
1301-1600	17/3
1601-1900	18/2
1901-2250	19/1
2251 +	20/0

**Note that if a player concedes, the game is automatically a 20/0.**

## **Composition (maximum 15 pts for Overall, 30 pts for Best Army)**

Composition will be peer scored based on the tier system.

The army tiers for use at Gcon 2009 are:

### **Tier 1 (base score 3.0):**

Vampire Counts, Daemons of Chaos, Dark Elves

### **Tier 2 (base score 3.5):**

Bretonnians, Wood Elves

### **Tier 3 (base score 4):**

Empire, High Elves, Tomb Kings, Lizardmen, Warriors of Chaos, Skaven

### **Tier 4 (base score 4.5):**

Dwarfs, Dogs of War, Orcs & Goblins, Chaos Dwarfs

### **Tier 5 (base score 5.0):**

Beasts of Chaos, Ogre Kingdoms

Each opponent will have the opportunity to give a modifier score for each game, according to the criteria below:

**Soft (+1):** This list has forgone a lot of the tougher choices available in the army book. It is definitely weaker than a standard tournament list for this race.

**Standard (0):** Standard tournament build level list. This is a solid list you would expect to make for a challenging but balanced game.

**Tough (-1):** This is a tougher than normal list from this book. It uses a few of the nastier combinations, synergies and options available, but it is still possible to create a tougher armylist.

**Very Tough (-2):** This army contains just about every tough option available in the book within the points limit. It would be difficult to make a stronger version of this army. I am not sure this army is appropriate for the tournament.

Players are able to award half marks between these options (eg -0.5 for an army you're not sure whether it would be a 0 or a 1).

## Army Presentation (maximum of 15 points)

Best painted will be determined by your opponents based on painting, modelling and overall appearance, using the following guidelines:

**Category 5.** (5 points) The army is a work of art. Substantial effort has obviously gone into every model, and many of the units would not look out of place if entered into a dedicated painting competition. I feel privileged to have been able to look across at this army over the tabletop.

**Category 4.** (4 points) The army has obviously had a lot of effort put into its presentation. There is evidence of shading and highlighting throughout most of the army, there may be some good conversion work, and the basing scheme used enhances the appearance of the army.

**NOTE: Any points gained above this category will simply be used in the calculation of the Best Army prize.**

**Category 3.** (3 points) The army is presented to a solid gaming standard. The army has a unified feel through presentation, and is based in an appropriate fashion.

**Category 2.** (2 points) The army is lacking in a few areas of presentation. It either contains models unpainted or undercoated, models that have not been based, or the painting is simply of very poor quality.

**Category 1.** (1 point) This army has clearly not had a great deal of effort put into it. Large portions of the army are unpainted. I am disappointed to see an army like this at the tournament.

Players will also be able to nominate an army for the Players Choice Beauty Pageant. At the end of Day 1, a list of players who have had their army nominated for players choice will be posted.

## Players Choice

Players who have been nominated, and who have painted their own armies will be asked to set them up for Players Choice judging. Every player will be given a Players Choice scoring slip on which to nominate (in order) their top 3 armies, with 1<sup>st</sup> being allocated 3 points, 2<sup>nd</sup> 2 points and 3<sup>rd</sup> 1 point. The army with the highest total will be the winner.

## Sportsmanship (maximum 25 points)

All tournaments include this category to encourage players to take part in the tournament in the right spirit. Obviously we deplore rude or unsporting behaviour and we hope that the points that can be earned for being a sporting and friendly opponent will discourage players from even thinking of acting in this manner.

**After every game** each player will answer the 5 questions below regarding their opponent's sportsmanship attributes throughout the game. A player's tournament points for sports are calculated by their opponent's responses to these questions. Every yes answer will earn 1 point.

1. Regardless of the outcome of the battle...was your opponent's behaviour appropriate and didn't detract from your enjoyment of the game?
2. Were all rules queries resolved amicably and without too much argument?
3. There were no attempts by your opponent to try anything "dodgy" during the game in your opinion? ("Rubber Ruler", Intentions not stated prior to doing something - moving, shooting, charging etc
4. In your opinion, did your opponent play the game in the right spirit? Did they maintain a sensible approach and demeanor when things were not going their way?
5. Would you be happy enough to play your opponent again? Maybe not today but at another tournament perhaps?

## How We Break Deadlocks

In the case of a tie in any of the above categories the following count back will be used to break the dead lock.

**1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup>:** Generalship, Sportsmanship, Army Presentation, and then Army Composition.

**Sportsmanship:** Generalship, Army Composition then Army Presentation.

**Best Army:** Generalship, Sportsmanship.

**Best General:** Sportsmanship, Army Presentation

**Best Junior:** Generalship, Sportsmanship, Army Presentation, and then Army Composition.

**Players Choice:** Fight to the Death, weapons will be provided on the day.