

## Gottacon 2011 Games Workshop Events Rules

Players must field a legal army according to current GW rulebooks, army books and codexes (units from Imperial Armour books will not be permitted). As well they must adhere to the following point limits and use the same army list for each round of play:

### **Point Limits:**

Fantasy: 2500

40k: 1750

War of the Ring: 1000

The tournament will consist of 5 rounds of play for the Fantasy and 40k tournaments, and 3 rounds of play for War of the Ring tournament. The schedule will be as follows:

### **War of the Ring:**

Friday:

- 6:00pm - 7:30pm Game 1
- Break
- 8:00pm - 9:30pm Game 2
- Break
- 10:00pm - 11:30pm Game 3

### **Fantasy and 40K:**

Saturday:

- 10:00am - 12:30pm Game 1
- Break
- 1:00pm - 3:30pm Game 2
- Break
- 4:00pm - 6:30pm Game 3

Sunday :

- 10:00am - 12:30pm Game 1
- Break
- 1:00pm - 3:30pm Game 2

Sunday at 4:00 pm - Awards

### **Awards:**

There will be awards for best Overall Scores for each game system. Also a prize for Best Painted for each game system, which will be awarded according to votes submitted by players during the break before the final round of play. As well there will be a prize for best sportsmanship based on a players sportsmanship score.

### **Scoring will be determined as follows:**

- Game play: up to 15 points/rounds determined by game result.
- Sportsmanship: up to 8 points/round as awarded by opponent. As well each player, after the final round of play will submit a vote for their favourite opponent of the tournament, each vote will be worth 1 point towards their overall score.
- Painting: up to 40 points as awards by an impartial painting score judge. As well, the 3 armies which receive the most "Best Presentation" votes will receive a 5 point bonus to their overall score.
- Bonus point: Players submitting a copy of their army roster to the Tournament Organizers the day prior to the event will receive 1 Bonus Point to their Overall Score.

### **Game play:**

Each rounds victory will be determined according to the particular scenario during each round of play. Players will receive the following points, determined by the result:

- Victory: 15 points
- Tie: 11 Points
- Defeat: 7 points

### **Sportsmanship:**

Each round prior to beginning the game players will award their opponent up to 4 points based upon certain criteria:

- 1 point: Opponent had copy of their printed army list available to view.
- 1 point: Opponent had all other necessary game materials such as dice, rulebook, tape measure, copy of army roster, etc.
- 1 point: Opponent had army list that the Player deems to be fairly balanced.
- 1 point: Opponent had themed army list. An army that was comprised of models and units chosen in regards to thematic rather than tactical considerations.

After each round is completed players will award their opponent up to 4 points based on how much they enjoyed playing that particular opponent:

- 0 points: Terrible Game, I would not play this person again. EVER (this should be used only in extreme circumstances)
- 1 point: Poor game, I did not have a good time.
- 2 points: Good Game, an average game that was fun and any disputes were resolved amicably.
- 3 points: Great Game, an above average game, no disputes at all, would play this person again anytime.
- 4 points: Amazing Game, this was one of the best games I have EVER had.

After the Final round players will be reminded to submit their vote for Favorite Opponent, each vote will be worth 1 point towards their sportsmanship score.

### **Painting:**

Up to a maximum of 40 points will be awarded to each player by an impartial painting judge based on their army's appearance based on the following criteria:

#### Painting, worth up to 35 Points

- 15 points entire army is fully painted (at least three-color standard).
- 1 point painting is uniform: not a mix of schemes, styles, and looks (except where appropriate: eldar aspects, bretonnian livery, etc.)
- 1 point clean basecoat colors: base colors are painted neatly.
- 1 point details: details are painted such as eyes, buckles, and jewelry.
- 2 points clean details: details are painted well (clean, have highlights).
- 2 points hand-painted details: details (that are well executed) have been added such as unit markings, banner artwork, blood marks, dirt on cloaks, etc.
- 2 points artistic: banners, markings, and details are hand painted to an incredible degree.
- 1 point discernable highlights/shading: drybrushing, lining, shading, inking, etc. (not required to be clean)
- 2 points layers of highlights: more than one layer of highlight which may include shading, highlights over inking, blending, etc.
- 2 points clean highlights: lines are neat, drybrushing is appropriate, inking is controlled and not sloppy.
- 2 points beyond basics: highlights are blended, shaded, or layered well; beyond the basic highlighting techniques of drybrushing and inking.
- 2 points masterful blending: highlights have been masterfully blended, shaded, or layered.
- 2 points overall appearance: overall appearance is amazing! Everything works great together to create an awesome scene.

### Basing, worth up to 5 points

- 1 point based/detailed: bases have basing materials (flock/sand/tiles) or details painted on them.
- 1 point extra basing: the bases have multiple basing materials (rocks/grass), extra details painted on them (cracks in tiles), or if extra basing is inappropriate, basing is done very well (ie. Rolling desert dunes).
- 1 point highlights: bases have highlighting (shading/drybrushing).
- 2 points special details: there are extra details on the larger bases (helmets, skulls, animals, building rubble, etc.)
- Conversions (worth 4 points)
- 1 point minimal: the army has some elementary conversions (head and weapon swaps, arm rotations) or a couple interesting swaps.
- 2 points minor: units have multi-kit conversions including head and weapon swaps. This is for more than a few models such as a unit.
- 3 points major: the army has some difficult conversions that use things such as putty, plastic card, drilling, sawing, minor sculpts, etc. This could also apply to the entire army having very well done multi-kit conversions (see above).
- 4 points extreme: the army has some extreme conversions which could be: A scratch built conversion or sculpt of an entire model, a large amount of models with difficult conversions (see above), or the entire army is extremely converted.

### Other, worth up to 2 points

- 1 point display base: basic based & highlighted or detailed display base.
- 1 point something special: there is something above and beyond about a model's painting, the display base, a conversion, or the basing (ie. Movement trays are based/highlighted).

As well each player will submit a vote for their top three favourite armies in order of preference prior to the final round of play. The best painted prize will be awarded according to players votes. The 3 players receiving the most votes will have 5 bonus points added to their painting score.

### **A few notes and guidelines:**

Players must submit a copy of their army list to the tournament organizers, any players submitting a copy of their army list prior to the day of the event will receive 1 bonus point awarded to their overall score.

Any player guilty of a rules violation will receive a "0" score for Game play and Sportsmanship for that round of play.

WYSIWYG - All models must be either What You See is What You Get or suitably converted or recognizable to count as the model in question. Slight variances in regards to this rule will be permitted in regards to unit or weapon options. Any particular inquiries regarding whether a specific model may be permissible should be directed to the Tournament Officials. Players should notify their opponent of any models/units not completely WYSIWYG during the deployment phase.

If you have any questions regarding these rules please direct them to Paul Puhallo at [ppuhallo@gottacon.com](mailto:ppuhallo@gottacon.com)

Thank you,  
The GottaCon Team