GottaCon 2015

Player must field a legal army according to the most current Games Workshop rulebooks, Army Books, Codexes and White Dwarf articles. The End Times Supplements, however, will not be permitted. The most current FAQs for all these materials will be in effect. Also the Forge World Tamurkhan Supplement will be permitted.

40k Armies must be formed using the Battleforged Armies method and will be permitted Allies as per the standard limitations in the main rulebook. Codex Imperial Knights will be permitted. The Escalation Supplement will be permitted. Fortifications will be permitted, however they must be able to be deployed amongst the terrain which is already placed on the table. (A Fortress of Redemption would definitely NOT be recommended!) 40K Players will choose and randomly determine their Warlord Traits at the beginning of each Game Prior to Deployment. Units that use a standard Force Organization slot from Imperial Armour books which are Chapter approved and updated to 7th edition will be permitted; as well players may use a Lord of War from the Escalation Lord of War List included on the Forge World Site: (http://www.forgeworld.co.uk/Downloads/Product/PDF/L/lordsofwar.pdf)

For the Lord of the Rings Strategy Battle Game, players will use the Legions of Middle Earth Restrictions in choosing their force. Armies must adhere to the following Points limits and use the same army list for each round of play.

Fantasy : 2500
40k: 1750
Lord of the Rings Strategy Battle Game: 500

The tournament will consist of 5 rounds of play for the Fantasy and 40K tournaments, and 3 rounds of play for Lord of the Rings tournament. The schedule will be as follows:

Lord of the Rings:

Friday:
6:30pm - 8:00pm Game 1
Break
8:30pm - 10:00pm Game 2
Break
10:30pm - 12:00pm Game 3

Fantasy and 40K:

Saturday:
9:30am - 12:00pm Game 1
Lunch Break – Paint Score Judging.
1:00pm - 3:30pm Game 2
Break – Paint Score judging.
4:00pm - 6:30pm Game 3

Sunday:
9:30am - 12:00pm Game 4
Lunch Break – Best Painted Judging.
1:00pm - 3:30pm Game 5
4:00 pm - Awards

There will be awards for best Overall Scores for each game system. Also, an award for Best Painted for each game system will be awarded according to votes submitted by players. This will be done during the break before the final round of play. As well there will be an award for best sportsmanship for each game system based on a players sportsmanship score. There will be an award for Best General based on game result score.
Scoring will be determined as follows:

Game play: up to 16 points/round 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 favorite 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. Players are encouraged to have their armies on display, along with a name label and a copy of their army list during the breaks between rounds. Label cards will be available at the Tournament reporting center for players who need them. Event Staff will endeavor to complete paint score judging during the breaks between round on the Saturday. Also players will be voting on best painted during the break on the Sunday. As well, the 3 armies which receive the most “Best Presentation” votes will receive a 5 point bonus to their overall score.

Bonus points: Players submitting a copy of their army list to the Tournament Organizers prior to February 14th will receive 2 Bonus Points to their Overall Score or 1 Bonus Point to their Overall Score if submitted prior to February 21st. Army lists can be submitted to: ppuhallo@gottacon.com

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: 16 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 on certain criteria. 3 of these points should be assessed and scored before deployment. The fourth point will be awarded at the end of the game if applicable. A checklist will be included on the score sheet to indicate which criteria were met:

1 point: Opponent was on time (or early) for the games designated start time.
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, rulebooks, tape measure, copy of army roster, etc.
1 point: Opponent played their turns in a reasonable amount of time to allow for the game to be completed by the designated end time.

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. Used only in extreme circumstances.
1 point: Poor game. I did not have a good time.
2 points: Good Game. An average game, it 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 you 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 armies 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 up to 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 favorite armies in order of preference prior to the final round of play. The best painted prize will be awarded according to players votes. Also, the 3 players receiving the most votes will have 5 bonus points added to their painting score.
**Additional 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 by February 13th will receive 2 bonus point awarded to their overall score. Army lists received by February 20th will receive 1 bonus point awarded to their overall score. Army lists can be submitted to: ppuhallo@gottacon.com

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.

**Warhammer Fantasy Scenarios**

**Game 1:**
Meeting Engagement – Treasure Hunt!

Opposing raiding parties come upon one another while returning from a Victorious campaign of plunder. Grab as much loot as you can! As per the Meeting Engagement scenario with the following changes. Each Unit and Character begins the Game with a Loot Marker worth 50 points. Additionally, after a unit/character is destroyed, it leaves it’s Magic Items(treasure) behind to create an additional Loot Marker. After a unit/character is destroyed Leave a Loot marker at the center of its position indicating the points value of its’ magic items. Other characters/units can claim Loot Markers by moving over or adjacent to them in the movement phase. It may also claim them if it had destroyed the unit carrying the magic items/markers in that close combat phase. Finally, in this scenario, units and characters may escape with their loot by moving off the board edge opposite their deployment edge. This may be in the movement phase or they may also elect to do so when pursuing an enemy off that board edge. A unit which exits the board in this matter may not return in subsequent turns and does not count as destroyed when determining the game result.

At the end of the game the Loot Markers in a player’s possession are worth their points value in determining Victory.

**Game 2:**
Battline – Becalmed Winds of Magic!

This Scenario uses the Battline Scenario with following changes. There is an extreme and unexpected lull in the winds of Magic, Practitioners of the arts find their efforts thwarted; with even the smallest cantrip requiring supreme effort!. When determining the Power Pool each round in the Magic Phase; halve the die roll result (rounding up). The Dispel Pool is not affected. Starting on round 2, players roll to see if this calm ends for the remainder of the game going forwards. On round two the effect ends on a 5+, in round three it ends on a 4+, on round four it ends on a 3+, on Round five a 2+, if the effect will automatically end on the sixth round if it has not ended previously.

**Game 3:**
Watchtower

This round uses the Watchtower scenario with the following changes: Instead of Control of the Watchtower resulting in Victory, Control of the Watchtower is worth 500 Victory Points.

**Game 4:**
Blood and Glory
This round uses the Blood and Glory Scenario with the following change: If a player forces their opponent to the breaking point, instead of winning the game immediately, they are instead awarded a bonus of 500 points in determining the game result.

**Game 5:**

Battleline - There can be Only One!

As per the Battleline scenario, however, if the Enemy General is slain Score 300 Victory Points rather than 100 Victory Points.

**Warhammer 40K Scenarios**

**Game 1:**  
Deployment - Dawn of War  
Mission: Eternal War: Crusade (Using 4 Objective Markers rather than determining the number randomly.)

**Game 2:**  
Deployment - Vanguard Strike  
Mission: Maelstrom of War: Cleanse and Control

**Game 3:**  
Deployment - Hammer and Anvil  
Mission – Maelstrom of War: Contact Lost

**Game 4:**  
Deployment - Vanguard Strike  
Mission – Eternal War: The Relic

**Game 5:**  
Deployment - Dawn of War  
Mission – Eternal War: Purge the Alien - Get the Traitor!

Mission is the same as Purge the Alien except there is a traitor amongst the opposing force. Their execution is your first priority.

Change to the armies in Purge the Alien Mission: Prior to deployment and determining Warlord Traits each player will provide their opponent with 1 regular trooper model from one of their units. This model will be the traitor. The traitor is an independent character with following statistics:

Unit Type: Infantry  
**WS:** 4  **BS:** 4  **S:** 4  **T:** 4  **A:** 2  **LD:** 6  **SV:** 6+  
Equipment: Close Combat Weapon

If the opposing force does not have a regular trooper model, such as one taken entirely form Codex: Imperial Knight Force, then the player may choose single model from their Troop Choice to be the traitor and under their opponents control. In this case, the model will use the statistics of the model in question based on their entry in that player’s army list.

Change to Primary Objective of Purge the Alien Mission: If the Traitor is destroyed it is worth 3 Victory points in determining the game result.