

2019 MICHIGAN GT

WARHAMMER 40K CHAMPIONSHIPS

These are the Event Rules for the Warhammer 40K Championships at the 2019 Michigan GT!

The Michigan GT Warhammer 40K Championships is Michigan GT's annual celebration of all aspects of the Warhammer 40K hobby. Generalship, artistry, and sportsmanship will all play their part in determining who will walk away as the champions of the weekend!

Players will bring their best 2000 point armies to face off throughout the course of this 5-round, 2-day event, until we have crowned our champions for 2019. Once again, we will be a Major for the 2019 Independent Tournament Circuit (ITC) so players will be able to earn Major points towards the 2019 ITC standings. Please note that the Michigan GT Warhammer 40K Championships does not use the standard ITC missions.

I. Basic Rules:

1. The Warhammer 40,000 8th Edition Rules and all relevant Games Workshop Errata, FAQs, and dataslates will be used. In the case of a conflict between printed and digital versions, the most recent update or FAQ will take precedence. Rules released after **October 5, 2019**, will not be used. NOTE: The Planetstrike, Cities of Death, Stronghold Assault, and Death from the Skies rules will not be used.
2. The Michigan GT will be using the Best Coast Pairings App to handle registration, scoring, and pairings. Army lists must be pre-submitted by **October 6, 2019**, through the Best Coast Pairings Player's App. <https://www.bestcoastpairings.com/eventlanding/du9f7bnc>. Lists can also be emailed to: 40k@michigan-gt.com
3. Each player must bring a WH40K rulebook, the current rules for all units in their army and all other materials needed, including dice, measuring devices, and a writing implement.
4. The models used in your army **MUST** be WYSIWYG and be painted with minimum of 3-colors on each model. Conversions must satisfy the Michigan GT Model Policy.
5. The Michigan GT is a "Full Disclosure" tournament. Players must answer all questions and provide relevant rulebooks/information at their opponent's request.
6. Each player is responsible for ensuring that his or her army is legal. If illegal unit(s) are found in a player's list, the unit in violation will, at a minimum, be removed from subsequent play. Tournament points may also be deducted and/or prize support eligibility may be forfeited at the tournament judges' discretion.
7. Deliberate "slow playing" will not be tolerated. If a tournament judge observes such behavior, a warning will first be given. If the behavior continues, the judge may issue an appropriate penalty, up to and including declaring that the player's turn is immediately concluded or declaring that the offending player has conceded that game.

In addition, players who fail to reach Turn 4 in at least 3 games will be disqualified from any Michigan GT awards. See Section VII of these rules for the list of award categories affected. ITC points will not be affected by this rule.

8. Tournament judge rulings are final and cheating or unsportsmanlike conduct will not be tolerated. Penalties for violating this rule may range from a warning to ejection from the

2019 MICHIGAN GT

WARHAMMER 40K CHAMPIONSHIPS

Michigan GT with no refund. The primary consideration for determining penalties shall be the apparent intentionality of the conduct at issue. Michigan GT staff will attempt to issue progressive sanctions, however Michigan GT may assess any penalty, up to and including ejection, at the sole discretion of the tournament judge or organizer.

II. Sportsmanship:

1. Each player packet will include scoring sheets that will include a place for players to give their opponent a “Thumbs Up” or “Thumbs Down” rating. Players who will use the BCP App to enter their scores may still bring any sportsmanship issues to the Tournament Organizers attention.
2. Players who receive 2 “Thumbs Down” or complaints will receive a warning from the Michigan GT staff, while players who receive 3 “Thumbs Down” or complaints will be disqualified from any awards and may be ejected from the event at the discretion of the Michigan GT staff.

III. Army Construction Rules:

1. All players must field a Battle-Forged army of up to **2000** points.
2. All units in a player’s army, except for those that are Unaligned, must have at least one Faction Keyword in common.
3. Players must include at least 1 and may include up to 3 detachments.
4. The Rule of 3 will be in effect.
5. All 8th edition dataslates (including Forgeworld dataslates) will be allowed. (8th Edition Forgeworld faction keywords may be used as the basis for a detachment/army).
6. All Beta Matched Play rules will be used.

IV. Total Points:

- **Battle: 250 (Maximum 50 Points/Game)**
- **Appearance: 100**
- **Theme: 50**

V. Games/Mission & Battle Scoring:

1. The Michigan GT 40K Championships will consist of 5 games lasting 3 hours each.
2. Time remaining in each round will be announced periodically. Players should not start a battle round if they do not feel that both players can finish the round. When the 5-minute warning is given, no additional battle rounds should be started.
3. Pairings for the first game will be randomly determined, and efforts will be made to prevent players who regularly play each other from being paired up.
4. Subsequent games will be paired by battle points via the BCP App.
5. All missions will have use both Endgame and Tactical objectives, as well as custom Secondary

2019 MICHIGAN GT WARHAMMER 40K CHAMPIONSHIPS

Objectives.

6. Tactical (a.k.a. Maelstrom) objectives from the main rulebook will be modified as follows:
 - a. Tactical objectives that cannot possibly be achieved by the end of the game may be immediately discarded and a replacement drawn. For the purposes of this rule, the potential arrival of unspecified units, such as units summoned through the “Daemoniac Ritual” rule, does not count as being possible.
 - b. All tactical objectives that award d3 VPs will instead award 2 VPs.
 - c. *Refined Strategy* from Chapter Approved 2018 will be in effect: players will remove six (6) cards from their tactical objective deck as part of the pre-game.
7. At the end of the game, players will compare their VP totals. Battle points will be awarded based on the VP difference between the two players (to a maximum of 50/game).
8. The mission rules will specify how to award points in case of a wipe out or concession.

VI. Tournament Schedule:

SATURDAY		SUNDAY	
7:00 – 8:30:	Registration/Check-In/Announcements	9:00 – 12:00:	Game 4
8:30 – 11:30:	Game 1	12:00 – 1:00:	Lunch Break
11:30 – 12:30:	Lunch Break	1:00 – 4:00:	Game 5
12:30 – 3:30:	Game 2	4:00 – 4:30:	Break
3:30 – 4:00:	Break	4:30:	Final Awards
4:00 – 7:00:	Game 3		

2019 MICHIGAN GT WARHAMMER 40K CHAMPIONSHIPS

VII. Appearance Scoring:

Category 1: Overall Impression	The army contains any unfinished models.	0
	The army is fully painted, but only to the most basic 3-color standard.	5
	The army is fully painted to a tabletop standard	10
	The army is fully painted to a competitive standard	15
Category 2: Advanced Techniques	No advanced techniques.	0
	Models have a basecoat with a shade and highlight color.	5
	Models shaded using layering with highlights/blending (but not seamlessly)	10
	Models have been shaded using seamless blending	15
Category 3: Fine Details	No conversions.	0
	Minimal: Basic conversions (head/weapon swaps, etc.), rough freehand/transfer work, simple unit/army markings, and/or basic vehicle weathering on a single unit.	5
	Minor: Advanced conversions (kitbashing, putty, plasticard, minor sculpts), quality freehand/transfer work, clean unit/army markings, and/or advanced vehicle weathering on a single unit, AND minimal details on 75%+ of the army.	10
	Major: Scratch-built models, unique sculpts, stellar freehand work, and/or realistic vehicle weathering on a single unit, AND minor details on 75%+ of the army	15
Category 4: Model Basing	Bare plastic bases.	0
	Basic bases (1 or 2 materials/colors)	5
	Realistic bases (3+ materials/colors or well-done highlights/shading)	10
	Diorama-like bases with high attention to detail.	15
Category 5: Display Base	No display base, bare tray, etc.	0
	Basic: (1 or 2 materials/colors)	5
	Themed: (3+ materials or well-done highlights/shading) matching the player's army	10
	Exceptional: Diorama that forges a narrative in conjunction with the army	15
Judge's Discretion	Up to 25 points can be awarded at the painting judges' discretion for results that go above and beyond in the categories listed above. These points will only be awarded for army-wide results exceeding the standards described above.	

Armies should be set up in their entirety for appearance judging before all games on Saturday. Players may submit a Players Choice vote for their favorite army by the start of the first game on Sunday. Player's Choice votes will be added to the Appearance score (up to a maximum of +20) and used as tiebreakers for awards.

2019 MICHIGAN GT WARHAMMER 40K CHAMPIONSHIPS

VIII. Theme Scoring:

Each detachment in your army has a faction keyword that, to the extent reasonably possible, is <i>not</i> that of the codex containing the units in that detachment (i.e. ULTRAMARINES , <i>not just</i> ADEPTUS ASTARTES). Chapter/Legion/etc. specific codicies (i.e. BLOOD ANGELS or DEATH GUARD) can still qualify for this score despite having their own codex.	0-15
Your army presents a unified yet distinctive appearance.	0-15
Your army, and any supporting materials (display board/army list/handouts) tells a compelling story that requires no further explanation.	0-10
Up to 10 additional points can be awarded for especially memorable themes.	0-10

IX. Awards:

- **40K Warmaster: Battle + Appearance + Theme (tiebreaker in that order)**
- **40K Drillmaster: Appearance + Theme (Ties broken by Player's Choice)**
- **Force Champion(s): Battle + Appearance + Theme (tiebreaker in that order)**

For these awards, players will be placed into one of the following categories, based on the Faction Keyword of the player's most expensive detachment:

- **Coalition Imperialis (IMPERIUM is the only army-wide Faction Keyword)**
- **Angels of Death (ADEPTUS ASTARTES)**
- **Emperor's Hammers (ASTRA MILITARUM)**
- **Thronesworn (ADEPTUS MECHANICUS, IMPERIAL KNIGHTS, ADEPTUS MINISTORUM, SISTERS OF SILENCE, OFFICIO ASSASSINORUM, INQUISITION, ADEPTUS CUSTODES)**
- **Coalition Chaotica (CHAOS is the only army-wide Faction Keyword)**
- **Warptouched (HERETIC ASTARTES, DAEMON, QUESTOR TRAITORIS, RENEGADES AND HERETICS, DARK MECHANICUS, KHORNE, NURGLE, TZEENTCH, SLAANESH)**
- **Coalition Aeldarius (AELDARI and/or YNNARI is the only army-wide Faction Keyword)**
- **Webway Wanderers (ASURYANI, ANHRATHE, DRUKHARI, Harlequins)**
- **Waaaghlords (ORK)**
- **Undying (NECRONS)**
- **Greater Good (T'AU EMPIRE)**
- **Devouring Swarm (TYRANID, GENESTEALER CULT)**

Players may change this category at any time prior to the submission of their army list. For more information on how to determine your ITC Faction, go to pages 3-4 of this link: <https://tinyurl.com/y3bf7jqx>

Force Categories with less than 2 players registered as of September 2, 2019, may be consolidated with another thematically appropriate category at the GT's discretion.