2021 MICHIGAN GT

40K FRIENDLY RULES PACKET

Warhammer 40,000 has been a long time standing game where people come together over the joy of rolling dice and meeting new people. If that is what you want to do, you’re in the right place!

The 40k Friendly will be run by Ian Pietila of Golden Rhino Games and is five rounds of 1850 point matched play armies played over two days on dynamically themed tables. You’re guaranteed to play against a new opponent on a new table each round giving the best possible chance to make new friends!

Each mission will be randomly determined from the Chapter Approved 2021 Incursion missions using Incursion rules for list building your 1850pt army.

Battles will be played on 6’x4’ tables. YES! Bigger tables with Classic armies!

Prizes will be awarded to:

Favorite Opponent, Best Painted, Top Three Players overall.

**Event Essentials**

1. **System**: Warhammer 40,000 9th Edition, Matched Play.
2. **Check-In**: 11am on Saturday, October 9th, 2021, and 11am on Sunday

October 10th, 2021.

1. **Battle Size**: INCURSION
2. **Points Size:** Classic 1850
3. **Board Size**: Classic 6’x4’
4. **Missions**: Randomly determined each round (ignoring duplicates) From Chapter Approved: Grand Tournament Mission Pack 2021.
5. **# of Games**: Five
6. **Army Selection**: Follow Muster Armies in Chapter Approved: Grand Tournament Mission using the INCURSION level rules set and create an 1850 point army list. (Note\* This means no more than 2 detachments and units, excluding Troops, cannot re-occur more than twice in your list.
7. Attendees are expected to bring their army, dice, a tape measure, and all relevant rules publications.

**Army Construction and Painting:**

All armies must be Battle-forged according to the INCURSION guidelines set forth in the Chapter Approved: Grand Tournament Mission Pack 2021.

When building your 1850pt army, use all of the most up to date Warhammer 40,000 rules found in the following Games Workshop and Forge World publications prior to a publication date of October 2, 2021.

• Codexes

• Warhammer 40,000: The App

• Campaign Books

• Chapter Approved: Grand Tournament Mission Pack 2021

• White Dwarf

• FAQs, errata, and beta rules found via [www.warhammer-community.com/faqs](http://www.warhammer-community.com/faqs)

Army lists should be presented in an easy to read format including all relevant wargear and unit upgrades.

All lists must be turned in during registration from 11am-11:59am Saturday / Sunday. Make sure to bring a total of 6 printed copies of your list. 1 for each of your opponents, and 1 for check in.

All miniatures in your army must be fully assembled and painted to at least a Battle Ready standard. Armies that include multiple sub factions (i.e. Blood Angels and Dark Angels) must be visually distinct on the tabletop.

Each model must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG). Equipment such as Frag Grenades that are included on every model within a unit, but not included on every model of that type, need not be modeled.

Converted models may not be “modeled for advantage” and should have a similar size/profile as the model they are representing. Converted models must represent a good faith effort at actual conversions. Converted models may be pre-approved by emailing photos to Goldenrhinogames@gmail.com with the subject line: 40K FRIENDLY Conversion Approval.

Models used as “counts as” will not be allowed.

**Sportsmanship:**

Players are expected to adhere to the 2021 ITC Code of Conduct.

https://docs.google.com/document/d/1psolxaWoBvOFBlJW9sKvlInCiVY0b-Q3\_UIyvSwBWM/edit?usp=sharing

During the 40k FRIENDLY it is expected that all players are there to have the best possible game at all times. However, some players can take gaming a little too seriously. In such a case warnings will be issued where necessary.

Players may be issued a Yellow card warning for disruptive play or aggressive behavior. At which point the TO will proceed to actively judge the game in question.

If the TO is alerted again to disruptive play or aggressive behavior, a Red card will be issued and you will be disqualified from receiving any prize support at the event and may be ejected at the discretion of the tournament organizers.

In other words, play nicely and have fun!

**EVENT FORMAT:**

Rounds will be 2.5 hours long. The first round of each day (rounds 1 and 4) will start promptly at 12:00 pm.

A small 15 minute break between each round.

A lunch period after the first round each day for 1 hour.

Please plan accordingly.

**Day 1 Saturday October 9th:**

Check-in: 11am - 11:59am

Round 1: 12pm - 2:30pm

Lunch: 2:30-3:30pm

Round 2: 3:45 - 6:15pm

Round 3: 6:30 - 9pm

**Day 2 Sunday October 10th:**

Check in: 11am - 11:59am

Round 4: 12pm - 2:30

Lunch: 2:30 - 3:30

Round 5: 3:45 - 6:15pm

Awards!!! 6:30pm

At the end of each game, players must report scores to the TO. Once scores have been submitted, they will not be changed. If you and your opponent discover a scoring error after submission, the default stance of the event staff will be that there will be no change.

Paint scoring will occur before Round 1, and between Rounds 1 and 2 and Rounds 2 and 3.

Each player may submit a single Players Choice vote for their favorite army by the end of Round 3 on Saturday. Player’s Choice votes will be added to the Appearance score and used to determine Best Painted Army!

**Terrain Set-up**

Terrain for the 40K FRIENDLY will be predetermined at each table, and each table will be uniquely different. All terrain must remain static and not moved for any reason. For any objectives not able to be placed on the game mat for a mission call over the TO to have them move the terrain in question as discreetly as possible.

**Awards!**

**Favorite Opponent:**

Chosen by YOU the players! This will be the single player you had the most fun with, win or lose. All players must submit their choice at the end of the fifth (5th) round.

**Best Painted:**

Chosen by YOU the players! This will be the single army you think looks the absolute best all around. All players must submit their choice at the end of the third (3rd) round.

**1st, 2nd, 3rd battle scores overall:**

This will be determined by battle scores only. All player scores from last to first will be announced as we celebrate everyone’s achievements and battle scars.