

# 2017 Michigan GT

## Warhammer 40K Championships

### These the Event Rules for the Warhammer 40K Championships at the 2017 Michigan GT!

The Michigan GT 40K championships is an opportunity for Warhammer 40K players to celebrate all aspects of our hobby. Generalship, artistry, and sportsmanship will all play their part in determining who will walk away as the champions of the weekend! For the second year, we will be a Major Event in the Independent Tournament Circuit (ITC) so players will earn points towards the 2017 ITC standings. These rules explain the event, missions, awards, and army construction. These rules may be updated between now and the 2017 Michigan GT.

#### 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 September 23, 2017**, will not be used.
2. The Planetstrike, Cities of Death, Stronghold Assault, and Death from the Skies rules will not be used.
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. **Players must bring at least six printed copies of their army list (one for each opponent and one to turn in at registration)!**
4. The models used in your army **MUST** be WYSIWYG and be painted with minimum of 3-colors.
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. Players are responsible for ensuring that their armies are legal. If illegal units are found in a player's list, at a minimum, the unit in violation will 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 tournament 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.
8. Tournament judge rulings are final and poor conduct by players will not be tolerated. Michigan GT reserves the right to remove players from the event or the Michigan GT itself with no refunds allowed.

#### II. Sportsmanship:

1. At the end of each game players will give their opponent a "Thumbs Up" or "Thumbs Down" rating.
2. Players who receive 2 "Thumbs Down" will receive a warning from the Michigan GT staff.
3. Players who receive 3 "Thumbs Down" will be disqualified from any awards and may be ejected from the event at the discretion of the Michigan GT staff.

#### III. Total Points:

- **Battle: 250 (Maximum 50 Points/Game)**
- **Appearance & Theme: 150**

#### IV. 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, with the exception of those that are Unaligned, must have at least one Faction Keyword in common even though they may be in different detachments.

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3. Players must include at least 1, and may include up to 3 detachments.
4. All 8<sup>th</sup> edition dataslates (including Forgeworld dataslates) will be allowed, **except as specified below**. (8<sup>th</sup> Edition Forgeworld faction keywords may be used as the basis for a detachment/army).
- 5. Forgeworld units with a power level of 35 or higher will not be allowed at the Michigan GT.**
6. Your Warlord must be designated on your army list and must be the same in each game.
7. For ITC scoring purposes and for determining the Force Champion awards, your ITC Faction will be whatever faction keyword has the most points in your army. Points spent on fortifications are added to whichever detachment they are a part of when determining ITC Faction. If 2 or more factions are tied for “most points” the player may designate any of those as their ITC Faction.

### V. Games/Missions 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 new game turn if they do not feel that both players can finish the turn. When the 5-minute warning is given, no additional game turns should be started.
3. Pairings for the first game will be randomly determined. Efforts shall be made to prevent players who regularly play each other from being paired up in round 1. Subsequent games will be seeded by Battle Points first, then by Battle Record and then randomly within those divisions.
4. The following rules, from the Warhammer Community Chapter Approved preview, will be used:
  - a. **Boots on the Ground:** When determining which player controls an objective marker, exclude all units that have the Flyer Battlefield Role – these units can never control objective markers.
  - b. **Objective Secured:** All Troops units in <Faction> Detachments gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls it even if there are more enemy models within range of it. If an enemy unit within range of the objective marker has a similar ability, then it is controlled by the player who has the most models within range as normal.
  - c. **First Turn:** The players roll off and the player who finished setting up their army first adds 1 to their result. The winner can choose to take the first or second turn. If they take the first turn, their opponent can roll a D6, on a 6, they manage to seize the initiative and they get the first turn instead.
5. Each mission will be unique, but all missions will share the following characteristics:
  - a. All missions will use the Psychic Focus, Strategic Discipline, and Tactical Reserves rules.
  - b. The following stratagems will be available in every mission: Command Re-Roll, Counter-Offensive, Insane Bravery, New Orders
  - c. Additional stratagems may be specified in the mission rules.
6. All missions will have both Endgame and Tactical objectives, as well as Secondary Objectives. Tactical (a.k.a. Maelstrom) objectives will be utilized as specified in the main rulebook, with the following exceptions:
  - a. No additional tactical objectives will be drawn from Turn 5 onwards.
  - b. 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.
  - c. All tactical objectives that award d3 VPs will instead award 2 VPs.
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.**

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## VI. Appearance & Theme Scoring:

<b>Category 1: Theme</b>	The army has a <i>unified</i> paint and basing scheme that ties the force together	10
	The army represents an <i>iconic</i> example of a force from the 40K universe	10
	The army displays a <i>unique</i> structure and focus	10
	The army showcases the <i>variety</i> and scope of the units available to the army	10
	Just by being set up for display, the army tells a compelling story	10
<b>Category 2: Overall Impression</b>	The army contains one or more 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
<b>Category 3: Advanced Techniques</b>	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
<b>Category 4: Fine Details</b>	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
<b>Category 5: Model Basing</b>	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
<b>Category 6: Display Base</b>	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
<b>Judge's Discretion</b>	Up to 25 points can be awarded at the painting judges' discretion for results that go above and beyond in categories 3-6 listed above. These points will only be awarded for army-wide results that exceed the standards described above listed 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. All Player's Choice votes must be turned in by the start of the first game on Sunday. Player's Choice votes will be added to the Appearance and Theme score (up to a maximum of +20) and used as tiebreakers for awards.

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## VII. Awards:

- **40K Warmaster: Battle + Appearance & Theme (tiebreaker in that order, then Player's Choice)**
- **40K Drillmaster: Appearance & Theme (Ties broken by Player's Choice)**
- **Force Champion(s): Battle + Appearance & Theme (tiebreaker in that order, then Player's Choice)**  
For this award, players will be grouped into the following categories based on the faction keyword with the highest number of points in their armies. The highest scoring player in each category will win the award for that category.

Players will indicate their planned force category when they register, but may change their force category at any time prior to the Michigan GT, up to and including the time they check-in on for the event.

- **Angels of Death** (Adeptus Astartes)
- **Emperor's Hammers** (Astra Militarum)
- **Imperial Shadows** (Adeptus Ministorum, Sisters of Silence, Officio Assassinorum, Inquisition, Adeptus Custodes)
- **Legio Mechanicus** (Adeptus Mechanicus, Questor Imperialis)
- **Warpouched (Heretic Astartes, Daemon, Questor Traitoris, Renegades and Heretics)**
- **Webway Wanderers (Asuryani, Anhrathe, Drukhari, Harlequins, Ynnari)**
- **Waaagh and Death (Ork, Necrons)**
- **The Greater Good** (T'au Empire)
- **The Devouring Swarm** (Tyranid)

## VIII. Schedule:

SATURDAY	SUNDAY
7:30 AM Registration/Check-In	9:00 – 12:00: Game 4
9:00 – 12:00: Game 1	12:00 – 1:00: Lunch
12:00 – 1:00: Lunch Break	1:00 – 4:00: Game 5
1:00 – 4:00: Game 2	4:30 PM: Awards
4:00 – 4:30: Break	
4:30 – 7:30: Game 3	