

# 2018 MICHIGAN GT

## WARHAMMER 40K CHAMPIONSHIPS

### These the Event Rules for the Warhammer 40K Championships at the 2018 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! Once again, we will be a **Major Event** for the 2018 Independent Tournament Circuit (ITC) so all players will earn points towards the 2018 ITC standings. These rules may be updated between now and the 2018 Michigan GT. No major changes will be made after September 14, 2018. **The most recent changes are in red.**

#### 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 14, 2018**, 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 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. Players are responsible for ensuring that their armies are legal. If illegal units 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 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.**

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### 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. 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 8<sup>th</sup> edition dataslates (including ForgeWorld dataslates) will be allowed. (8<sup>th</sup> Edition ForgeWorld faction keywords may be used as the basis for a detachment/army).
6. Your Warlord, warlord trait, your “free” relic, and any psychic or similar powers must be designated on your army list and will be the same in each game. Relics or powers purchased through stratagems are exempt from this requirement.
7. For ITC scoring purposes and for determining the Force Champion awards, your faction will be determined by the detachment keyword used throughout your army.
8. 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 seeded by Battle Points, then by Battle Record, and then randomly within those divisions.
5. All missions will have both Endgame and Tactical objectives, as well as Secondary Objectives.

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6. Tactical (a.k.a. Maelstrom) objectives 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.
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	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		

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### VII. Appearance Scoring:

<b>Category 1: 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 2: 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 3: 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 4: 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 5: 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 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.

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### VIII. Theme Scoring:

CHAOS, IMPERIUM, AELDARI, YNNARI, or TYRANIDS is not your army's <b><i>only</i></b> unifying Faction Keyword.	10
All detachments in your army have a unifying keyword that, to the extent reasonably possible, is <b><i>not just</i></b> that of codex from which the units in that detachment are selected (i.e. <b>ULTRAMARINES</b> , <b><i>not just</i></b> ADEPTUS ASTARTES). <b>Chapter/Legion/etc. specific codexes/keywords (i.e. BLOOD ANGELS or DEATH GUARD) can still qualify for this score despite having their own codex.</b>	10
Your army presents a unified yet distinctive appearance.	10
Your army, and any supporting materials (display board/army list/handouts) tells a compelling story that requires no further explanation.	10
Judges Discretion: Up to 10 additional points can be awarded for especially memorable themes.	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:

- **Angels of Death (ADEPTUS ASTARTES)**
- **Emperor's Hammers (ASTRA MILITARUM)**
- **Cavalier Familia (QUESTOR IMPERIALIS)**
- **Thronesworn (ADEPTUS MECHANICUS, ADEPTUS MINISTORUM, SISTERS OF SILENCE, OFFICIO ASSASSINORUM, INQUISITION, ADEPTUS CUSTODES)**
- **Warptouched (HERETIC ASTARTES, DAEMON, QUESTOR TRAITORIS, RENEGADES AND HERETICS, DARK MECHANICUS)**
- **Webway Wanderers (ASURYANI, ANHRATHE, DRUKHARI, HARLEQUINS, YNNARI)**
- **Waaaghlords (ORK)**
- **Undying (NECRONS)**
- **Greater Good (T'AU EMPIRE)**
- **Devouring Swarm (TYRANID, GENESTEALER CULT)**

When registering, players will indicate which category they plan to enter; however, players may change this category at any time prior to the Michigan GT, up to and including the time they check-in on for the event. Michigan GT reserves the right to consolidate categories if there are less than 2 players registered, **or split categories with exceptionally large registrations**, by August 30, 2018.