

# 2022 MICHIGAN GT

## WARHAMMER 40K CHAMPIONSHIPS RULES PACKET

The Michigan GT 40K Championships returns in 2022! The largest event at the Michigan GT, players will bring 2000-point, Battle-Ready, Matched-Play armies for five rounds of play, and will be challenged to excel in all aspects of the hobby. Generalship, painting and modelling, and sportsmanship will all play their part in determining our champions for the weekend.

As you might expect, the 2022 Michigan GT 40K Championships will recognize not just the best overall player, best general, and best theme and appearance, but also the best players from the various factions and faction groups. With last year's event selling out with 160 participants, players will have the opportunity to earn serious points for themselves or their teams in the 2022 Independent Tournament Circuit (ITC). Be part of the triumphant, action-packed, return of the Michigan GT 40K Championships!

### I. Event Essentials:

1. **System:** Warhammer 40,000 9<sup>th</sup> Edition, Matched Play.
2. **Check-In:** 7:30 AM-9:00 AM on Saturday October 1, 2022.
3. **Battle Size:** Strike Force (2000 points)
4. **Board Size:** 60" x 44"
5. **Missions:** From **Chapter Approved Mission Pack, War Zone Nephilim: Grand Tournament.**
6. **# of Games:** Five
7. **Army Selection:** Follow "Muster Armies" in **Chapter Approved Mission Pack, War Zone Nephilim: Grand Tournament.**
8. Attendees are expected to bring their army, dice, a tape measure, and all relevant rules publications, and a phone/tablet with the Best Coast Pairings app installed.

### II. Army Construction and Painting:

1. All armies must be Battle-forged according to the Strike Force guidelines set forth in **Chapter Approved Mission Pack, War Zone Nephilim: Grand Tournament.**
2. When building your army, use all 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 September 17, 2022.
  - Codexes
  - Warhammer 40,000: The App
  - Campaign Books
  - **Chapter Approved Mission Pack, War Zone Nephilim: Grand Tournament.**
  - White Dwarf
  - FAQs & errata found via [www.warhammer-community.com/faqs](http://www.warhammer-community.com/faqs)
    - **EXCEPT: The addition to *obscuring* terrain as found on Page 4 of the main rulebook errata (i.e. 2" horizontal engagement range through ruins) will NOT be used.**
3. Army lists should be in an easy-to-read format listing all relevant wargear and unit upgrades.

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4. The Michigan GT 40K Championships will be using the Best Coast Pairings App. Army lists must be pre-submitted by **11:59 PM EST Monday, September 26, 2022**, through the Best Coast Pairings Player’s App.
5. All miniatures must be fully assembled and painted to at least a “Battle Ready” standard. If there are multiple sub factions in an army (i.e. Blood Angels and Dark Angels), they must be visually distinct on the tabletop.
6. 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.
7. 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 [40K@michigangt.com](mailto:40K@michigangt.com) with the subject line: **40K Championships Conversion**

### III. Tournament Format:

SATURDAY		SUNDAY	
7:30 – 9:00:	Registration/Check-In	9:00 – 11:45:	Game 4
9:00 – 11:45:	Game 1	11:45 – 12:45:	Lunch Break
11:45 – 12:45:	Lunch Break	12:45 – 3:30:	Game 5
12:45 – 3:30:	Game 2	3:30 – 4:00:	Break
3:30 – 4:00:	Break	4:00:	Final Awards
4:00 – 6:45:	Game 3		

1. At the end of each game, players must use the BCP app to report scores. 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.
2. Players will be paired randomly in Round 1. In subsequent rounds, players will be paired based on battle points, win-loss record, strength of schedule, and victory path (in that order).
3. Appearance and Theme scoring will occur before Round 1, and between Rounds 1 and 2 and Rounds 2 and 3. See Section V for the Appearance and Theme scoring matrixes.
4. 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 (up to a maximum of +20) and used as tiebreakers for awards if necessary.

### IV. Sportsmanship:

1. Players are expected to adhere to the ITC Code of Conduct. [https://docs.google.com/document/d/1psolxaWoBvOFBIJW9sKvIInCiVY0b-Q3\\_UlyvS-wBWM/edit?usp=sharing](https://docs.google.com/document/d/1psolxaWoBvOFBIJW9sKvIInCiVY0b-Q3_UlyvS-wBWM/edit?usp=sharing)
2. Players who receive a red card will be disqualified from receiving any prize support at the event and may be ejected at the discretion of the tournament organizers.

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### V. Appearance Scoring:

<b>Category 1: Overall Impression</b>	The army contains any unfinished models.	0
	The army is fully painted, but only to the most basic 3-color standard.	10
	The army is fully painted to a tabletop standard	20
	The army is fully painted to a competitive standard	30
<b>Category 2: Advanced Techniques</b>	No advanced techniques.	0
	Models have a basecoat with a shade and highlight color.	10
	Models shaded using layering with highlights/blending (but not seamlessly)	20
	Models have been shaded using seamless blending	30
<b>Category 3: Fine Details</b>	No/few fine details.	0
	Minimal: Basic conversions (head/weapon swaps, etc.), rough freehand/transfer work, simple unit/army markings, and/or basic weathering on a multiple units.	10
	Minor: Advanced conversions (kitbashing, putty, plasticard, minor sculpts), quality freehand/transfer work, clean unit/army markings, and/or advanced vehicle weathering on multiple units, AND minimal details on 75%+ of the army.	20
	Major: Scratch-built models, unique sculpts, stellar freehand work, and/or realistic vehicle weathering on 50%+ of the army	30
<b>Category 4: Model Basing</b>	Army contains any bare plastic bases.	0
	All bases completed to at least a basic level (1 or 2 materials/colors)	10
	All bases completed to a realistic level (3+ materials/colors or well-done highlights/shading)	20
	All bases are diorama-like bases with high attention to detail.	30
<b>Category 5: Display Base</b>	No display base, bare tray, etc.	0
	Basic display base: (1 or 2 materials/colors)	10
	Themed: (3+ materials or well-done highlights/shading) matching the player's army	20
	Exceptional: Diorama that forges a narrative in conjunction with the army	30
<b>Judge's Discretion</b>	Up to 30 points can be awarded at the painting judges' discretion for results that go above and beyond in the categories listed above.	

### VI. Theme Scoring:

Your army presents a unified yet distinctive appearance.	0-10
Your army fits into the grimdark universe of Warhammer 40K	0-10
Your army has a backstory that doesn't require verbal explanation (i.e. uses written backstory, visual aids, or some other non-verbal media)	0-10
Your army and display board tells a compelling story that requires no further explanation (i.e. it's obvious to anyone familiar with the 40K universe and lore)	0-10
Up to 10 additional points can be awarded for especially memorable themes.	0-10

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### VII. Awards:

- **Overall Champion:** Battle + Appearance + Theme (tiebreaker in that order)
- **40K Warmaster:** Battle (ties broken by wins/strength of schedule/win path)
- **40K Drillmaster:** Appearance + Theme (Ties broken by Player's Choice)
- **Faction Champion Awards:** Battle + Appearance + Theme (tiebreaker in that order)  
Faction Champions categories TBD.

### VIII. Terrain

This year, the Michigan GT 40K Championships will be using the terrain layouts from the Games Workshop US Open 2022 Series.

- **Terrain Piece 1 (Blue):** These large Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.
- **Terrain Piece 2 (Maroon):** These midsize Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.
- **Terrain Piece 3 (Yellow):** These small terrain pieces also fall into the Area Terrain category and have the Scalable, Dense Cover, Breachable, Defensible, and Difficult Ground traits.

