

2024 MICHIGAN GT WARHAMMER 40K CHAMPIONSHIPS RULES

NOTE: With the release of the Pariah Nexus mission deck this summer, these rules may be adjusted or modified as needed.

I. Event Essentials:

1. **System:** Warhammer 40,000 10th Edition, Pariah Nexus Tournament.
2. **Battle Size:** Strike Force (2000 points), 60" x 44" table
3. **Missions:** TBD – Five missions chosen from the Pariah Nexus Tournament Mission Pool.
4. **Required Items:** Attendees must bring their army, dice, a tape measure, all relevant rules, and a phone/tablet with the Best Coast Pairings app installed.
5. **Rules Cut-Off:** All rules released by Saturday, August 30 will be used. In addition, any GW FAQs released by Saturday, September 14 will also be used.

II. Army Construction and Painting:

1. Army lists should be in an easy-to-read format listing all options and upgrades.
2. The Michigan GT 40K Championships will use the Best Coast Pairings App. Army lists must be submitted by **11:59 PM EST September 15, 2023**, through the app. Late list submissions will receive a yellow card.
3. All miniatures must be fully assembled and painted to at least a "Battle Ready" standard.
4. 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.
5. Converted models should have a similar size/profile as the models they represent and be a good faith effort at actual conversions. Converted models may be pre-approved by emailing photos to 40K@michigangt.com with the subject line: **40K Championships Conversion**

III. Tournament Format:

SATURDAY 10/7/2023		SUNDAY 10/8/2023	
9:00 – 12:00:	Game 1	9:00 – 12:00:	Game 4
1:00 – 4:00:	Game 2	1:00 – 4:00:	Game 5
4:30 – 7:30:	Game 3	4:30:	Final Awards

1. Registration and check in will be open at 7:30 AM on Saturday, 9/21/2023.
2. At the end of each game, players must use the BCP app to report scores.
3. Players will be paired randomly in Round 1. In subsequent rounds, players will be paired based on win path and then randomly within players of the same win path.
4. Appearance and Theme scoring will occur before Round 1 starting at 8AM, and between games on Saturday. See Section V for the Theme and Appearance scoring matrix.
5. Michigan GT recommends that players utilize the Goonhammer Tabletop Battles App: (Android) <https://play.google.com/store/apps/details?id=com.goonhammer.ttba> (Apple) <https://apps.apple.com/us/app/tabletop-battles/id1636901651>

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IV. Theme and Appearance Scoring:

Category 1: Overall Impressions	The army contains any unfinished models.	0
	The army is fully painted 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: Shading, Highlights, & Blending	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 & Conversions	No or minimal 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.	5
	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.	10
	Major: Scratch-built models, unique sculpts, stellar freehand work, and/or realistic vehicle weathering on multiple units AND minor details on at least 75% of the army.	15
Category 4: Model Basing	Army contains any bare plastic bases.	0
	All bases completed to at least a basic level (1 or 2 materials/colors)	5
	All bases completed to a realistic level (3+ materials/colors or well-done highlights/shading)	10
	All bases are diorama-like bases with high attention to detail.	15
Category 5: Display	No display base, bare tray, etc.	0
	Basic: (1 or 2 materials/colors)	5
	Themed: (3+ materials/colors) with additional details matching the player's army	10
	Exceptional: Diorama that forges a narrative in conjunction with the army	15
Category 6: Theme	Your army presents a unified yet distinctive appearance.	0-5
	Your army fits into the grimdark universe of Warhammer 40K	0-5
	Your army doesn't require verbal explanation (i.e. uses written backstory, visual aids, or some other non-verbal media)	0-5
	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)	0-5
	Up to 5 additional points can be awarded for especially memorable themes.	0-5

When scoring Categories 1 through 5, judges will award each army one of the ratings for each category. For Category 6, judges will award points for each of the sub-categories listed.

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V. Sportsmanship:

1. Players will be expected to adhere to the ITC Code of Conduct:

https://docs.google.com/document/d/1psolxaWoBvOFBIJW9sKvIInCiVY0b-Q3_UIyvS-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.

VI. Terrain:

The 2024 Michigan GT will use the terrain layouts from the Pariah Nexus tournament packet, which are not expected to change from the Leviathan tournament layouts in use since 2023.

VII. Awards:

- **Overall Champion:** Highest ranked player based on placings in both gameplay (see Warmaster) and hobby scores (see Drillmaster). Ties broken by gameplay.
- **40K Warmaster:** Best Win Path [ties broken by Opponents Game Win % (minimum cap of 33%) and then Battle Points]
- **40K Drillmaster:** Highest Theme and Appearance score (Ties broken by Theme)
- **Faction Champion Awards:** Highest ranked player, taking into consideration both gameplay and hobby scores, in the following categories: ADEPTA SORORITAS, ADEPTUS CUSTODES, ADEPTUS MECHANICUS, AELDARI, ASTRA MILITARUM, BLACK TEMPLARS, BLOOD ANGELS, CHAOS DAEMONS, CHAOS KNIGHTS, CHAOS SPACE MARINES, DARK ANGELS, DEATH GUARD, DEATHWATCH, DRUKHARI, GENESTEALER CULTS, GREY KNIGHTS, IMPERIAL KNIGHTS, LEAGUES OF VOTAN, NECRONS, ORKS, SPACE MARINES, SPACE WOLVES, T'AU EMPIRE, THOUSAND SONS, TYRANIDS, WORLD EATERS

VIII. Battlefield Creation Competition:

Participants in the Battlefield Creation Competition will need to bring sufficient terrain to create a 10th Edition Pariah Nexus tournament layout. The Michigan GT will provide a 60"x44" playing surface, but if you have a particular game mat to match your terrain, you are welcome to bring a game mat as well. Award categories will include, at minimum, the **Best Theme**, **Player's Choice**, and **Best of Show** awards!

Terrain will need be delivered and set up by 8PM on Friday, September 20, and will need to be picked up at the conclusion of the 40K Championships on Sunday, September 22. Judging will happen on Saturday morning, and awards will be presented on Sunday. See pages 6-8 of the Leviathan Tournament Companion for guidelines on the desired terrain: <https://www.warhammer-community.com/.../hIF8WKv4gJpXPZha.pdf>

Contestants should also provide the following templates to place the terrain pieces on:

- (6) 12"x6"
- (2) 10"x5"
- (4) 6"x4"