



CONQUEST SEATTLE GT

2010 TOURNAMENT RULES

The ConQuest Seattle GT will consist of 5 games, three on Saturday and two on Sunday. Each round will last 2.5 hours. In order to keep the tournament running on schedule, when time is called for a round, all player's must drop the dice and stop playing - no exceptions. Because of this, please be aware of the time left in the round and do not start a turn you cannot finish. A hard warning will be issued with 15 minutes remaining in the game. NO Game Turn shall be started after this warning is issued, period.

Players will be responsible for turning in their own scores after each round. Make sure that the judges receive your score sheets before leaving the judge's table.

WARHAMMER 40,000

TOURNAMENT RULES

Army Selection:

This tournament will use the **Warhammer 40K** 5th Edition rules, including all published FAQs. Each Player must provide 6 PRINTED (not handwritten) Army lists, one to each of their opponents with the Stats of their army AT THE START of Each Game. The 6th list must be turned into the judges at time of registration at the event. If your list has errors, you may be penalized or disqualified from the event. This means print your list clearly, make sure it is legal, and triple-check your math.

When building your army, you must use the following guidelines:

- No more than 2,000 points may be spent on the creation of your army.
- Armies must follow all restrictions on army selection from their own Codex.
- Only the main army list may be used for the army in question. No appendix lists are permitted.
- Special Characters are permitted, subject to the normal restrictions for that character in the Codex.
- **Only** armies from the following Codexes may be taken:
 - *Codex: Space Marines*
 - *Codex: Space Wolves*
 - Be aware that clarifications have been issued explaining how to use *Codex: Space Wolves* in conjunction with *Codex: Space Marines*.
 - *Codex: Black Templars*
 - *Codex: Dark Angels*
 - *Codex: Blood Angels - White Dwarf Update*
 - *Codex: Imperial Guard*
 - *Codex: Daemonhunters*
 - Imperial armies (any Space Marine, Imperial Guard, or Witch Hunter army) may use Inquisitorial allies as defined in *Codex: Daemonhunters* and the 5th Edition FAQ.
 - *Codex: Witch Hunters*
 - Imperial armies (any Space Marine, Imperial Guard, or Daemonhunter army) may use Inquisitorial allies as defined in *Codex: Witch Hunters* and the 5th Edition FAQ.
 - *Codex: Eldar*
 - *Codex: Dark Eldar*
 - *Codex: Orks*
 - *Codex: Necrons*
 - *Codex: Tau Empire*
 - *Codex: Tyranids*
 - *Codex: Chaos Space Marines*
 - *Codex: Chaos Daemons*

In addition:

- Forge World rules will not be used, although Forge World models may be used to represent standard Codex options.
- All models must be Citadel models.
- Conversions must start as Citadel models and use a majority (90%) of Citadel or scratch built components.
- Deathwatch units and Kroot mercenary armies are NOT allowed.

WARHAMMER FANTASY BATTLES TOURNAMENT RULES

Army Selection:

This tournament will use the **Warhammer Fantasy** 7th Edition rules, including all published FAQs. Each Player must provide 6 PRINTED (not handwritten) Army lists, one to each of their opponents with the Stats of their army AT THE END of Each Game. The 6th list must be turned into the judges at time of registration at the

event. . If your list has errors, you may be penalized or disqualified from the event. This means print your list clearly, make sure it is legal, and triple-check your math.

When building your army, you must use the following guidelines:

- No more than 2,250 points may be spent on the creation of your army.
- Armies must follow all restrictions on army selection from their own Army Book.
- Only the main army list may be used for the army in question. No appendix lists are permitted.
- Special Characters are permitted, subject to the normal restrictions for that character in the Codex.
- **Only** armies from the following Army Books may be taken:
 - Bretonnia: Army Book
 - Chaos: Beasts of
 - Chaos: Warriors of
 - Chaos: Daemons of
 - Chaos Dwarfs PDF
 - Dark Elves: Army Book
 - Dogs of War: PDF
 - Dwarfs: Army Book
 - Empire: Army Book
 - High Elves: Army Book
 - Lizardmen: Army Book
 - Ogre Kingdoms: Army Book
 - Rhinox Riders are allowed
 - Orcs and Goblins: Army Book
 - Skaven: Army Book
 - Tomb Kings: Army Book
 - Vampire Counts: Army Book
 - Wood Elves: Army Book

In addition:

- Special Characters/Named Characters are allowed.
- Regiments of Renown are NOT allowed in Non-Dogs of War armies.
- Rhinox Riders are only allowed in Ogre Kingdoms and Dogs of War armies.
- The rulings of the current GW 7th Edition Fantasy FAQ will be used.
- The Fantasy Tournament will use the 'Sliding' Methodology from The GW FAQ, Pg 6-8. Building Assault Rules from BRB Pg. 97 are in effect.
- Forge World rules will not be used, although Forge World models may be used to represent standard Codex options.
- All models must be Citadel models.
- Conversions must start as Citadel models and use a majority (90%) of Citadel or scratch built components.

CONQUEST SEATTLE GT AWARDS:

Awards will be given for the following categories below. Players cannot win more than one category.

- Overall Champion: Most Total Points. (Battle Points then Sportsmanship then Painting for tiebreakers.)
- Best General: Most Battle Points. (Sportsmanship then Overall for tiebreakers.)
- Best Sportsman: Sportsmanship points. (Battle Points then Overall Points for tiebreakers.)
- Best Appearance: Appearance points. (Sportsmanship then Overall for tiebreakers.)

Tournament Scoring – Battle (100 points):

Each round, players will play a battle worth 20 Victory Points. The mission scenario tells you how to score the game for each player.

Tournament Scoring – Sportsmanship (50 points):

Please rate your opponent on their sportsmanship. If the answer is yes, check the box.

- 2 Points:** Was your opponent prepared? (On time with all game accessories (dice, rules, templates, etc) and a copy of their army list for you).
- 2 Points:** Was your opponent fair? (Measured correctly, consistent in die rolls, settled rules disputes amicably).
- 3 Points:** Was your opponent friendly? (Introduced themselves, treated you with respect).
- 3 Points:** Was your opponent fun to play?

Tournament Scoring – Appearance (50 Points)

Judges will rate all armies on the following appearance guidelines.

Basic Painting (worth up to 25 points)

Check One Box.

- 0 Points: Army is not fully painted.** This means that there are more than a couple models with prominent areas of plastic, metal or primer showing.
- 10 Points: Army is almost fully painted,** but there are a couple of models with prominent areas of plastic, metal, or primer showing.
- 15 Points: Army is fully painted,** but only to the three-color standard of basecoating or looks sloppy or rushed.
- 25 Points: Army is fully painted beyond the 3-color standard for basecoating** and demonstrates effort in painting, including shading/highlighting.

Additional Painting (worth up to 10 points)

Check ALL that apply to the bulk (90%+) of the army.

- 1 Point: Painting is Uniform.** Not a mix of schemes, styles, and looks.
- 1 Point: Basic Painting is Clean.** Base colors are painted neatly.
- 1 Point: Clean Highlights.** Lines are neat, drybrushing is appropriate, inking is controlled and not sloppy.
- 2 Points: Advanced Highlights.** More than one layer of highlight, which may include shading, highlights over inking, blending, etc.
- 1 Point: Painted Details.** Model details are painted such as eyes, buckles, and jewellery.
- 1 Point: Well Painted Details.** Model details are painted well (clean, have highlights).
- 1 Point: Artistic Details.** Models have squad markings, banners, and other details beyond painting the basic models.
- 2 Points: Exceptional Artistic Details.** Any artistic details and flourishes are done exceptionally well and impressive in scope.

Basing (worth up to 5 points)

Check ALL that apply to the bulk (90%+) of the army.

- 1 Point: Based/Detailed:** Bases have basing materials (flock/sand/tiles) or details painted on them.

- ❑ **1 Point: Highlights:** Bases have clean highlighting (shading/drybrushing). The edges of the base are clean (painted or not).
- ❑ **1 Point: Extra details:** There are extra details on more than a few bases (multiple basing materials or artistic flourishes, helmets, skulls, building rubble, etc.)
- ❑ **2 Points: Awesome presentation:** Taken as a whole, the bases unify the army, help create a story, or are otherwise outstanding, original, or impressive.

Conversions (worth up to 5 points)

Check ALL that apply.

- ❑ **1 Point: Minimal:** The army has some elementary conversions (head and weapon swaps, arm rotations) or a couple interesting swaps. 1 Point
- ❑ **1 Point: Minor:** Units have multi-kit conversions including head and weapon swaps. The conversions must be for more than a few models in the army, such as entire units or all specialty characters and models in the army.
- ❑ **1 Point: Major:** The army has a few difficult conversions (including those that use things such as putty, plastic card, drilling, sawing, minor sculpts, etc.) executed well. Alternately, the entire army features very well done multi-kit conversions (see above).
- ❑ **2 Points: Extreme:** The army has some extreme conversions, which could be: a scratch built conversion or sculpt of an entire model, a large amount of models with difficult conversions (see above), or the entire army is extremely converted.

Other Appearance (worth up to 5 points)

Check all that apply to bulk (80%+) of army.

- ❑ **1 Point: Display Base:** Basic based & highlighted or detailed display base.
- ❑ **1 Point: Advanced display base:** The base goes above and beyond a shaded and highlighted display base and includes elements that stand out and/or unify the entire army presentation.
- ❑ **1 Point: Something Special:** There is something above and beyond about a model's painting, the display base, a conversion, or anything else that catches the judge's eye. This can be a single awesome model, an exquisitely converted unit, a great back-story or some other element that really pops.
- ❑ **2 Points: Overall Appearance:** Overall appearance of the ENTIRE ARMY is just amazing! Everything works great together to create an awesome scene or conveys a story.

Finalists (worth up to 3 points)

- ❑ **1 Point: Top 3:** This is one of the 3 best armies at the event.
- ❑ **1 Point: Top 2:** This is one of the top two armies at the event.
- ❑ **1 Point: Best of the Best:** This is the best army at the event.

Penalties

- ❑ **-2 Points: Army list not displayed with army.**
- ❑ **-50 Points: Army list displayed is not the army list played.**
- ❑ **-10 Points: "Did you paint your army?" answer is "No".**
- ❑ **-75 Points: "Did you paint your army?" answer is "Yes", but it is proven the player lied (yes, this will affect the overall score).**