

# NatCon 10 - Warhammer 40,000 Tournament Players Pack

2nd 3rd 4th of April, 2010

St-Patricks School Hall, Upper Hutt.

Welcome all to the Player's pack for the Warhammer 40,000 Tournament at NatCon2010! This document contains everything you need to know about the weekend: the format, the rules and the schedule.

NatCon has a long history in New Zealand and this year we're striving to make it the best one yet! So please join us in having a great time and playing some great games against worthy opponents!

## The Players

Entry is open to everyone. All players are expected to comport themselves appropriately throughout the tournament. The goal is for everyone to enjoy themselves throughout the weekend, without argument and in a friendly environment.

The organizers are here to ensure that everyone has a good time and keep things moving, however, the end responsibility will always lie with you, the player.

## The Organizer

The overall event is being organized by the Hutt Miniature Wargames Club ( <http://www.huttclub.co.nz/> ). The 40,000 is being run by Blaise St-Laurent ( [blaise@geeky.net](mailto:blaise@geeky.net) ) with significant help from players from the Hutt Miniature Wargames Club and the Wellington Warlords.

As the Tournament Organizer (TO) I'm completely dedicated to running the tournament. It will be my sole focus over the weekend and I'm happy to field questions before, during and after. I look forward to meeting all the players that come out and hope to keep things running as smoothly and efficiently as possible.

## Schedule

Games throughout the weekend will be two and a half hours long. We will be enforcing the schedule strictly. I expect all players to bring an army that they are comfortable playing a complete 6 round game to completion with. If a player has consistent problems completing their games, there will be repercussions.

In the case where the time expires before the game is completed, players will complete the complete Game Turn. (both opponents turns).

### Friday the 2nd of April

8:00 Doors open  
8:45 Registration Closes  
9:00 Round 1 starts  
11:30 Round 1 finishes  
12:30 Round 2 starts  
15:00 Round 2 finishes  
15:30 Round 3 starts  
18:00 Round 3 Finishes

### Saturday the 3rd of April

9:00 Round 4 starts  
11:30 Round 4 finishes  
12:00 Beauty Pageant  
12:30 Round 5 starts  
15:00 Round 5 finishes  
15:30 Round 6 starts  
17:00 Round 6 finishes (Special Mission that may take longer than expected)

### Sunday the 4th of April

10:00 Round 7 starts  
12:30 Round 7 finishes  
13:30 Round 8 starts  
16:00 Round 8 finishes  
18:00 Dinner and prizes at the Totara Lodge, 68 Ararino St, Trentham

### Dates to Remember

January 31 - Last day for \$50 Registrations  
March 1 - Last day for \$60 Registrations  
March 19 - Last day for Registrations at \$75  
March 9th - Army Lists Due  
April 2nd - NatCon2010!

### Tournament Rules

#### Player Matching

Players will be matched randomly against an opponent in the First Round. After that, in each round the two players in 1st and 2nd place (based on their points for Gameplay) will play each other, the players in 3rd and 4th place will play each other; the players in 5th and 6th place will play each other, and so on.

The only exception is that you should never play the same opponent twice; should this happen let the Umpire know so they can sort things out and offer you fresh opponents of a suitable calibre. The main advantage of this system is that it

seeds players after the First Round, and makes sure that the final winner of the Tournament will have faced some tough opposition along the way.

### What You Need To Bring

- Your army
- 3 Objectives. Can be any size but must be easy to determine the center.
- 2 copies of your list
- Your Codex
- Your rulebook
- The latest FAQs for the Rulebook and your Codex
- Pen and Paper
- Tape measures / measuring devices (gale force 9 or the equivalent)
- Dice
- Templates

### Army Lists

You must submit a list totaling 1750 or less.

All lists need to be submitted for approval and composition judging. This needs to be done by March 9th. They need to be submitted to [blaise@geeky.net](mailto:blaise@geeky.net) via email. Lists will ONLY be accepted by email.

Please note that all lists MUST show the following information

- Model or squad name
- Any options taken
- Total points cost
- Number of models
- Force Chart Slot

A Microsoft Excel template will be mailed out to all registered players.

### Rules

The tournament will use the current Warhammer 40,000 5th edition rules. We will be using the most recent FAQs published on or before March 9th.

Allowable Armies:

- Codex: Space Marines
- Codex: Black Templars
- Codex: Blood Angels (as published in 2007 White Dwarf)
- Codex: Dark Angels
- Codex: Space Wolves
- Codex: Chaos Space Marines
- Codex: Daemons
- Codex: Witch Hunters

- Codex: Daemonhunters
- Codex: Imperial Guard
- Codex Eldar
- Codex: Dark Eldar (2nd Edition)
- Codex: Tau Empire
- Codex: Orks
- Codex: Necrons
- Codex: Tyranids

Note: Imperial Armour, Apocalypse, White Dwarf or any other non-Codex unit may NOT be taken.

If your list specifically allows allies, either in its codex or as a result of supplementary list published in another Codex then they can be used.

All special characters are allowed within the limits of their respective codex. Remember, however, that experienced players who understand full well the impact special characters have on certain lists will judge the composition of your army. You have been warned.

If you have any issues or questions, please email them to [blaise@geeky.net](mailto:blaise@geeky.net) before the Army Submission Deadline.

### **Tournament Results**

The winner of the Tournament will be the player who scores the most points in the categories described below. The points scored in each category will be added together, and the player with the highest total will be the winner. In the case of a tie, the winner will be the player who scored the most points in the Gameplay category (second tiebreaker - Sportsmanship points). In addition to the overall winner, a number of other awards will also be given out.

As well as tournament points, each player will be asked to nominate their top 2 opponents. These will be used to break the ties for Best Sportsman.

### **Overall Score Breakdown**

- 40% Gameplay
- 25% Army Composition
- 20% Army Presentation
- 15% Sportsmanship

### **Trophies**

- 1<sup>st</sup> Overall (player with the most tournament points)
- 2<sup>nd</sup> Overall
- 3<sup>rd</sup> Overall
- Best Army – Composition and Presentation combined
- Best Sportsman
- Best Presented Army

## Gameplay

### Result Points

- A win is worth 10 points
- A draw is worth 5 points
- A loss is worth 0 points

### Bonus Points

Bonus points will vary with the missions. There will always be a total of 5 to be had by each player per game.

### Army Composition

A panel of independent judges will judge your army list. These judges will be given your lists anonymously and will not be participating in the tournament. They will be instructed to evaluate the lists based on overall effectiveness of your list given the missions that will be played. Adherence to the Warhammer 40000 background (fluff) will not be a criterion for your composition score.

Each judge will be asked to assign you a score from 0-5 with 5 being the “weakest” and 0 being the “strongest”. Lists scoring below 1 will be rejected; you will be asked to submit a new list in its place before the deadline!

### Presentation

Note: Armies MUST be painted to participate at NatCon. The minimum 3-colour standard will be applied. If your army is not painted, you will not be allowed to participate.

Armies that are not painted by the owner must be clearly indicated. They will be judged as any other army but are not eligible for the players' choice Best Painted award.

A designated painting judge throughout the tournament will judge the presentation of your army. You will be asked between certain games to setup your army in a way that you feel maximizes the visual appeal.

Your presentation score will be evaluated using the score sheet attached at the end of this document. There are a total of 46 available marks however the maximum score you can get is 35. This is to give people who may excel at one aspect of modeling (painting for example) to score as well as someone who might be an excellent sculptor / converter.

Along with regular painting scores that are used in the Overall calculation, a special Players Choice prize will be given. Every army that scores over 30 points will be eligible to be entered into the beauty pageant. The beauty pageant will be setup on Saturday and each player will be allowed to vote on their favorite army for the tournament.

## Sportsmanship

After every game each player will answer the 5 questions below regarding their opponent's sportsmanship attributes throughout the game. A player's tournament points for sports are calculated by their opponent's responses to these questions.

- Regardless of the outcome of the battle...was the game mostly free of instances where your opponent's behaviour detracted from your enjoyment of the game?
- Were all rules queries resolved amicably and without too much argument?
- Was your game free of any instances where you thought that your opponent's activities/play style was "dodgy"? ("Rubber Ruler", dice etiquette etc).
- In your opinion, did your opponent play the game in the right spirit? For example, did they maintain a sensible approach and demeanor when things were not going their way? Were they organised in their approach to the game?
- Would you be happy enough to play your opponent again? Maybe not today but at another tournament perhaps?

For every "Yes" response your opponent scores one point.

This gives a score out of 30 that will be converted to a 15% contribution of your overall score.

As well as tournament points, each player will be asked to nominate their top 2 opponents. These will be used to break the ties for Best Sportsman.

As a tournament organizer, I expect every player to play their games in a polite, social way that shows their respect for their opponent. I realize that each person has their own style of play; some may be chatty and extroverted, some may think hard and take things seriously. These are all perfectly fine, individual personalities come out during tournaments. What is not fine however:

- Being distracted / talking to people on the phone / texting while playing a game.
- Complaining constantly about things over which you have no control
- Being a poor sport about the outcomes of any decisions made by the Tournament Organizer.
- Being intoxicated during the course of a game
- Deliberately taking excessive amounts of time setting up and / or playing your games.

If the TO or his representatives believe you to be doing any of the following (this list is not inclusive) we reserve the right to penalize you. This decision will also be final.

## Rules and Game Play Issues

### Rule 1: THE TOURNAMENT ORGANIZERS DECISIONS ARE FINAL.

The primary point of this tournament is for everyone to have a good time. We play a game that has rules, which are written in English, a language that is not necessarily known to be unambiguous. Further, the rules are not always written as clearly as we might like, so discussions on rules are bound to come up.

In the event of a disagreement, the issue resolution steps for NatCon are as follows:

- Both players first check the Rulebook and / or relevant codex.
- If the question remains, check the official FAQ / Errata for the Codex and Rulebook.
- Is this something that can easily be solved with a dice roll? If so, dice off and keep the flow going.
- Still not resolved? Call over the Tournament Organizer. Explain your points of view. The TO may refer to any additional sources of information and / or get other opinions as he sees fit.
- The TO will make a ruling. THIS IS FINAL.

It is perfectly acceptable to call over the TO during game play. In fact, other than pushing paper, it's his main role. It is also not poor sportsmanship to ask for clarification, references or more information about any particular play during the course of the game. Losing your cool, being impolite, belligerent or pressuring your opponent to concede the point is however, and should there be any evidence of this, you WILL be talked to and possibly docked points by the tournament organizer.

### Missions

As this is a lengthy tournament, the missions will be highly varied. There will be some based on the existing rule books, some taken from other tournaments and some original missions.

The Bonus Points to be awarded may vary with each mission; so keep an eye on them to make sure you fully understand the rules for the mission BEFORE IT begins.

The mission pack will be sent out in early March (after the army list submission cutoff date) to allow players to ask any questions to the Tournament Organizer.

Please note that game 6 will be at least 6 turns long, as such, the time allocated for that round has been extended.

## Painting Scoring Criteria

<b>Painting (worth up to 35 points)</b>	
<b>Check One Box</b>	
Army is fully painted, but only to the three-color standard of basecoating.	10 points
Army is beyond fully painted, additional steps beyond the three-color standard.	15 points
<b>Detail - Check All That Apply to Bulk (80%+) of Army</b>	
Painting is Uniform: Not a mix of schemes, styles, and looks.	1 point
Clean Basecoat Colors: Base colors are painted neatly.	1 point
Details: Details are painted such as eyes, buckles, and jewelry.	1 point
Clean Details: Details are painted well (clean, have highlights).	2 points
Hand-Painted Details: Details (that are well executed) have been added such as unit markings, banner artwork, blood marks, dirt on cloaks, etc.	2 points
Artistic: Banners, markings, and details are hand painted to an incredible degree!	2 points
Discernable Highlights/Shading: Drybrushing, lining, shading, inking, etc. (not required to be clean)	1 point
Clean Highlights: Lines are neat, drybrushing is appropriate; inking is controlled and not sloppy.	2 points
Layers of Highlights: More than one layer of highlight, which may include shading, highlights over inking, blending, etc.	2 points
Beyond Basics: Highlights have been blended, shaded, or layered well - beyond the basic highlighting techniques of drybrushing and inking.	2 points
Masterful Blending: Highlights have been masterfully blended, shaded, or layered.	2 points
Overall Appearance: Overall appearance is amazing! Everything works great together to create an awesome scene.	2 points
<b>Basing (worth up to 5 points)</b>	
<b>Check all that apply to bulk (80%+) of army.</b>	
Based/Detailed: Bases have basing materials (flock/sand/tiles) or details painted on them.	1 point
Extra Basing: The bases have multiple basing materials (rocks/grass), extra details painted on them (cracks in tiles), or if extra basing is inappropriate, basing is done very well (eg. rolling desert dunes).	1 point
Highlights: Bases have highlighting (shading/drybrushing).	1 point
Special details: There are extra details on the larger bases (helmets, skulls, animals, building rubble, etc.)	2 points
<b>Conversions (Worth up to 4 points)</b>	
<b>Check One Box for conversions that are appropriate and well executed</b>	
Minimal: The army has some elementary conversions (head and weapon swaps, arm rotations) or a couple interesting swaps.	1 point
Minor: Units have multi-kit conversions including head and weapon swaps. This is for more than a few models such as a unit.	2 points
Major: The army has some difficult conversions that use things such as putty, plastic card, drilling, sawing, minor sculpts, etc. This could also apply to the entire army having very well done multi-kit conversions (see above)	3 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	4 points
<b>Other (worth up to 2 points)</b>	
<b>Check all that apply to bulk (80%+) of army.</b>	
Display Base: Basic based & highlighted or detailed display base.	1 point
Something Special: There is something above and beyond about a model's painting, the display base, a conversion, or the basing (eg. movement trays are based/highlighted).	1 point

## Registration

The complete registration form can always be found at the URL below:

<http://www.basement-gaming.co.nz/NatCon2010%20Information%20and%20Registration.pdf>

However here it as well:

Hutt Miniature Wargames Club Presents the National Wargames Convention

# Natcon2010

## Da Rules, ok!

### Details

Registrations. Postal Address: The Registrar

PO BOX 48036

Silverstream 5142

Upper Hutt email: [natcon2010@gmail.com](mailto:natcon2010@gmail.com)

Venue: St Patricks College Silverstream Dates: April 2, 3 and 4 - Easter 2010 Enquiries for including Competitions, Demo Games or Trade inquiries: Contact: Tom Leamy at [tom.leafy@gmail.com](mailto:tom.leafy@gmail.com)

Competition inquiries please contact your Umpire.

### Entries:

Entries are open for all of the listed events. The competitions will only run with eight competitors or more. **Players who enter competitions that do not run** will be given the option of entering another event or a refund can be arranged.

**Fees:** There is a discount for early registration:

Registrations paid by January 31 - \$50 Registrations paid between February 1 and March 1 - \$60 Registrations paid between March 2 and March 19 - \$75

Any registrations after this date will be at the Registrars discretion at a cost of \$75.

### Demo Games:

Demo games are welcome and a table space will be made available for all the three days of the event. It is expected that there will be a game on the table for each day.

## Trade Stands:

There will be a number of sponsors and Local Gaming Stores setting up and running stands, please support them.

## Food:

The wonderful Ladies of the Inner Wheel will be providing food onsite. All profits go to charity so we ask all attendees to support the food stand.

## Behaviour:

If you cheat or act like a d!@# who ruins the competition experience for others we reserve the right to kick you out of the competition and redistribute any prizes, without refund.

## Dinner:

The prizegiving will be held at the dinner on Sunday 4<sup>th</sup> April. Dinner is at the Totara Lodge, 68 Ararino St, Trentham. This will cost \$25.

## Natcon2010 Entry Form

Name:

Address:

Phone number:

Email address:

Club Affiliation: (if any)

Competition: (Please circle one)

DBR 25mm

DBR 15mm

DBMM 25mm

Warhammer Fantasy

Warhammer 40K

Flames of War

- Early

- Mid

- Late

Warmachine

Field of Glory 15mm

World War II Spearhead

Moderns

Payments:

Registration

- Early Birds before January 31 - \$50

- Between February 1 and March 1 - \$60

- Between March 2 and March 19 - 75\$

Dinner - @ \$25 per head

Total \_\_\_\_\_

Signature: \_\_\_\_\_

Please send army lists directly to your umpire. Please send this form, along with payment to:

The Registrar –

Natcon2010

PO Box 48036

Silverstream 5142

Upper Hutt NEW ZEALAND

Please make any cheques out to “Hutt Miniature Wargames Club”

To register by email, contact the Registrar on

[natcon2010@gmail.com](mailto:natcon2010@gmail.com) and electronic payment information

will be provided. Any enquiries about competitions, demonstration games or general business contact Tom Leamy [tom.leamy@gmail.com](mailto:tom.leamy@gmail.com)

Competition updates are available on the club website –  
[www.huttclub.co.nz](http://www.huttclub.co.nz)