ANUCON 2010
Player's Pack

Date: 9th-10th October 2010
Venue: John Dedman 101 and 102. Building 27, ANU, Canberra
Details: 1500pt Warhammer 40k, 3 rounds per day, free BBQ lunch both days
Cost: $35

Tournament Organiser:
Luke Nguyen-Hoan (me!)
mrmoowithnounderscore@gmail.com
0422265826 (for urgent things only)

This is, like our club, aimed towards being more of a "friendly" tournament rather than an ultra-competitive one. Bring an army, have some fun playing people you don't usually play, and enjoy the weekend is the goal here.

Army lists are due by Friday October 1st by email. See the Army Selection section below for details.

Max entrants: 40 (We haven't had a problem with turning people away in past years though)

Entry fee is payable by: cash, cheque (made out to "ANU Wargaming Society"). Payment on the day is fine.

Please email me if you plan to attend so I know how many and who to expect.

If we somehow run out of space, priority goes to: people who paid beforehand, people who have emailed me, then people who turn up on the day.

If you've said you're coming but you end up NOT coming, PLEASE send me an email or SMS or call me (on the day), so I know! I don't mind if this happens and you let me know, I just need to know ASAP so no one ends up waiting without a game on Saturday morning because I think you're turning up but you're not.

I will be away from September 8th – September 30th, during that period I will not be contactable by phone and may or may not be responding to emails.

Any updates will be posted on the ANU Wargaming Society forums, at http://anuwargamingsociety.proboards.com

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What to do BEFORE the weekend:

- Email me your army list (by the 1st of October)
- Email me to say you're coming (can be the same email, of course)

What you should bring on the weekend:

- Yourself (obviously)
- An army of little plastic (and metal, and possibly resin, and maybe some other construction materials) men (again, obviously)
- The codex your army of little plastic men
- Dice, including scatter dice if your army requires one
- Tape measure
- Templates, if your army requires them
- Army list to show opponents
- 5th ed 40k rulebook

Rule #1 of ANUCON2010:

- Have fun, and make sure your opponents have fun too!

Rule #2 of ANUCON2010:

- HAVE FUN, AND MAKE SURE YOUR OPPONENTS HAVE FUN TOO! This bears repeating, as this tournament is intended to be a more "friendly" one rather than an ultra-competitive one.

Rule #3 of ANUCON2010:

- Luke's word is final.
- Note, my preference is that I don't have to use this rule *at all* on the weekend, so don't worry, I won't abuse it.
- Also note, this only applies to me, the Tournament Organiser Luke, not anyone else who coincidentally is also named Luke. Sorry, other Lukes!

Army Selection:

1500pts, using the standard force organisation chart (see page 87 of the big rulebook).

Armies are to be chosen using the most recent codex possible as of 01/06/2010.

Army lists will be due one week before the tournament (by Friday October 1st). Army lists received after this date will receive anywhere from 0 to 50% of their normally rated comp, depending on how late they are and how generous I'm feeling.

Army lists are to be submitted by email in either .doc (word document), .odt (open office writer text document), .txt, or .pdf formats.

Army lists should be clearly separated out by force org chart type and codex selection entry (and whether they count towards the maximum or not)

Army lists should list the points value of every choice as well as the total for the codex selection entry and force org chart type (so something like: powerfist(15)... platoon 1 total = 345... troops total = 745)

Armies need to be split into three parts, each totally 400 to 600 points each. Each part must consist of complete UNITS (not force organisation slots, so for example you can split a unit and its transport). If you are unable to do this (for example, you have one 700 point unit), let me know. These three parts will be used for the team game (see Scenarios).

Modelling:

WYSIWYG is in force, "counts as" is ok as long as it is consistent (all those funny-looking guns in your army are all plasma pistols, and everyone who has one actually does have a plasma pistol), and it won't cause confusion with your opponent (I'll judge that, so don't worry about opponents being deliberately obtuse). If in doubt, ask.

"Modelling for advantage" is not allowed, again, judged by me. Basically, if you think you're being a douchebag, you probably are. If in doubt, have a normally sized and posed replacement model which you can substitute. Note that you can only substitute the replacement model if it's in your opponent's favour, not yours (so, you can't claim that if your uber character of doom was on a normal base I couldn't see him to shoot him).

Scoring:

Overall score will be 50% battle, 20% sports, 20% comp, 10% painting.

Battle:

Each battle will each be scored out of 20:

Victory	12
Draw	7
Defeat	0
Each secondary objective completed	2

There will be 4 seconday objectives per mission.

The final battle points score will be the sum of the 5 single-player missions (IE: the team game will NOT count for battle points), divided by 2.

Sports:

In each game, you will rate your opponent (or opponents for the team game).

Yes/No questions:
- Did your opponent have an army list to show you and the appropriate codex for their army?
- Did your opponent come prepared with dice, templates, and a tape measure for the game?
- Did your opponent cheat?
- Were there any rules arguments that were not resolved in a friendly and courteous manner?
- Did your opponent win/draw/lose gracefully?
- Did you have fun during the game?
- Do you think your opponent had fun during the game?
- Did you run out of time?

Choose one:
- A) My opponent made this game especially enjoyable, if I hadn't spent all my money on little plastic/metal miniatures I'd buy them a alcoholic/non alcoholic beverage of their choice!
- B) If I saw my opponent at a club/gaming venue/whatever I'd happily give them a rematch
- C) I wouldn't say no to a game against my opponent
- D) I would not play another game against my opponent if I could help it

I expect that most people will receive "B"s and "C"s for sports, and hope that most people receive "B"s.

These scores will be used to calculate the 20 marks for sports.

Comp:

I'm using math-based comp as I believe it's easy to mark, easy to use, and easy to follow. Although it's not the fairest of systems, I believe it suffices in most circumstances in avoiding ridiculous army lists.

TO scoring (out of 14):

Unless stated otherwise, things which do not take up a force org chart slot still DO count towards these items (eg: IG priests, who are technically HQ but don't take up a slot)

(1) More troops choices than any one other slot type (things which do not take a force org chart slot DO NOT count).
(1) More points in troops than any one other slot type
(1) Less than 500 points in HQ
(1) Less than 500 points in Elites
(1) Less than 500 points in Fast Attack
(1) Less than 500 points in Heavy Support
(1) No duplicate HQ choices
(1) No triplicate Elites choices
(1) No triplicate Fast Attack choices
(1) No triplicate Heavy Support choices
(1) Army Background Fluff is included. 1-3 paragraphs, if it's longer, I probably won't read it and it probably won't count
(3) TO discretion (NOTE: This will usually be 1.5 out of 3, with less or more for noticeably "hard" or "soft" lists or when I think something else should really be balanced out)

Duplicate and triplicate choices are determined on army list entries - for example, two IG techpriest enginseers would still meet the "No duplicate HQ choices" criteria (as they count as one entry), whereas three leman russ variants as separate choices not meet the "No triplicate Heavy Support choices" criteria (as all leman russes are part of the "leman russ squadron" army list entry).

Obviously there are some ways of abusing this (land raider, land raider crusader, land raider redeemer for example), but I'll take that into consideration for my TO discretion mark so don't think you can get around it.

Peer Scoring (out of 6):

In each game, you will rate your opponent (or opponents for the team game) on the following scale:

Choose one:
    A) This army sacrifices effectiveness for other reasons (the models are cool, the units are cool, that's what was painted, whatever)
    B) This army is balanced, isn't "power gamed" or "min-maxxed"
    C) This army is the sort of army I'd expect to see at a strongly competitive

tournament, and is geared towards the most effective and efficient choices possible

I anticipate most armies should be receiving "A"s and "B"s for Peer comp scoring.

These scores will be used to calculate the remaining 6 marks of composition.

Painting: (out of 10)

Intentionally, this is a straight checklist so it's easy for me to mark. Also, you'll note that the majority of the scores are geared towards getting fully-painted armies on the board, which is my intention.

All these scores are all-or-nothing - you can't get (for example) 1/2 for "army is painted".

These I expect most people to get:
(2) Army is painted (ALL models are painted to a basic standard (basecoat colours only is sufficient for this one)
(2) Army is mostly painted to a reasonable standard (the army looks more painted than unpainted, with reasonable effort put it. A majority of the army painted with basic highlighting or washes is sufficient for this one)
(2) Army looks cohesive (can be achieved by colour scheme, markings, basing, etc. Something that makes the army an army rather than a random collection of miniatures.)

This I expect completed tabletop armies to get:
(1) Army is nearly entirely painted (all except maybe a unit in the army are painted to a reasonable standard) - this one's in there for people who do the last minute change in their army list, or something doesn't arrive in the post in time for you to finish it, or whatever.
(1) Army is entirely painted (ALL models in the army are painted to a reasonable standard)

These I expect good painters to get:
(1) Army is mostly painted to a high standard (details picked out, blending, shading, more than just a slopped-on wash for the majority of the army)
(1) Your army stands out or has something in it that makes it memorable, particularly compared to others of the same type, somehow. The test for this one is pretty much if I go "wow, nice _____" when I see your army.

So most people should be getting 6, 7 or 8 for painting from a max of 10.

Prizes (yay!)

- 1st Overall
- 2nd Overall
- 3rd Overall
- Players' Choice (NOT "Player's Choice")
- Best General (battle results)
- Best Sport (sports score)
- Best Painting (judged by TO)
- The Max Wallace Encouragement "Better Luck Next Time" (Wooden Spoon) Award

Schedule

Saturday

		You (the player)	Me (the TO)
0800	0830	Arrive	Last Minute Panic
0830	1030	Game 1	Shoehorn in late arrivals, make sure people know what they're supposed to be doing
1030	1100	Downtime	Get the match draw software working, put in the results, get the next round matchups
1100	1300	Game 2	Make sure lunch will be ready
1300	1400	Army display and NOM NOM NOM	Put the results in again. Start marking painting. Hopefully have time to nom nom nom too.
1400	1700	Game 3	Watch and laugh as people try cope with the team game.

Sunday

		You (the player)	Me (the TO)
0800	0830	Arrive	Relax, thinking today must surely be better than yesterday
0830	1030	Game 4	Relax
1030	1100	Downtime	Put the results in. Again. This is starting to become a theme here...
1100	1300	Game 5	Make sure lunch will be ready. Again.
1300	1400	Army display again. Players' Choice. NOM NOM NOM	Put the results in. Yet again. Finish painting marking. Hopefully have time to nom nom nom again.
1400	1600	Game 3	Make sure all the results thus far are in and correct
1600	1630	Pack up armies, etc	Madly put in the last round of scores
1630	1700	(Some of you) Get Prizes	Give Prizes (to some of you)
1700	1800	Pack up, leave, etc	Wind down.

Scenarios

I will be providing a detailed scenario pack on the day for everyone. This will have complete mission specs, including deployment zones and victory conditions. I will be releasing secondary objectives on a per-game basis, so there will be some surprises though!

Each scenario will have four secondary objectives, with two being either you OR your opponent can achieve them but not both of you (eg: control this point), and two being available to both of you (eg: kill the biggest thing in the enemy army).

Warning: some secondary objectives may be slightly less serious than you might otherwise expect. As I haven't come up with them all yet, I can't tell you exactly how off-kilter they may be, but some will be significantly more strange than "kill the highest-points-value-enemy-unit".

Note: Objectives will always be completable against any army (although I can't guarantee it will be possible if, for example, you forget that monoliths and land raiders are AV14 and fail to bring anything that can hurt them). For example, "kill the most expensive enemy vehicle" will have alternative goals in case the enemy army is a tryanid army or is otherwise vehicle-less.

Day 1

Scenario 1:
Objective: Capture and Control as per rulebook (additional constraint of objectives can't be within 6" of any table edge)
Deployment: Dawn of War as per rulebook

Scenario 2:
Objective: Modified Annihilation (1 KP per unit, 2 KP for each of 4 objectives placed in the centre of each table quarter, claimable by all mobile units)
Deployment: Spearhead as per rulebook

Scenario 3: Team game
This game will NOT count for battle results, but sportsmanship and peer army composition will count
Objective: Seize Ground as per the rulebook - even though this doesn't matter for battle points, it's something to aim apart from just killing the other guys.
Deployment: Pitched Battle

As described in the Army Selection section, when choosing army list, split into three parts totalling 400-600 points each. At the start of the game, randomly pick one to deploy on the table (regardless of any special rules those units might have - yes, this includes things like drop pods), and randomly pick a different one to turn up from reserve. Each player will do that, so you'll end up with a 1600-2400pt game (hopefully close enough to even to be enjoyable and entertaining).

Day 2

<u>Scenario 4: Fortification Assault</u>
Objective: 2x Fortifications, capture/contest by touching or being inside, scoring units only can capture.
Deployment: Pitched Battle as per the rulebook, but with additional night fight turn 1

Fortifications provide a 3+ invulnerable save which cannot be ignored or modified (so, they ALWAYS get a 3+ save, even against things which are "remove model from play"), and units inside always strike first on the turn they are charged (so, they strike first against EVERYTHING, even if they're armed with powerfists, are charged by grenade-wielding troops, etc). Units have to be completely in the fortification to get the benefit, vehicles can be in fortification too! To avoid baiting units out of the fortification using combat pile-in moves, models in a fortification can choose to stop at the fortification's edge when piling in.

I'll provide fortification templates (they will be 7 inches by 3 inches, which is theoretically just big enough to fit 21 25mm bases in it, although of course models with protruding weaponry will end up reducing this number).

<u>Scenario 5:</u>
Objective: Modified Seize Ground
Deployment: Spearhead as per the rulebook

5 Objectives, one per quarter and one in the centre. Can't be within 12" of each other or 6" of the table edge. Centre is placed first, then dice off to place the remaining 4 as usual.

<u>Scenario 6:</u>
Objective: Annihilation as per the rulebook
Deployment: Pitched Battle as per the rulebook