

ANUCON 2011

Player's Pack

Release Date: 02/08/2011

LIST OF CHANGES ON PAGE 2

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.

Main Changes/Additions:

02/08/2011

- Minor formatting changes to avoid single-line pages (note updated page numbers).
- Page 11: Prizes are gift vouchers from Mind Games Canberra. While the ANU Wargaming Society has previously been sponsored by Black Cultist, this year Mind Games has offered an unexpectedly generous sponsorship offer and as such ANUCON2011 this year is sponsored by Mind Games Canberra.
- Page 15: Updated sponsors.

18/07/2011

- Page 3: Confirmed dates of 24-25th September. **Added requirement for under 18s to get approval from the TO.**
- Page 4: Added note regarding armies not modelled/painted by the attendee.
- Page 6: Added notes for forgeworld (ok subject to TO approval), spearhead, cities of death, and apocalypse (not allowed).
- Page 7: **Added Proxy and Counts-As descriptions to clarify what is and is not allowed.** Added note on base size requirement.
- Page 8: Battle scoring changed (primary 7/4/0, single secondary 3/2/0).
- Page 10: Description added to all Comp and Painting marks. Added peer check for TO comp scoring.
- Page 11: Criteria for TO award set out and notes on army display added. Also specified value order for prizes. Added note regarding armies not modelled/painted by the attendee.
- Page 13: Order of mission primary objectives tweaked to ensure variety on both days.
- Page 15: Sponsors!

Details

Date: 24-25th September 2011

Venue: Moran G007/8/9/10, Building 26, ANU, Canberra

Details: 1500pt Warhammer 40k, 3 rounds per day, free BBQ lunch both days

Cost: \$40 (\$35 for early payments received before Friday 9th September)

Tournament Organiser (TO):

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 September 16th by email. See the Army Selection section on page 6 for details.

Entry fee is payable by: cash, cheque (made out to "ANU Wargaming Society"), bank transfer (to TO, email for bank details). Early payments are refundable in full prior to September 16th, after that the entry fee is forfeited.

Email me if you plan to attend so the TO knows how many and who to expect.

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

Participants under the age of 18 please discuss this with the TO beforehand before being permitted to attend (sorry, this is to avoid any possible issues before they occur).

If you've said you're coming but you end up NOT coming, PLEASE send the TO an email or SMS or call on the day! This is so the draw can be sorted out ASAP so no one ends up waiting without a game on Saturday morning because we think you're turning up but you're not.

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

*This tournament is run by the ANU Wargaming Society.
All profits go to the ANU Wargaming Society,
so the club can continue to provide free gaming nights,
terrain, and the open-invitation club Christmas AGM.*

What to do BEFORE the weekend

- Email me your army list (by Friday 16th September). This includes team game sub-list, and a note if your army was not modelled/painted by you.
- Email me to say you're coming (can be the same email, of course)
- Pay before Friday 9th September (by cash or cheque at an ANUWGS meeting, or email to arrange a direct bank transfer) if you want a \$5 discount

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
- Printed army list to show opponents and display at lunchtimes
- 40k rulebook
- Payment if you haven't already paid

Rule #1 of ANUCON

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

Rule #2 of ANUCON

- **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 ANUCON

- Luke's word is final.
- Note, my preference is that this rule isn't used *at all* on the weekend. This rule will be applied only if it becomes *absolutely necessary*, which is hopefully not at all.
- Also note, this only applies to the Tournament Organiser Luke, not anyone else who coincidentally is also named Luke. Sorry, other Lukes!

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Army Selection

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

You must also have a 1000pts army list for the team game. This list must be some kind of sub-list of your main army (ie: you can remove anything you want – including individual models or wargear – but you can't add anything). Since the team game is not scored for battle, if you can't get to exactly 1000pts, then tough. The 1000pts army list must still be a valid army following the standard force organisation chart.

Please also tell me if your army was not modelled/painted by you – this is to ensure that the Best Army award (page 11) is awarded to someone who has put the appropriate amount of effort into their army. You will not be penalised painting marks if you did not model or paint your own army.

Armies are to be chosen using the most recent codex possible as of 01/07/2011 (this will likely be updated once the new Sisters of Battle codex comes out next month).

Forgeworld units are allowed **subject to TO approval**, except for superheavies, flyers, and gargantuan creatures.

Spearhead formations are not allowed, nor cities of death stratagems, apocalypse formations, apocalypse assets, or anything else like that.

Army lists will be due one week before the tournament (by Friday September 16th). 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.

.docx FORMAT IS NOT ACCEPTED.

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).

Note that all army lists are subject to final TO approval – "ridiculous" lists are more than likely to be refused and you will be asked to submit a different one. See the Comp+Painting score section on page 10 for further guidelines.

Modelling

Everything in your army must be WYSIWYG.

Proxies (GW 40k miniatures used for something which they're not) are **NOT** allowed.

Counts-as (non-GW or non-40k miniatures used for something in 40k, or suitably converted 40k GW miniatures which are clearly distinguishable from their original models) are allowed provided they are clear and unambiguous – **if you are in doubt, please ask.**

Essentially: if your models are clearly recognisable as an existing type of army from the 40k universe, then you must be using the corresponding codex and rules. Ultramarines must be codex space marines, Space Wolves must be codex space wolves, Dark Eldar must be codex dark eldar, Thousand Sons must be chaos space marines, and so on. Again, **if you are in doubt, please ask.**

Base size requirements (that every unit is modelled on the base size which GW supplies it with) must be adhered to.

"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).

Breaking the WYSIWYG or "Modelling for advantage" rules will result in points penalties at minimum.

Scoring

Overall score will be 50% battle, 30% sports, 20% comp+painting.

Battle

Each battle will each be scored out of 10. Each battle will have one primary mission and one secondary mission.

Points are awarded as follows:

Primary Mission	
Victory	7
Draw	4
Defeat	0

Secondary Mission	
Victory	3
Draw	2
Defeat	0

Secondary objectives will be released on the day in the day pack (which will also describe all the scenarios in detail).

The final battle points score will be the sum of the 5 single-player missions.

The team game will NOT count for battle points.

Sports

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

Yes/No questions:

- Did your opponent have a printed army list to show you and the appropriate codex for their army?
- Did your opponent come prepared with dice, appropriate templates, and a tape measure for the game?
- Did your opponent cheat? (if yes, please explain how)
- Did your opponent win/draw/lose gracefully?
- Did you run out of time?
- Did your opponent waste time?
- Did your opponent know the main rules of the game?
- Did your opponent know the rules for their army?
- Did you have fun during the game? (if not, please explain why)
- Do you think your opponent had fun during the game?

Choose one:

- A) We did not have any arguments.
- B) We resolved any arguments or disagreements in a friendly manner.
- C) We were unable to resolve any arguments in a friendly manner.

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 "A"s and "B"s.

These scores will be used to calculate the 30 marks for sports.

Comp+Painting

- 4 marks: your army is fully painted to a basic standard.
 - 3-colour minimum and based.
- 4 marks: your army is fully painted to the "three feet rule".
 - Your army looks 'good' from three feet away, or table top distance.
 - Armies which are fully washed, drybrushed, highlighted, or similar will get these marks.
- 4 marks: your army has a consistent theme.
 - This is throughout painting, modelling, and the army list.
- 4 marks: your army does not abuse special characters.
 - "Overpowered" special characters will lose a mark or two, probably not the whole lot.
 - Special character combos which are a bit ridiculous will lose mark.
 - Special characters in non-fluffy army lists will lose points (in addition to the theme marks).
- 4 marks: TO discretion.
 - TO discretion marks will generally be used for "is this list fun to play against" rather than "is this list balanced, whatever that means in 5th ed 40k with such a diverse range of codexes".

In each game, you will also 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. Provide reasons.

This will be used as a check for my TO scores in case I've missed something which only becomes apparent during gameplay. These will not influence scores directly. I expect armies to be receiving "A"s and "B"s.

Prizes

The prizes being awarded at ANUCON are:

- 1st Overall
- Best Sport (sports score)
- 2nd Overall
- 3rd Overall
- Best General (battle results)
- Best Army (TO's choice)
- The Max Wallace Encouragement "Better Luck Next Time" (Wooden Spoon) Award

Note that we do not award multiple prizes to a single person. Prizes are listed in value order, and higher prizes take precedence.

Prizes will be gift vouchers for Mind Games Canberra (see page 15). While the ANU Wargaming Society has previously been sponsored by Black Cultist, this year Mind Games has offered an unexpectedly generous sponsorship offer and as such ANUCON2011 this year is sponsored by Mind Games Canberra.

There is no painting or players' choice award this year, these have instead been replaced by the Best Army (TO's choice) award.

The Best Army will be awarded on the basis of:

- Painting – the army is completely painted to a consistent and high standard
- Theme – the army has a consistent theme which is carried throughout the army list, painting, basing, everything
- Stands out – the army has something which makes it stand out from "ordinary" armies – whether this be exceptionally good painting, well thought-out and executed conversions, or something else.

Armies which have not been modelled or painted by the person playing them on the weekend are ineligible for the Best Army award. This is based on an honour system, so please include a note in your submitted army list or registration email that your army was not modelled or painted by you. Having your army modelled or painted by someone else only makes you ineligible for Best Army, and does not affect your other scores in any way.

The Best Army will be awarded based on viewing during lunchtimes, where everyone is expected to display their army. This can include themed and modelled army display/carry boards, objective markers, and so on. There must be a copy of your army list for the TO to have a look at as well. You may leave notes on your army list to draw attention to anything in particular which you want to be noticed.

Schedule

If you are late to the start of any game, you may receive no points for that round at the TO's discretion.

Saturday (Day 1)

		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 (Day 2)

		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 and NOM NOM NOM	Put the results in. Yet again. Finish painting marking. Hopefully have time to nom nom nom again.
1400	1600	Game 6	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, as well as the secondary objectives.

Warning: some secondary objectives may be slightly less serious than you might otherwise expect.

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: Seize Ground as per the rulebook

Deployment: Dawn of War as per rulebook

Scenario 2:

Objective: modified Annihilation – 1 KP per enemy unit destroyed, 2 KP for each of 4 objectives, one placed in the centre of each table quarter, claimable as per normal objectives (scoring units only)

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: modified Dawn of War

Day 2

Scenario 4:

Objective: modified Capture and Control - as per rulebook with the additional constraint that objectives can't be within 6" of any table edge

Deployment: modified Pitched Battle - as per the rulebook, but with additional night fight turn 1

Scenario 5:

Objective: modified Seize Ground – 5 objectives, one placed in the centre of the table, others placed as per normal Seize Ground rules. Centre objective is "extra valuable" and worth 2 other objectives.

Deployment: Spearhead as per the rulebook

Scenario 6:

Objective: Annihilation as per the rulebook

Deployment: Pitched Battle as per the rulebook

And now a word from our sponsors...



Mind Games Canberra
is providing prizes for ANUCON2011

20% Games Workshop boxed sets **Lots (and lots) of other games**

We are located in the heart of Canberra and pride ourselves on having the largest range of Board Games, Card Games, Puzzles and Miniatures in the Capital.

We have a large gaming space upstairs which is free to use so why not drop in and play some games in the store. We also have a games library upstairs if you want to try something new.

There are regular events held every day in store listed to the right and we now have a forum for discussion of all game related subjects.

Please become a member of our growing community.

TRADING HOURS

Monday to Thursday 10:00 to 6:00

Friday 10:00 - 9:00

Saturday 9:00 to 5:00

Sunday 10:00 to 4:00

Upstairs gaming room is open till 9:00pm Monday - Wednesday

www.mindgamescanberra.com

ANU Wargaming Society



A club for wargamers, primarily for GW games (Warhammer 40,000, Warhammer Fantasy Battles, and all Specialist Games), but all tabletop games are welcome!

Contact: anuwargamingsociety@gmail.com

Website: <http://anuwargamingsociety.proboards.com>

Membership Cost: Free!

How to Join: Come to one of our gaming nights

Gaming Nights:

Every Sunday night 6 PM - Midnight
(excludes exam periods and Christmas break)
MORAN G007 & G008 (ANU Campus, Building 26b)