

# **ANUCON 2012**

## Player's Pack

**Release Date: 02/10/2012**

**VERSION 1.3**

**LIST OF CHANGES ON PAGE 2**

**This is, like our club, a friendly tournament rather than a competitive one. Bring an army, have some fun playing people you don't usually play, and enjoy the weekend!**

## ***Main Changes/Additions:***

### **Version 1.3 (02/10/2012)**

- Page 6: Made explicit that the new Chaos Space Marines codex will not be allowed (as it is being released on the 6th, after the deadline for army lists)
- Page 12: Updated prizes, which are being kindly provided by Good Games Canberra
- Added sponsor details for Good Games Canberra

### **Version 1.2 (03/09/2012)**

- Page 12: Made it clear that prizes are not finalised at the moment. Also removed references to previous sponsor (sponsorship is not finalised at the moment, apologies to everyone for including outdated sponsorship advertising).
- Tweaked the change log so it's a bit easier to read

### **Version 1.1 (18/08/2012)**

- Page 7: Removed references to Forgeworld Flyers not being allowed, since flyers are now a part of normal 40k.

### **Version 1.0 (06/08/2012)**

- Changed all references to "team game" to be "paired game" to make it explicit.
- Page 14: Added extra notes on the paired game - who you'll be paired with (your opponent from game 2) and how to treat your ally (allies of convenience).
- Made explicit which page references refer to the 40k rulebook (as opposed to this player's pack).
- Page 14: Moved Terrain and Objectives sections to the back to be on the same page as Scenario and The Paired Game.

## **Details**

Date: 13-14<sup>th</sup> October 2012, 8:30am to 5:30pm each day

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

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

Cost: \$40 (\$35 for early payments received by Sunday 30<sup>th</sup> September)

Tournament Organiser (TO): Luke Nguyen-Hoan (me!)

[mrmoowithnunderscore@gmail.com](mailto:mrmoowithnunderscore@gmail.com)

0422265826 (for urgent things only)

**This is, like our club, aimed towards being a friendly tournament rather than a competitive one. Bring an army, have some fun playing people you don't usually play, and enjoy the weekend!**

Army lists are due by Friday 5<sup>th</sup> October by email. See the Army Selection section on page 6 for details.

Entry fee is payable by cash or bank transfer (to ANUWGS, email me for bank details). Early payments are refundable in full prior to Friday 5<sup>th</sup> October, after that the entry fee is forfeited.

Please include in your registration email:

- 1) Your full name
- 2) How you would like to pay (bank transfer, early cash, cash on the day)
- 3) Any special requests for the BBQ (we normally do: sausages, onion, and hash browns)
- 4) If you are under 18, please include contact details for a parent or other legal guardian (just in case something happens - we've never had any issues before, but this to make sure we're prepared just in case!)

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.

If you've said you're coming but you end up NOT coming, PLEASE send me 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.*

See you at the tournament!

Luke

## ***What to do BEFORE the weekend***

- Email me to say you're coming (can be the same email, of course)
- Pay before Sunday 30<sup>th</sup> September (by cash at an ANUWGS meeting, or email to arrange a direct bank transfer) if you want a \$5 discount
- Email me your army list by Friday 5<sup>th</sup> October. This includes your sub-list list for the paired game, and a note if your army was not modelled/painted by you.

## ***What you should bring on the weekend***

- Yourself
- An army of little plastic (and metal, and possibly resin, and maybe some other construction materials) miniatures
- The codex and any relevant official errata/FAQ documents for your army
- Dice, including scatter dice if your army requires one
- Tape measure
- Templates, if your army requires them
- Printed army list to show opponents
- 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 a friendly one!

## ***Rule #3 of ANUCON***

- The TO's word is final. I hope to never use this rule!

# Table of Contents

ANUCON 2012.....	1
Main Changes/Additions:.....	2
Version 1.3 (02/10/2012).....	2
Version 1.2 (03/09/2012).....	2
Version 1.1 (18/08/2012).....	2
Version 1.0 (06/08/2012).....	2
Details.....	3
What to do BEFORE the weekend.....	4
What you should bring on the weekend.....	4
Rule #1 of ANUCON.....	4
Rule #2 of ANUCON.....	4
Rule #3 of ANUCON.....	4
Army Selection.....	6
General Notes.....	6
Army Composition Rules.....	7
Army List Submission.....	7
Modelling.....	8
Scoring.....	9
Battle.....	9
Sports.....	10
Army.....	11
Prizes.....	12
Schedule.....	13
Saturday (Day 1).....	13
Sunday (Day 2).....	13
Scenarios.....	14
Terrain.....	14
Objectives.....	14
The Paired Game (Game 3).....	14
Good Games Canberra.....	15
ANU Wargaming Society.....	16

# **Army Selection**

## **General Notes**

1500pts, using the standard force organisation chart (rulebook page 109).

You must also have a 1000pts army list for the paired 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 paired game is not scored for battle, if you can't get to exactly 1000pts, it doesn't matter. 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 Army Award Prizes (page 12) are awarded to someone who has put the appropriate amount of effort into their army. You will not be penalised army marks if you did not model or paint your own army (you're just ineligible for the prizes)

Armies are to be chosen using the most recent codex possible as of 01/10/2012. Note that this means the new Chaos Space Marine codex which is being released on the 6th will NOT be allowed.

**Warlord:** you must specify in your army list who is your warlord (which will not change over the course of the tournament), and also which table - command, personal, or strategic - your warlord will roll on (again, which will not change over the course of the tournament, although you roll on the table at the start of each game to determine the specific trait for that game). This is a thematic choice - what kind of warlord is your warlord? - with the roll on a per-game basis so that you don't get stuck with a less-than-useful trait for the entire tournament.

**Psychic Powers:** you must specify in your army list whether a psyker is taking codex or rulebook powers. If a psyker is taking powers from the psychic disciplines from the rulebook, the army list must specify how many powers from each discipline they are taking (therefore, a psyker who chooses one Biomancy and Divination power for example will always have one Biomancy and one Divination power in every game during the tournament, although the specific powers they have for a particular game will still be rolled for before deployment). Again, this is a thematic choice - what kind of psyker is your psyker? - with rolls on a per-game basis so that you don't get stuck with a less-than-useful power for the entire tournament.

**Power Weapons:** the specific types of all power weapons must be specified in the army list - you cannot change from one type of power weapon to another between games in the tournament. Power weapons, as noted in the Modelling section (page 8), must be appropriately modelled.

## **Army Composition Rules**

**Allies** are permitted under the rulebook rules, with the exception that you cannot take any special characters as part of the allied force.

**Fortifications** are permitted under the rulebook rules, but with modified deployment rules. As terrain will be pre-placed, simply skip the "set up terrain" step (so, deploy fortifications after deployment zones have been chosen but before objectives have been placed). If you are unable to place your fortification within your table half due to existing terrain, then your fortification is lost and cannot be deployed (you CANNOT move terrain to deploy your fortification). Note that the terrain density rules do not apply, as terrain will be pre-placed.

Fortifications must either be the official GW models, or something which is exactly the same size, footprint, and overall shape as the GW model.

**Forgeworld** units and army lists are permitted subject to TO approval, except for superheavies and gargantuan creatures. You must have the appropriate models or well-converted models to field any forgeworld units, and you must have the appropriate Imperial Armour book containing the rules for the unit.

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

## **Army List Submission**

Army lists are due one week before the tournament (by Friday 5<sup>th</sup> October). Army lists received after this date will receive a penalty in scoring, depending on how late they are and how generous I'm feeling.

Army lists are to be submitted by email in one of the following formats: doc, docx, odt, txt, pdf. If I cannot read your submitted list I will inform you of this and you will have to resubmit.

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).

**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.

## **Modelling**

Everything in your army must be TINLTCAAWP: This Is Not Likely To Confuse An Average Warhammer Player. Essentially, follow these guidelines:

**Proxies** (something which is clearly not whatever it's supposed to be) 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. Each unique thing in your army must be represented by a unique thing, so for example that funky glowy gizmo thingy is always a plasma pistol on all 15 models in your army which have it, and those are the only plasma pistols in your army.

**Essentially:** if your models - or any part of your models, particularly weapons -, would be likely to confuse an average Warhammer player, then it's not allowed. If it's cool, appropriately-modelled/converted/painted, and every unique thing in your army is different from every other unique thing, you're probably okay. Again, - if you are in doubt, please ask.

**For uniquely-modelled units which do not use the standard base size and standard Warhammer 40k model:** you must 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). A paper cutout of equivalent size is sufficient as a replacement.



## Scoring

Overall score will be 40% battle, 40% sports, 20% army.

### Battle

Each battle will each be scored out of 8. Each battle will have a Main Mission which will be Victory Points as described in the rulebook missions, and a Bonus Mission which will be something fun, changing each game, which I'll reveal on the day.

The Main Mission is worth 7 battle points, and the Bonus Mission is worth 1.

For the Main Mission, compare your Victory Point total to your opponent's and look the result up on the following table:

Main Mission		
7+ VP more than your opponent	Major Victory	7 Battle Points
4-6 VP more than your opponent	Significant Victory	6 Battle Points
1-3 VP more than your opponent	Minor Victory	5 Battle Points
The same VP as your opponent	Stalemate	4 Battle Points
1-3 VP less than your opponent	Minor Defeat	3 Battle Points
4-6 VP less than your opponent	Significant Defeat	2 Battle Points
7+ VP less than your opponent	Major Defeat	0 Battle Points

For the Bonus Mission:

- if you accomplish the bonus mission you receive 1 Battle Point.

Bonus Missions 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 paired game will NOT count for battle points.**

## Sports

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

Yes/No questions:

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

Choose all that apply:

- My opponent and I argued
- Arguments were resolved in a friendly manner
- Arguments were resolved via dice roll
- Arguments were resolved with input from other players
- Arguments were resolved with input from the TO

Choose one:

- a) I want this person to win Best Sport
- b) I would buy my opponent a beverage of their choice if I hadn't bought all these miniatures
- c) I'd happily give my opponent a rematch
- d) If my opponent asked me for another game I'd say yes
- e) I never want to play against this person again
- f) I never want to see this person again

I expect that people will receive "b"s and "c"s on this scale.

These answers and ratings will be used to calculate the 40 marks for sports.

## Army

Painting will be marked out of 10:

- 3 marks: your army is nearly entirely (>90%) painted to the "three feet rule"
- 3 marks: your army is fully painted to the "three feet rule"
- 4 marks: your army has a consistent theme

The "three feet rule" is your army looks "good" from three feet away, or they look "good" on the tabletop if you're standing around the table.

Armies which are washed, drybrushed, edge highlighted, or similar will get these marks.

The theme mark includes painting, modelling, and the army list.

Composition will be marked out of 10. I am not going to release the marking scheme, but I will be considering the following items in particular:

- Special Characters
- Allies
- Level of Spam

To double-check my scores to make sure I haven't missed anything, each game you will also rate your opponent (or opponents for the paired game) regarding Special Characters and Allies on the following scale:

- a) Didn't take any
- b) They were thematically appropriate and not overly powerful for their points cost
- c) They were not thematically appropriate or overly powerful for their points cost
- d) They were way too powerful for their points cost
- e) They were ridiculously powerful for their points cost

I expect armies to be receiving "a"s and "b"s, and maybe "c"s on this scale.

In addition, you will also rate your opponent (or opponents for the paired game) on their overall army:

Choose one:

- a) This army is well themed and friendly
- b) This army is a standard, well-balanced army, which is effective but not overly so
- c) This is a highly competitive army which I would expect to see at a major competitive tournament
- d) This army is ridiculously competitive

I expect armies to be receiving "a"s and "b"s on the above scale.

## ***Prizes***

**NOTE: 3 prizes take into account your sports score. 2 prizes take into account your battle results (not including the wooden spoon).**

**Which should be your focus on the weekend?**

The prizes being awarded at ANUCON are:

- Best Overall (1st overall results)
- Best Sport (1st sports results)
- Best General (1st battle results)
- 2nd Overall
- 3rd Overall
- Good Sport (2nd sport results)
- Best Themed Army
- Best Painted Army
- The Max Wallace Encouragement Award (wooden spoon)

Prizes are being kindly provided by Good Games Canberra, and will be 40k boxed sets. Good Games have kindly agreed to allow prize recipients to trade prizes in at their store for equivalent value items.

Prizes are listed in descending order of value, although most of the prizes are the same value.

Note that we do not award multiple prizes to a single person.

The two Best Army awards - Themed and Painted - are TO judged. These are smaller prizes. I have split up the Best Army award as last year there were many contenders for this award, and I would like to be able to reward more people who put so much effort into creating and modelling their armies.

Best Themed Army will be awarded to the best themed list that carries this theme through painting, army list, basing, and presentation, but is not necessarily the best painted.

Best Painted Army will be awarded to the army showing the highest painting standard consistent across the entire army, which shows both technical skills (blending, free hand) along with compositional skills (colour choices and tying together different parts of the army into a cohesive whole).

Armies which have not been modelled or painted by the person playing them on the weekend are ineligible for Best Army awards. 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.

I will be judging Best Army awards primarily based on army displays during lunchtimes, where if you think you're in the running for one of the awards you can display your army. I will also be wandering around during the games and looking at models and armies then as well, so feel free to point out anything you think is especially noteworthy to me as I wander around.

## Schedule

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

Games are scheduled to last 2 hours. This gives you 12 minutes per player turn for a 5 turn game, 10 minutes per player turn for a 6 turn game, and 8.5 minutes per player turn for a 7 turn game.

I will endeavour provide time warnings prior to the 2 hour mark. At 2 hours, I will inform everyone to finish the current game turn, and then play at most one more game turn (subject to random game length as usual), after which the game will automatically end. This is to ensure both players get "a last turn" that they know about.

At 2 hours 15 minutes, I will immediately end any games which are still in progress and those players' scores will be whatever I feel like it should be (whether that be your actual results if you get them in fast enough, a draw if I'm feeling nice, or a major loss for both sides if I'm not).

### Saturday (Day 1)

		You (the player)	Me (the TO)
0830		Arrive	Arrive
0830	0900	Downtime	Take payments, work out who's missing
0900	1115	Game 1	Shoehorn in late arrivals, make sure people know what they're supposed to be doing
1115	1130	Downtime	Get the match draw software working, put in the results, get the next round matchups
1130	1345	Game 2	Make sure lunch will be ready
1345	1430	Army display and NOM NOM NOM	Put the results in again. Start marking painting. Hopefully have time to nom nom nom too.
1430	1730	Game 3	Watch and laugh as people try cope with the paired game.

### Sunday (Day 2)

		You (the player)	Me (the TO)
0830		Arrive	Arrive
0830	0900	Downtime	Work out who's missing. Again. Hrm.
0900	1115	Game 4	Relax
1115	1130	Downtime	Put the results in. Again. This is starting to become a theme here...
1130	1345	Game 5	Make sure lunch will be ready. Again.
1345	1430	Army display again and NOM NOM NOM	Put the results in. Yet again. Finish painting marking. Hopefully have time to nom nom nom again.
1430	1645	Game 6	Make sure all the results thus far are in and correct
1645	1700	Pack up armies, etc	Madly put in the last round of scores
1700	1730	(Some of you) Get Prizes	Give Prizes (to some of you)
1730	1800	Pack up, leave, etc	Wind down.

## ***Scenarios***

I will be providing a scenario list on the day for everyone. Missions are going to be as per the rulebook, with a pre-selected mission each round, but apart from that everything else will be as per the rulebook (random night fight, game length, and deployment zones).

Bonus Missions will be provide on the day, and will probably be slightly silly fun objectives, which will vary depending on the round.

## ***Terrain***

Forests, jungles, and woods will use the Mysterious Forrest rules on rulebook page 102, with all forests/jungles/woods on the table being of the same type (ie: roll once on the table the first time any unit enters a forest/jungle/wood).

Likewise, rivers, lakes, and pools will use the Mysterious River rules on rulebook page 103, with all the rivers/lakes/pools on the table being of the same type (ie: roll once on the table the first time any unit enters a river/lake/pool).

For other terrain, agree between the players before rolling for deployment zones if any terrain should be represented using the Battlefield Debris (rulebook pages 104-105) or Archeotech Artefact (rulebook page 106) rules.

There will be no unique terrain.

## ***Objectives***

All objectives will be Mysterious Objectives, using the rules on rulebook page 125.

## ***The Paired Game (Game 3)***

The Paired Game will NOT count towards battle points, although you will rate both of your opponents for sports and army. Your partner for the Paired Game will be your opponent from Game 2, so you can use lunch on the Saturday as a chance to chat and work out what you're going to do for the Paired Game.

You and your ally will be Allies of Convenience (rulebook page 112) for this game, which includes your allied detachment (if you have one) towards your opponent and their allied detachment (if they have one).



## **Good Games Canberra**

Are kindly providing prizes for ANUCON2012

Shops 1&2, 15 Sidney Nolan St  
Conder, ACT 2906

canberra@goodgames.com.au

02 6294 7770

[www.goodgames.com.au](http://www.goodgames.com.au)

# 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!

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**Contact:** [anuwargamingsociety@gmail.com](mailto:anuwargamingsociety@gmail.com)

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

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**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)