

ANUCON 2015

Player's Pack

Updated: 03/09/2015

VERSION 1.1

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:

03/09/2015

- Change of date to be (tentatively) 24-25 October 2015. Due dates for army lists and early entries also changed accordingly.

Details

What: friendly 1500pt 40k tournament, 6x games (5x maelstrom of war, 1x paired non-battle-point-scored), BBQ lunch included for both days

Where: ANU, Canberra - Moran G007/8/9/10, Building 26, Parking off Kingsley St

When: (TBC) Saturday 24 and Sunday 25 October 2015, 9am - 6pm each day

How Much: \$40

- \$35 for early payments received by Friday 16 October
- \$20 for one-day entries (if you only want to/are able to attend one day)
- Payable by cash or bank transfer (email for details)
- Payments are refundable in full prior to Friday 16 October, after that the entry fee is forfeited

Tournament Organiser (TO): Luke Nguyen-Hoan (me!) 0422265826

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: due Friday 16 October. See page 6 for further details.

- Include warlord trait table and 1000pt list for the paired game
- Submit by email in pdf or txt format

To register: Email Luke at mrmoowithnunderscore@gmail.com with:

- 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, 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!)
- 5) If your army was not modelled and painted by you, please let me know (this does not affect your scores, only your eligibility for army prizes)

Max entrants: 40. 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 end up not being able to attend on either day: 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 in the morning because I think you're turning up but you're not.

Any updates will be posted on the ANU Tabletop Gaming Society facebook group.

This tournament is run by the ANU Tabletop Gaming Society.

*All profits go to the ANU Tabletop Gaming Society,
so the club can continue to provide free gaming nights,
terrain, and the open-invitation club Christmas AGM.*

See you at the tournament!

What to do BEFORE the weekend

- Email me to register:
 - Your full name
 - How you would like to pay (bank transfer, early cash, cash on the day)
 - Any special requests for the BBQ (we normally do: sausages, onion, and hash browns)
 - If you are under 18, 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!)
 - If your army was not modelled and painted by you, please let me know (this does not affect your scores, only your eligibility for army prizes)
- By Friday 16 October:
 - pay before then if you want a \$5 discount
 - submit your army list (including warlord trait table and 1000pt list for the paired game)

What you should bring on the weekend

- Yourself
- An army of little plastic, metal, and/or resin 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

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Army Selection

Army List Submission

- By Friday 16 October. Late list submissions may receive tournament score penalties.
- Plain text (.txt) or PDF format, other formats may not be accepted.
- Army lists should include points value of every choice and the total for each individual codex selection entry (eg: Powerfist(15)... Tactical Squad 1 total = 295).

Warlord

- you must specify in your army list who is your warlord (which will not change over the course of the tournament)
- you must also specify which warlord trait table your warlord will roll on, if applicable (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.

Restrictions

- 1500pts
- May be chosen from any codex or army list which is current as of 1 October 2015 (codexes and army lists released after this day will be included on a case-by-case basis)
- 1000pts for the paired game. Must use models from your 1500pt army, but no other restrictions. Remember that the paired game does not count for battle points, but does count for sportsmanship.
- No hard restrictions, however all army lists are panel marked for army comp (based on "how fun would this army be to play against") and armies which are considered "unfun" to play against will be rejected.
- First resubmit: no penalty. I will provide you with feedback as to why your list was rejected and may provide some advice on potential changes.
- Each subsequent resubmit: 10% penalty in final tournament score.

Modelling

Everything in your army must be TINLTCAAWP: This Is Not Likely To Confuse An Average Warhammer Player.

- Proxies are not allowed
- Counts-as, using non-40k miniatures/parts/conversions in a consistent manner, is allowed.

Ask if you're not sure!

Army Comp Score

- Army comp score will be used to modify your battle points.
- Army comp will be rated by a panel of players.
- Army comp will be rated on the following scale, with the corresponding battle point modifier. Final battle point modifiers will be based on the average of the army comp scores. The measures are based on taking a "standard balanced" list, which would be expected to receive between a 2 and 3 on this scale.

Army comp score	What this means	Battle point modifier
4	This list would be hilarious to play against.	110%
3.75		108%
3.5		106%
3.25		103%
3	This list would be fun to play against.	100%
2.75		97%
2.5		94%
2.25		92%
2	I would play a game against this list, but it might not be fun.	90%
1.75		80%
1.5		70%
1.25		60%
1	I would play a game against this list, but it will probably not be fun.	50%
<1	I would not play a game against this list.	NA

Scoring

Overall score will be 40% battle, 50% sports, 10% painting.

Battle

Each battle, **except for the paired game**, will each be scored out of 16. The battle score will be equal to 8 plus the difference in victory points, to a minimum of 0 and maximum of 16. This means both players will receive 8/16 for a draw, and other results will result in the following scores:

Lost by	Battle score
8+ VP	0
7 VP	1
6 VP	2
5 VP	3
4 VP	4
3 VP	5
2 VP	6
1 VP	7

Won by	Battle score
1 VP	9
2 VP	10
3 VP	11
4 VP	12
5 VP	13
6 VP	14
7 VP	15
8+ VP	16

The final battle points score will be the sum of the 5 single-player missions, modified by your army comp score (see page 7).

Sports

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

<p>Yes/No checklist:</p> <ul style="list-style-type: none">• Both my opponent and I had fun• Both my opponent and I were friendly• My opponent cheated• My opponent wasted time• We ran out of time	<p>Choose one:</p> <ul style="list-style-type: none">a) I want this person to win Best Sportb) I would buy my opponent a beverage of their choice (if I hadn't spent all my money on these miniatures)c) I'd happily give my opponent a rematchd) If my opponent asked me for another game I'd say yese) I never want to play against this person againf) I never want to see this person again <p>I expect that people will receive "b"s and "c"s on this scale.</p>
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These answers and ratings will be used to calculate the 50 marks for sports.

Painting

Painting will be marked out of 10:

- 3 marks: at least half of your army is painted to the "three feet rule"
- 3 marks: at least 90% of your army is painted to the "three feet rule"
- 2 marks: all of your army is painted to the "three feet rule"
- 2 marks: all of your army is painted so it looks like a cohesive force on the table ("do all the models in the army look like they belong together")

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.

Armies which look like a cohesive force on the table will use a few of the following: consistent basing, consistent paint scheme, consistent painting style, consistent iconography.

Scenarios

I will be providing a scenario list on the day for everyone.

The 5 battle point scored games will be Maelstrom of War missions as indicated on the schedule (page 11). I will provide a printed sheet of the Maelstrom of War random objectives for each player, but cards are recommended.

Terrain

As per rulebook page 108 onwards.

Objectives

All objectives will be Mysterious Objectives, using the rules on rulebook page 135.

The Paired Game (Round 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 randomly allocated.

The entirety of your army will consider the entirety of your opponent's army (and vice-versa) as an Ally of Convenience for this game.

The "mission" for the paired game will be a modified Eternal War - Relic mission.

Prizes

The prizes being awarded at ANUCON are:

- 1st Overall (1st overall results)
- 2nd Overall
- 3rd Overall
- Best Sport (1st sports results)
- Good Sport (2nd sport results)
- Best Painted Army (TO judged)
- Best Themed Army (TO judged)

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

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 prizes. 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 the prizes, and does not affect your tournament score 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, or do not finish a game on time, your score 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).

Games are scheduled to last 2 hours and 15 minutes. This gives you 13.5 minutes per player turn for a 5 turn game, 11.2 minutes per player turn for a 6 turn game, and 9.6 minutes per player turn for a 7 turn game.

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.

Saturday (Day 1)

		You (the player)	Game	Me (the TO)
0900		Arrive		Arrive
0900	0930	Downtime		Organise round 1
0930	1145	Round 1	Maelstrom of War 3 - Tactical Escalation	Deal with late arrivals, organise lunch
1145	1230	Army display Lunchtime		Put round 1 results in Start marking painting
1230	1445	Round 2	Maelstrom of War 4 - Spoils of War	Relax
1445	1500	Downtime		Put round 2 results in
1500	1800	Round 3	Paired Game: Modified Eternal War 6 - Relic	Relax

Sunday (Day 2)

		You (the player)		Me (the TO)
0900		Arrive		Arrive
0900	0930	Downtime		Organise round 4
0930	1145	Round 4	Maelstrom of War 6 - Deadlock	Deal with late arrivals, organise lunch
1145	1230	Army display Lunchtime		Put round 4 results in Finish marking painting
1230	1445	Round 5	Maelstrom of War 2 - Contact Lost	Relax
1445	1500	Downtime		Put round 5 results in
1500	1715	Round 6	Maelstrom of War 1 - Cleanse and Control	Wait
1715	1800	Prize ceremony Pack up		Madly put round 6 results in Give prizes (to some of you)

ANU Tabletop Gaming Society



A club for all tabletop gamers, including but not limited to: miniatures wargames, board games, collectible card games.

Contact: anuwargamingsociety@gmail.com

Facebook: ANU Tabletop Gaming Society
www.facebook.com/groups/376730935732276/

Membership Cost: Free!

How to Join: Come to one of our gaming afternoons/nights

Gaming Afternoons/Nights:

Every Sunday 4pm to midnight
(excludes exam periods and Christmas break)
MORAN G007 & G008 (ANU Campus, Building 26b)

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