



# WARHAMMER 40K EVENT RULES PACKET

AUGUST 13TH AND 14TH, 2011

## GENERAL RULES

- **ARMIES MUST BE 1750 POINTS OR LESS AND ARE LIMITED TO ONE STANDARD FORCE ORGANIZATION CHART.**
- **PLAYERS MUST USE THE SAME ARMY LIST THROUGHOUT THE EVENT.**
- **THE MODELS USED IN YOUR ARMY MUST BE FULLY PAINTED AND MEET MODELING GUIDELINES (SEE APPEARANCE SCORING BELOW FOR DETAILS).**
- **THE WARHAMMER 40,000 5TH EDITION RULES AND ALL RELEVANT GAMES WORKSHOP ERRATA AND FAQs WILL BE USED.**
- **THE FOLLOWING CODEXES ARE ALLOWED:**
  - **5<sup>TH</sup> ED GREY KNIGHTS, DARK ELДАР, BLOOD ANGELS, TYRANIDS, SPACE WOLVES, IMPERIAL GUARD, SPACE MARINES.**
  - **4<sup>TH</sup> ED CHAOS DAEMONS, ORKS, CHAOS SPACE MARINES, DARK ANGELS, ELДАР, TAU, BLACK TEMPLARS.**
  - **3<sup>RD</sup> ED WITCHHUNTERS, NECRONS.**
- **NEW CODEXES THAT ARE RELEASED AFTER JULY 16TH, 2011 WILL NOT BE ALLOWED IN THE EVENT.**
- **FORGE WORLD/IMPERIAL ARMOR UNITS ARE NOT ALLOWED. HOWEVER PLAYERS MAY STILL USE THEIR FORGE WORLD MODELS TO REPRESENT A UNIT FROM THEIR CODEX.**
- **SPECIAL/UNIQUE/NAMED CHARACTERS MAY BE FIELDIED, PROVIDED THEIR INDIVIDUAL RULES ALLOW THEM TO BE USED IN ARMIES OF 1,750 PTS OR LESS.**
- **YOU MUST PROVIDE ACCESS TO YOUR OWN RULES (WHICH INCLUDE THE ACTUAL CODEX USED FOR YOUR ARMY), DICE, TEMPLATES, PEN/PENCIL, CALCULATOR, MARKERS OR ANYTHING ELSE YOU'LL NEED DURING THE COURSE OF REGULAR PLAY.**
- **A SEPARATE PRINTED ARMY LIST IS REQUIRED FOR THE ORGANIZER AND EACH OF YOUR OPPONENTS (5 COPIES REQUIRED SATURDAY).**
- **IF ILLEGAL UNITS OR RULES VIOLATIONS ARE FOUND IN A PLAYER'S LIST, AT A MINIMUM, THE MODELS IN VIOLATION WILL BE REMOVED FROM ALL SUBSEQUENT PLAY. TOURNAMENT POINTS MAY BE DEDUCTED AND AWARD ELIGIBILITY MAY BE FORFEITED.**
- **SPACE IS VERY LIMITED THIS YEAR AT SPOCON. AT THIS TIME THE MAXIMUM NUMBER OF PLAYERS WE CAN ACCOMMODATE FOR THE TOURNAMENT IS 24.**
- **EARLY TOURNAMENT REGISTRATION WILL BE AVAILABLE ON FRIDAY EVENING. THIS IS HIGHLY ENCOURAGED AS THE SCHEDULE FOR SATURDAY IS PRETTY INTENSE.**
- **ONLY THE TOP 8 PLAYERS BY TOURNAMENT PERFORMANCE ON SATURDAY WILL BE INVITED TO PLAY IN AN INVITE ONLY 'WARMASTER' TOURNAMENT ON SUNDAY. HOWEVER THERE ARE 'ARD BOYZ TOURNAMENTS BEING HELD IN THE AREA ON SUNDAY THE 14<sup>TH</sup> AND OTHER MINIATURE OR GAMING OPPORTUNITIES AT THE CON. SO THERE ARE PLENTY OF OPTIONS EVEN IF YOU ARE NOT ONE OF THE 8 PLAYERS.**

# MAIN TOURNAMENT

- THE TOURNAMENT ON SATURDAY WILL CONSIST OF FOUR 2 1/4 HOUR GAMES.
- THE MISSIONS WILL DEFINE THE DEPLOYMENT TYPE. ONE GAME WILL BE 'PITCHED BATTLE'; ONE GAME WILL BE 'SPEARHEAD'; ONE GAME WILL BE 'DAWN OF WAR' AND ONE GAME WILL BE AN UNDISCLOSED TYPE OF DEPLOYMENT.
- ALL MISSIONS WILL HAVE 5ED STAPLE RULES LIKE RESERVES, RANDOM GAME LENGTH AND SEIZE THE INITIATIVE. OTHER RULES WILL BE NOTED AND DEFINED.
- THE MISSIONS WILL DEFINE 3 GOALS. ACHIEVE MORE GOALS THEN YOUR OPPONENT TO WIN THE GAME.
  - **GOAL 1 (KILL GOAL):** THIS IS ALWAYS A 'KILL' RELATED GOAL. SCORING UNITS ARE NEVER A FACTOR. EXAMPLES:
    - SCORE 2 OR MORE KILL POINTS THEN YOUR OPPONENT.
    - SCORE MORE THAN 175 VICTORY POINTS THEN YOUR OPPONENT.
    - SCORE 876 OR MORE VICTORY POINTS WHILE YOUR OPPONENT SCORES 875 OR LESS.
    - CAPTURE A QUARTER BY HAVING MORE VICTORY POINTS IN IT THEN YOUR OPPONENT. CAPTURE MORE QUARTERS THEN YOUR OPPONENT.
  - **GOAL 2 (CLAIM GOAL):** THIS IS ALWAYS A 'CLAIM' RELATED GOAL. SCORING UNITS ARE REQUIRED TO ACHIEVE THIS GOAL. EXAMPLES:
    - 'SEIZE GROUND', WITH POSSIBLE VARIATIONS ON NUMBER OF OBJECTIVES, HOW THEY ARE CONTROLLED AND HOW THEY ARE PLACED.
    - 'CAPTURE AND CONTROL', WITH POSSIBLE VARIATIONS ON NUMBER OF OBJECTIVES, HOW THEY ARE CONTROLLED AND HOW THEY ARE PLACED.
    - CLAIM A QUARTER BY HAVING A SCORING UNIT IN THE QUARTER AND NO ENEMY UNITS. CLAIM MORE QUARTERS THEN YOUR OPPONENT.
  - **GOAL 3 (WILD CARD GOAL):** THIS COULD BE ANY OF THE KILL OR CLAIM GOALS BUT IS MORE LIKELY AN UNCONVENTIONAL GOAL. EXAMPLES:
    - HAVE ONE OF YOUR HQ UNITS WITHIN 6" OF THE CENTER WHILE YOUR OPPONENT DOES NOT.
    - HAVE AT LEAST ONE UNIT IN YOUR OPPONENT'S DEPLOYMENT ZONE BUT HAVE NONE OF HIS IN YOURS.
    - EACH PLAYER SELECTS SOME NUMBER OF HIS OPPONENTS UNITS (1-5) AT THE START OF THE GAME. KILL MORE SELECTED UNITS THEN YOUR OPPONENT.
- VICTORY IN EACH GAME IS DETERMINED BY HOW MANY POINTS ARE SCORED VIA ACHIEVING GOALS.
  - PLAYERS SCORE 1 POINT FOR EACH GOAL ACHIEVED (MAX 3 POINTS PER GAME).
  - ONLY ONE PLAYER MAY ACHIEVE A GOAL. IN CASES WHERE NEITHER OR BOTH PLAYERS ACHIEVE THE GOAL BOTH WILL BE AWARDED HALF A POINT.
  - IN CASE OF A 'WIPE OUT', KILL GOALS ARE AUTOMATICALLY ACHIEVED BUT OTHER GOALS ARE ONLY ACHIEVED IF IT'S THEORETICALLY POSSIBLE TO DO SO. FOR INSTANCE, THE PLAYER MUST STILL HAVE A SCORING UNIT THAT CAN MOVE TO CONTROL AN OBJECTIVE WITHIN THE REMAINING TURNS IN ORDER TO ACHIEVE A CLAIM GOAL.
  - THE PLAYER WITH THE MOST POINTS FROM GOALS WINS. IF NEITHER PLAYER HAS MORE POINTS THAN IT IS A DRAW.
  - POINTS FROM GOALS CONTRIBUTE TO THE OVERALL SCORE AND HELPS DETERMINE PLAYER RANKING AND SEEDING FOR MATCHUPS.

## MAIN TOURNAMENT (CONTINUED)

- THE FIRST ROUND PAIRINGS ON SATURDAY WILL BE RANDOMLY DETERMINED. SUBSEQUENT ROUNDS WILL BE SEEDS BY W/L/D RECORD FIRST, THEN BY TOTAL POINTS SCORED FROM GOALS THROUGHOUT ALL GAMES PLAYED, AND THEN RANDOMLY WITHIN THOSE DIVISIONS.
- NO PLAYER WILL PLAY THE SAME OPPONENT TWICE ON SATURDAY. HOWEVER IT IS POSSIBLE TO END UP PLAYING YOUR PREVIOUS OPPONENTS ON SUNDAY AT THE INVITATIONAL.
- LAST GAME TURN WILL BE CALLED AFTER 2 HOURS OF PLAY. DICE DOWN MAY BE CALLED AT ORGANIZERS DISCRETION ON A GAME BY GAME BASIS.
- TOURNAMENT PERFORMANCE CONTRIBUTES TO OVERALL SCORING IN THE FOLLOWING WAY. EACH WIN IS 10 POINTS, EACH DRAW IS 5 AND NO POINTS ARE SCORED FOR A LOSS. IN ADDITION ALL POINTS SCORED FROM GOALS CONTRIBUTE TO THE OVERALL SCORE. THUS A MAXIMUM 52 POINTS FROM GAME PLAY ARE AVAILABLE FOR THE OVERALL SCORE.
- THE BEST 8 PLAYERS BY PERFORMANCE WILL BE INVITED TO PLAY IN AN INVITE ONLY 'WARMMASTER' TOURNAMENT ON SUNDAY. THIS 'ELITE 8' WILL BE DETERMINED AND SEEDS FIRST BY W/L/D RECORD, THEN BY TOTAL GAME PLAY POINTS AND FINALLY BY STRENGTH OF SCHEDULE (TOTAL GAME PLAY POINTS OF ALL 4 OF THE PLAYERS OPPONENTS). IF A PLAYER DECIDES NOT TO ATTEND THE SUNDAY EVENT THEN THE NEXT PLAYER BY RANK WILL BE OFFERED THE SLOT.

## SPORTSMANSHIP

- SPORTSMANSHIP SCORING CONSISTS OF TWO PARTS: 'POST GAME RATING' AND 'POST TOURNAMENT RANKING'. THE COMBINED POINTS IN THESE CATEGORIES WILL DETERMINE THE BEST SPORTSMANSHIP AWARD AND BE USED IN THE OVERALL SCORING.
- AFTER EACH GAME PLAYERS WILL RATE THEIR GAME AND OPPONENT AS THUMBS UP, A-OK OR THUMBS DOWN.
  - **THUMBS UP:** RESERVED FOR TRULY SPECIAL GAMES. YOUR OPPONENT WENT WELL BEYOND THE CALL OF DUTY, WAS INCREDIBLY SPORTING AND HONESTLY MADE ADDITIONAL EFFORT THAT LEAD TO A FANTASTIC GAME. THIS IS JUST THE TYPE OF PERSON YOU WOULD WANT TO PLAY WITH ON A REGULAR BASIS.
  - **A-OK:** THIS COVERS THE MAJORITY OF GAMES AND SHOULD BE THE MOST COMMON SCORE. YOUR OPPONENT WAS GENERALLY SPORTING, CAME PREPARED TO PLAY AND PUT FORTH A GOOD EFFORT TO AMICABLY RESOLVE RULES DISPUTES.
  - **THUMBS DOWN:** RESERVED FOR THE WORST OF THE WORST GAMES. GAME WAS UGLY AND RIFE WITH ARGUMENTS, ATTEMPTS TO CHEAT OR BEND RULES OR OTHER (AND MULTIPLE) EXAMPLES OF POOR SPORTSMANSHIP. THIS MARK SHOULD BE AN EVALUATIVE NEGATIVE ON YOUR OPPONENT'S SPORTSMANSHIP ONLY AND SHOULD NEVER BE A REFLECTION ON THE FINAL RESULTS OF THE GAME.
  - **ORGANIZER EVALUATION:** THE ORGANIZER MAY ASSIGN ADDITIONAL NEGATIVE SPORTSMANSHIP RATINGS THROUGHOUT THE TOURNAMENT, IN ADDITION TO THOSE RECEIVED FROM OPPONENTS. THE ORGANIZER WILL INVESTIGATE AND VERIFY ALL THUMBS DOWN RATINGS AND RESERVES THE RIGHTS TO NULLIFY ANY SPORTSMANSHIP MARKS THAT THEY DEEM WERE NOT AWARDED IN THE SPIRIT OF THE SYSTEM OUTLINED ABOVE.
  - **DISQUALIFICATION:** PLAYERS WHO RECEIVE 3 OR MORE NEGATIVE SPORTSMANSHIP RATINGS ON SATURDAY WILL BE DISQUALIFIED FROM THE EVENT AND WILL NO LONGER BE ELIGIBLE TO RECEIVE ANY AWARDS OR QUALIFY FOR SUNDAY'S INVITATIONAL TOURNAMENT.

## SPORTSMANSHIP (CONTINUED)

- AFTER THE LAST GAME IS PLAYED PLAYERS WILL RANK THEIR GAMES FROM MOST FAVORITE TO LEAST FAVORITE. THE GOAL HERE IS TO CREATE A BROAD SPREAD OF SPORTSMANSHIP POINTS -- NOT TO UNDULY PUNISH ANYONE.
  - POINTS SCORED FOR THESE RANKINGS ARE ON A PER VOTE BASIS
  - THE TOTAL POINTS FOR RANKINGS WILL BE ADJUSTED TO ACCOUNT FOR THE POSSIBILITY A GOOD SPORT GETS UNDULY LOW RATING DESPITE GOOD POST GAME RATINGS.
- THE SCORING RUBRIC FOR SPORTSMANSHIP IS AS FOLLOWS:

POST GAME RATING SCORE	YOUR SCORE
3 OR MORE THUMBS-UP	12 POINTS
2 THUMBS UP AND NO MORE THAN 1 THUMBS DOWN	9 POINTS
1 THUMBS UP AND NO MORE THAN 1 THUMBS DOWN	7 POINTS
3 OR MORE A-OK AND NO MORE THAN 1 THUMBS DOWN	6 POINTS
2 THUMBS DOWN	4 POINTS
3 OR MORE THUMBS DOWN	DQ - NO POINTS
FAVORITE OPPONENT RANKING SCORE	YOUR SCORE
EVERY 1 <sup>ST</sup> FAVORITE VOTE	10 POINTS EACH
EVERY 2 <sup>ND</sup> FAVORITE VOTE	8 POINTS EACH
EVERY 3 <sup>RD</sup> FAVORITE VOTE	6 POINTS EACH
EVERY 4 <sup>TH</sup> FAVORITE VOTE	4 POINTS EACH
FAVORITE OPPONENT RANKING SCORE ADJUSTMENTS	MIN TOTAL FROM VOTES
YOU RECEIVED 3 OR MORE POST GAME THUMBS-UP	28 POINTS
YOU RECEIVED 2 THUMBS-UP & 1 OR NO THUMBS DOWN	24 POINTS
YOU RECEIVED 1 THUMBS-UP & 1 OR NO THUMBS DOWN	20 POINTS
<b>TOTAL MAX SCORE IS 12 FROM RATING AND 40 FROM RANKING = 52 POINTS</b>	

## APPEARANCE

- ALL MODELS IN THE ARMY MUST BE FULLY PAINTED AND MEET THE MINIMUM PAINTING REQUIREMENTS IN ORDER TO PARTICIPATE IN THE TOURNAMENT. ANY MODEL FOUND THAT DOES NOT MEET THE MINIMUM REQUIREMENTS BELOW WILL BE REMOVED FROM PLAY.
- MINIMUM PAINTING REQUIREMENT:
  - MODEL MUST HAVE A BASECOAT COLOR. THIS CAN BE A PRIMER COAT WHERE APPROPRIATE AND/OR COLORED SPRAY BASECOAT OF SOME SORT.
  - WEAPONS AND WARGEAR MUST BE PAINTED SUCH THAT THEY ARE IDENTIFIABLE ON THE TABLE. THIS COULD BE USING A DIFFERENT COLOR THEN THE BASECOAT OR USING A SHADING TECHNIQUE ON THE ENTIRE MODEL SO PARTS ARE MORE READILY IDENTIFIABLE AT ARM'S LENGTH.
  - NOTE THERE IS NOT A THREE COLOR MINIMUM, AS THIS IS A SOMEWHAT ARBITRARY AND EASILY CIRCUMVENTED REQUIREMENT. HOWEVER THE MORE COLORS USED, THE EASIER IT WILL BE TO MEET THE REQUIREMENTS ABOVE.
  - THE BASE MUST BE PAINTED AND/OR FLOCKED APPROPRIATELY (E.G. NOT JUST THE SPRAY COAT USED ON THE MODEL ITSELF, BUT AN APPROPRIATE GROUND COLOR).
  - CREATED, SPAWNED OR SIMILAR MODELS MUST ALSO CONFORM TO THE ABOVE STANDARD (E.G. GIFT OF CHAOS SPAWN OR VARIOUS TYRANID MODELS).
  - THE IDEA HERE IS ENSURE MODELS ARE IDENTIFIABLE BY YOUR OPPONENT AND THAT THEY ARE MORE THAN JUST GREY MARKERS.

## APPEARANCE (CONTINUED)

- ALL MODELS IN THE ARMY MUST CONFORM TO MINIMUM WYSIWIG AND MODELING STANDARDS. ANY MODEL FOUND THAT DOES NOT MEET THE MINIMUM REQUIREMENTS BELOW WILL BE REMOVED FROM PLAY.
- MINIMUM MODELING REQUIREMENTS:
  - ALL INDEPENDENT CHARACTERS MUST HAVE WARGEAR AND WEAPONRY MODELED -- WITHIN REASON. IF THERE IS A BIT AVAILABLE IN THE GW CATALOG THEN IT SHOULD BE MODELED.
    - SOME VERY SMALL PIECES OF WARGEAR THAT ARE NOT VISIBLE WITHOUT CLOSE INSPECTION ARE EXEMPT FROM THIS REQUIREMENT (E.G. GRENADES, DIGITAL WEAPONS, ETC).
    - PSYCHIC POWERS AND SPECIAL RULES DO NOT NEED TO BE MODELED.
  - NON-IC MODELS MUST HAVE WARGEAR AND WEAPONRY MODELED THAT WOULD AFFECT WOUND ALLOCATION. WARGEAR OR UPGRADES THAT APPLY TO THE ENTIRE UNIT DO NOT NEED TO BE MODELED BUT EFFORT SHOULD BE MADE TO DISTINGUISH A UNIT WITH AN UPGRADE FROM OTHER UNITS WITHOUT THE UPGRADE (E.G. THROUGH SQUAD MARKINGS OR SOME OTHER MEANS). EXCEPTIONS CAN BE MADE BUT THEY MUST GET ORGANIZER APPROVAL BEFORE THE DAY OF THE TOURNAMENT.
  - ALL MODELS MUST BE FULLY BUILT AT THE TIME OF TOURNAMENT. NO HEADLESS, WEAPONLESS, OR EMPTY BASES ALLOWED. EXCEPTIONS WILL BE MADE DUE TO BREAKAGE DURING TRANSIT OR DURING THE TOURNAMENT ITSELF.
  - MODEL PROXYING (USING ONE UNMODIFIED MODEL WITH KNOWN PURPOSE TO STAND IN FOR ANOTHER DISSIMILAR MODEL) IS NOT ALLOWED. AN EXAMPLE WOULD BE USING A BASIC TERMINATOR MODEL TO STAND IN FOR AN OBLITERATOR. THIS WOULD ONLY BE ACCEPTABLE IF SOME SORT OF CONVERSION WORK WAS DONE THAT MAKES IT CLEAR WHAT THE MODEL IS REPRESENTING (WHICH IS THEN A CONVERSION AND NOT A PROXY).
  - COUNTS-AS (USING A PARTICULAR BIT OR MODEL TO ACT AS ANOTHER FOR THEME OR ARTISTIC REASONS) IS ALLOWED WITHIN REASON BUT MUST BE PRE-APPROVED BY THE ORGANIZER (CONTACT INFO BELOW).
  - TYPICALLY THIS WILL BE ALLOWED WHEN A MODEL/BIT DOES NOT EXIST IN THE GW RANGE; WHEN A NON-GW MODEL IS BEING USED; TO CONVEY A THEME; OR FOR ARTISTIC LICENSE. ALL OF THE FOLLOWING FOUR RULES APPLY:
    - RULE OF CLARITY: FULL DISCLOSURE TO YOUR OPPONENTS REGARDING THE PRESENCE AND NATURE OF A 'COUNTS-AS' MODEL/BIT IS REQUIRED. TRICKING YOUR OPPONENT IS NOT ALLOWED AND COULD RESULT IN SPORTSMANSHIP PENALTIES AND DISQUALIFICATION.
    - RULE OF CONFORMITY: THE MODEL/BIT MUST BE REASONABLY SIZED AND BASED FOR THE MODEL THEY ARE COUNTING AS OR PLAYED AS SUCH. ALSO A CERTAIN AMOUNT OF CONSISTENCY SHOULD BE MAINTAINED. MODELING FOR ADVANTAGE WILL NOT BE TOLERATED OR ALLOWED.
    - RULE OF COOL: LEEWAY WILL BE GIVEN TO COUNT AS MODEL(S) THAT HAVE OBVIOUS TIME AND EFFORT LAVISHED ON THEM. AVOIDING PURCHASING A PARTICULAR BIT OR BEING JUST PLAIN LAZY IS NOT COOL.
    - RULE OF PERMISSION: COUNTS AS SHOULD BE PRE-APPROVED BY THE ORGANIZER. FAILURE TO DO SO COULD RESULT IN THE MODEL(S) BEING REMOVED FROM PLAY AS WELL AS NEGATIVE SPORTSMANSHIP MARKS.

## APPEARANCE (CONTINUED)

- WHEN IN DOUBT REGARDING WHETHER A MODEL MEETS THE REQUIREMENTS, PLEASE CONTACT THE ORGANIZER BEFORE THE EVENT (SEE CONTACT INFO BELOW).
- THE APPEARANCE SCORING RUBRIC CAN BE FOUND AT THE END OF THIS RULES PACKET.
  - 52 TOTAL POINTS WILL BE SCORED FOR APPEARANCE AND THIS WILL APPLY TOWARD THE OVERALL.
  - THERE WILL BE NO DEDUCTIONS FOR MODELS OR ARMIES BUILT OR PAINTED BY SOMEONE OTHER THAN THE PLAYER. HOWEVER DISCLOSURE IS STILL REQUIRED. IF THE PLAYER DID NOT PAINT THE ARMY THEY WILL BE INELIGIBLE FOR APPEARANCE OR FAVORITE ARMY AWARDS BUT WILL STILL BE ELIGIBLE FOR OVERALL.
    - FAILURE TO DISCLOSE THAT YOU DID NOT PAINT YOUR ARMY COULD RESULT IN BANNING FROM FUTURE EVENTS.
- PLAYERS WILL BE ASKED TO INCLUDE A DESCRIPTION OF ANY CONVERSIONS OR SPECIAL WORK THEY HAVE DONE ON THEIR ARMY. THEY WILL ALSO BE ASKED TO SCORE THEIR OWN ARMY USING THE PAINTING RUBRIC -- FOR INFORMATIONAL PURPOSES ONLY. THIS WILL GIVE THE JUDGE IMPORTANT INFORMATION THEY WILL USE TO SCORE APPEARANCE.
- FAVORITE ARMY VOTING WILL TAKE PLACE DURING THE LUNCH BREAK. THE ARMY WITH THE MOST VOTES WILL WIN AN AWARD BUT THIS WILL NOT CONTRIBUTE TO OVERALL SCORING. THESE VOTES MIGHT BE USED AS A TIEBREAKER FOR THE BEST APPEARANCE AWARD IF NEEDED.

## WARMASTER TOURNAMENT

- THE TOP 8 PLAYERS BY TOURNAMENT PERFORMANCE ON SATURDAY WILL BE INVITED TO PLAY IN AN INVITE ONLY 'WARMASTER' TOURNAMENT ON SUNDAY.
- THIS TOURNAMENT IS AN ELIMINATION STYLE, SEEDED BRACKET TOURNAMENT. THINK NCAA BASKETBALL TOURNAMENT OR SIMILAR, WHERE THE TOP SEED WILL PLAY THE 8<sup>TH</sup> SEED, ETC. SEEDING WILL BE DETERMINED FIRST BY W/L/D RECORD, THEN BY TOURNAMENT PERFORMANCE POINTS WITHIN EACH RECORD AND FINALLY BY STRENGTH OF SCHEDULE (IF NEEDED).
- MISSIONS WILL BE SIMILAR TO THE ONES USED THE PREVIOUS DAY EXCEPT PURE VICTORY POINTS WILL BE USED AS A FINAL TIEBREAKER.
- NO APPEARANCE OR SPORTSMANSHIP SCORING WILL TAKE PLACE ON SUNDAY.
  - DESPITE THE REMOVAL OF SPORTSMANSHIP SCORING CHEATING AND BAD SPORTSMANSHIP WILL NOT BE TOLERATED.
  - GAMES WILL BE CLOSELY MONITORED BY THE ORGANIZER.
- THE WINNER OF THIS TOURNAMENT WILL WIN THE WARMASTER AWARD.

## LINKS AND ADDITIONAL INFO

- TOURNAMENT ORGANIZER'S EMAIL ADDRESS: [WINTERMAN.ROW@GMAIL.COM](mailto:WINTERMAN.ROW@GMAIL.COM)
- TOURNAMENT ORGANIZER'S BLOG: [HTTP://WINTERMANS-RUMORSOFWAR.BLOGSPOT.COM/](http://wintermans-rumorsofwar.blogspot.com/)
- SPOCON WEBSITE: [WWW.SPOCON.ORG](http://www.spocon.org)
- VENUE: DOUBLETREE HOTEL SPOKANE CITY CENTER. [WWW.DOUBLETREE.HILTON.COM](http://www.doubletree.hilton.com)

## AWARDS

- **EVENT OVERALL CHAMPION:** HIGHEST OVERALL SCORE. TOTAL POINTS FROM TOURNAMENT PERFORMANCE (MAX 52) + TOTAL POINTS FROM SPORTSMANSHIP (MAX 52) + TOTAL POINTS FROM APPEARANCE (MAX 52) = OVERALL SCORE (MAX 156)
- **TOURNAMENT ACE:** PLAYER(S) THAT WON ALL 4 GAMES. IN THE EVENT THAT NO PLAYER WON ALL 4 GAMES THEN IT IS THE PLAYER WITH THE HIGHEST TOTAL GAME PLAY POINTS. IF THERE IS A TIE ON GAME PLAY POINTS THEN STRENGTH OF SCHEDULE WILL BE USED AS A TIE BREAKER.
- **ELITE 8:** TOP 8 PLAYERS BY PERFORMANCE. INVITED TO PLAY IN THE WARMASTER TOURNAMENT ON SUNDAY.
- **WARMASTER:** PLAYER THAT WINS THE WARMASTER TOURNAMENT.
- **BEST APPEARANCE:** HIGHEST APPEARANCE POINTS. IN CASE OF A TIE MOST FAVORITE ARMY VOTES WILL BE USED AS A TIE BREAKER.
- **FAVORITE ARMY:** MOST FAVORITE ARMY VOTES.
- **BEST SPORTSMANSHIP:** HIGHEST SPORTSMANSHIP POINTS. IN CASE OF A TIE MOST GAME PLAY POINTS WILL BE USED AS A TIEBREAKER.

## SCHEDULE

FRIDAY	
5:00PM-9:00PM	EARLY CHECK-IN, Q&A AND APPEARANCE JUDGING
SATURDAY (MAIN EVENT)	
7:30AM-8:30AM	CHECK-IN, SETUP, APPEARANCE JUDGING
8:30AM-10:45AM	GAME #1
10:45AM-11:00AM	BREAK
11:00AM-1:15PM	GAME #2
1:15PM-2:15PM	LUNCH BREAK, FAVORITE ARMY VOTING
2:15PM-4:30PM	GAME #3
4:30PM-4:45PM	BREAK
4:45PM-7:00PM	GAME #4
7:00 PM	TABULATION AND AWARDS
SUNDAY (WARMASTER TOURNAMENT)	
8:00AM-8:30AM	CHECK-IN
8:30AM-10:45AM	GAME #1
10:45AM-11:00AM	BREAK
11:00AM-1:15PM	GAME #2
1:15PM-2:00PM	LUNCH BREAK
2:00PM-4:15PM	GAME #3

# PAINTING RUBRIC

PAINTING/BASING – INITIAL IMPRESSIONS. (CHECK ONE THAT APPLIES)	PLAYER	JUDGE
DQ NO POINTS – THE ARMY DOES NOT MEET MINIMUM REQUIREMENTS		
10 POINTS – ENTIRE ARMY IS FULLY PAINTED AND BASED TO THE ABSOLUTE MINIMUM STANDARD.		
20 POINTS – ARMY IS FULLY PAINTED AND BASED BEYOND THE MINIMUM STANDARD WITH ATTENTION GIVEN TO DETAILS, ETC. FAVOR THIS CHOICE IF IN DOUBT AS LONG AS THERE ARE NO UNFINISHED MODELS		
PAINTING – CLOSER LOOK. REQUIRES 20 POINTS CHOSEN ABOVE. (CHECK ONE THAT APPLIES TO THE MAJORITY OF THE ARMY'S SURFACE AREAS)	PLAYER	JUDGE
0 POINTS – LIMITED. SINGLE LAYER PAINTING. NO SHADE/HIGHLIGHT.		
1 POINT – BASIC. BASECOAT AND WASH. NO OTHER LAYERS.		
2 POINTS – STANDARD. TABLE TOP QUALITY – ONE LAYER SHADING AND 1 LAYER HIGHLIGHT, PLUS POSSIBLE WASHES.		
5 POINTS – ADVANCED. ARM LENGTH QUALITY – LAYERED PAINTING OF SHADES AND HIGHLIGHTS BUT NOT SEAMLESS.		
7 POINTS – EXPERT. EYE LEVEL QUALITY – NEAR SEAMLESS BLENDING.		
MODELING – INITIAL IMPRESSIONS. (CHECK ONE THAT APPLIES)	PLAYER	JUDGE
DQ NO POINTS – THE ARMY CONTAINS PROXIES OR BLATANT DISREGARD FOR WYSIWYG REQUIREMENTS.		
2 POINTS – ARMY MEETS THE WYSIWYG AND FULLY BUILT MODELS REQUIREMENTS BUT MODELS LACK POLISH (LOTS OF MOLD LINES, UNDRILLED GUN BARRELS, ETC)		
4 POINTS – ARMY MEETS ALL REQUIREMENTS AND SHOW OBVIOUS EFFORT TO PROPERLY PREPARE AND BUILD THE MODELS. FAVOR THIS CHOICE IF IN DOUBT AS LONG AS THERE ARE NO UNFINISHED MODELS.		
MODELING – CONVERSIONS. (CHECK ONE THAT APPLIES)	PLAYER	JUDGE
0 POINTS – NONE.		
1 POINT – MINIMAL. A FEW BIT SWAPS OR MODIFICATIONS.		
2 POINTS – MINOR. AS ABOVE BUT MORE EXTENSIVE AND/OR CREATIVE USE OF BITS AND/OR A FEW EXAMPLES OF BASIC SCULPTING.		
5 POINTS – MAJOR. MOST MODELS IN THE ARMY ARE MULTI-KIT CONVERSIONS AND/OR SCULPTING ON MULTIPLE MODELS AND UNITS AND/OR A NOTABLE SCRATCH-BUILD PRESENT.		
6 POINTS – EXTREME. MOST MODELS IN THE ARMY ARE EXTENSIVE AND DIFFICULT CONVERSIONS OR SCRATCH-BUILDS.		
BASES. (CHECK ONE THAT APPLIES)	PLAYER	JUDGE
0 POINT – PAINT AND/OR FLOCK.		
1 POINT – SHADE AND HIGHLIGHTING AND/OR MULTIPLE BASING MATERIALS.		
2 POINTS – AS ABOVE BUT SOME MODELS HAVE SPECIAL WORK DONE (EXTRA BITS, CORK, RESIN)		
4 POINTS – DIDRAMA QUALITY BASES THROUGHOUT MAJORITY OF THE ARMY.		
DISPLAY BASE. (CHECK ONE THAT APPLIES)	PLAYER	JUDGE
0 POINT – NO DISPLAY BASE.		
1 POINT – PAINTED AND/OR FLOCKED BOARD. NO FRAME.		
2 POINTS – AS ABOVE BUT WITH FRAME AND/OR MULTIPLE MATERIALS (SAND, FOAM, PLASTIC, BITS, KITS, ETC).		
3 POINTS – DIDRAMA QUALITY. ADVANCED LEVEL OF PAINTING.		
EXCEPTIONAL EXTRAS. (CHECK ALL THAT APPLY)	PLAYER	JUDGE
1 POINT – EFFORT MADE TO DESIGNATE UNITS (VIA TRANSFERS, FREE HAND MARKINGS, NUMBERED BASES, ETC.)		
1 POINT – EFFORT MADE TO PAINT EVERY BIT OF DETAIL ON ALL MODELS APPROPRIATELY (EYES, TEETH, BUCKLES, ETC) AND/OR PAINT 'SPAWNED/CREATED' MODELS TO THE SAME LEVEL AS THE ARMY.		
2 POINTS – FREE HAND AND/OR WEATHERING AND/OR GLOW EFFECTS OR SIMILAR FOUND ON MAJORITY OF THE ARMY.		
2 POINTS – ARMY LIST ITSELF HAS A CREATIVE FLAIR AND IS MORE THAN JUST POINTS AND STATS.		
2 POINTS – THREE+ OBJECTIVE MARKERS: BASED, PAINTED AND ARMY APPROPRIATE.		
JUDGE'S DISCRETIONARY ADJUSTMENTS	JUDGE	
+0-2 POINTS (EYE PLEASING/ARTISTIC QUALITIES, NEAT THEME, SPECIAL MODELS, OVERALL EXCEPTIONAL APPEARANCE, OBVIOUS EXTRA EFFORT, ETC)	N/A	
-0-2 POINTS (PIECED TOGETHER ARMY, DISTRACTING MISTAKES IN AN OTHERWISE QUALITY ARMY, ETC)	N/A	
<b>TOTAL SCORE (MAX 52 POINTS ALLOWED OUT OF 54 POSSIBLE)</b>		