

Grotscon Warhammer 40k Players Pack



Grotscon is a wargaming convention in Red Deer, Alberta, Canada focussed on the pinnacle of gameplay for tabletop wargaming.

The Warhammer 40,000 portion will be a 2 day tournament consisting of 6 games between April 2nd and 3rd 2016. This tournament is intended to be at the highest competitive level of gameplay that Alberta has to offer for Warhammer 40,000.

Timeline for the Event

Saturday April 2nd	Sunday April 3rd
Registration: 8:00 am – 8:45 am	
Game 1: 9:00 am – 11:30 am	Game 4: 9:00 am – 11:30 am
Lunch: 11:30 am – 12:15 pm	Lunch: 11:30 am – 12:15 pm
Game 2: 12:15 pm – 2:45 pm	Game 5: 12:15 pm – 2:45 pm
Game 3: 3:00 pm – 5:30 pm	Game 6: 3:00 pm – 5:30 pm

General Guidelines

1. Cheating, stealing or acting disrespectful will NOT be tolerated.

Consequences of the above will be given out at the organizers' discretion including ineligibility for prizes, ejection from the tournament, and up to the restriction of registering into future Grotscan events. All questionable acts should be brought to the organizers attention immediately.

We will be using a thumbs up, thumbs down system. The organizer will use discretion on the severity of the call.

1st thumbs down is a warning, and ineligibility for best sportsman.

2nd thumbs down is a reversal of a win to a loss, depending on severity.

3rd is immediate dismissal from the event, with no refund of any kind given.

If an issue is severe enough, it could result in an immediate expulsion from the event, with all wins being reversed to the opponents they played, regardless of amount of thumbs up or thumbs down.

2. Respect other people's property.

If something is not yours, ask for permission to touch it. This includes during the games.

3. Missions.

All six of the ITC 2015 missions will be used, in sequential order. All missions will be using mysterious objectives.

Missions are available ahead of time and can be downloaded from Frontline Gaming's website:

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4. Terrain is placed ahead of time and may not be moved.

5. Games will use Random Game Length or end when time is called.

When the 20 minute warning is called, each player has 10 minutes to complete their game turn.

Games will not finish without both players completing their last game turn.

6. Players are encouraged to resolve rules disputes themselves.

Rules issues will be resolved in this order:

1. ITC 2015 FAQ: [ITC FAQ](#)

We will be using any changes up to and including changes made on March 27th, 2016.

2. Games Workshop Warhammer 40K FAQs

3. Warhammer 40K Rule Book

4. Judges decision.

Both players will present their case for the rule in question.

The judge will make a decision, and it will be final.

7. Games will be played on a 6x4 table.

8. Make sure to bring everything needed for play

1. All current Games Workshop Warhammer 40K Codex's and Supplements, as well as Forge World Imperial Armour Volumes, will be open to construct lists.

2. Players using Forge World units must have the physical book. Printed copies or PDFs will not be permitted. If a source is less than 28 days old it will not be permitted. (March 5th 2016 being the cut off for new rules to be eligible.)

The only exception to this will be the ITC format or FAQ changes. We will be using any changes up to and including changes made on March 27th, 2016.

No 30K units or lists will be permitted. However, if a 30K unit has a 40k unit entry it will be permitted. (Space marine Sicaran Battle tank for example.)

You MUST have the copy of the book, or rules resource in one of its original released formats for your army. E-reader, iPad, Hardcover are acceptable.

Rules that are released in a PDF format, such as the Sky hammer Annihilation force or Fist of Khorne, must be printed out and brought with you.

Having captured pictures of rules on your phone, tablet, on battlescribe (or any other army building program), or PDF copies of books will not be acceptable, neither will running from your game to another players game to get a book from them.

This is disruptive to your opponent, as well as the game your interrupting to borrow the book.

If you are going to play an army, unit, or rule. You better own or be able to supply the rules resource immediately upon being asked.

2. Dice, Measuring Tape, Templates and Glue (in case of incidental damage.)

3. Seven printed copies of your army list.

Lists on a tablet or phone at the time of play will not be permitted nor accepted.

A 500 point deduction to your overall generalship score will result if you cannot comply with the above.

Scoring

Best General

For each mission, players will score 4 points for the Primary Objective, 4 points for the Secondary Objective, and 1 point for each of the three Bonus Points, for a maximum score of 11/11 each round.

The player with the most Battle points will be awarded Best General.

Best Presentation

All models, including Fortifications, must be painted to a minimum 3 colour standard and must have a textured or decorative base to be eligible for best presentation.

Otherwise, there is no painting requirement for this event.

All armies will be awarded points, between 0-11, by the tournament organizer judges.

The points will be awarded on the basis of technical skill level, theme, cohesive style, conversions and other hobby factors such as display boards.

Entries will be judged by a panel of painters and hobbyists picked by the organizers, including the organizers themselves.

Best Sportsman

“A positive attitude towards the game and your opponent is expected from all participants.”

At the end of each game you will score your opponent on a Thumbs Up, Thumbs Down system as explained prior in the players pack.

Should you score your opponent a thumbs down, you will be required to explain why to the tournament organizers.

At the end of the tournament players will vote for the opponent they liked playing against the most out of their six games.

Tie-breakers

1. Sportsman score.
2. Presentation score.
3. Rolling 6 dice, adding them together. Whoever rolls highest, breaks the tie in their benefit.

Army Construction

We will be using the ITC army construction format. Should a change occur between the release of this players pack and March 27th, 2016, the ITC format will take precedence.

Army lists must be submitted to Grots40K@gmail.com by 11:59 pm, March 26th 2016.

If a list is not submitted, a penalty of 500 points to your overall generalship score will be applied.

1. Army lists may not exceed 1850 points.
2. Players are required to use the most recent rules for their faction provided they are at least 28 days old. If an army book is less than 28 days old, the previous version army book must be used. (March 5th 2016 will be the cut off for this.)
3. Army lists may include up to three Detachments of any kind. A single detachment may be duplicated. No Unbound lists permitted. Allied Detachments may not be from the same faction as the Primary Detachment.
4. No lists containing Come the Apocalypse allies will be permitted.
5. Fortifications will be limited to 0-1.
6. Super Heavy Lord of Wars and Gargantuan Creature Lord of Wars will be limited to 0-1.
7. Forge World Super-Heavy and Lord of War units will be limited to the units permitted by the ITC.
8. The Death Korps of Krieg and Renegades of Vraks from Imperial Armour 14, and Renegades and Heretics from Imperial Armour 13 will be permitted.
9. Multiple Imperial Knights are permitted only in a Detachment that allows for it, and are otherwise restricted to 0-1.
10. We will be utilizing all rules changes and FAQ set by the ITC format. Some examples are: 2+ re-rolling save changes, D weapon changes, and changes to invisibility.
11. **There will be no painting requirement for this event.** However if you are using multiple detachments with similar models, they must be easily identifiable between the detachments. **If they are not, all units or models in question will be destroyed.**

For a complete list of allowed Forge World units, build format, and Lord of War restrictions visit the ITC 2015 Season 40K Tournament Format page:

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Registration and Payment

Registration must be submitted to: <http://www.eventzilla.net/web/event/undefined-2138839559>.

1. Select 40k ITC
2. Select 2 day pass
3. Follow the directions for registration and payment.

The cost of a 2 day pass is \$55.00 CAD.

And then follow the directions for registration and payment.

No refunds will be issued however you may transfer your registration to another player.

Grotscon also holds one of the largest Warmachine and Hordes event in Canada on April 1st, 2nd and 3rd. If you are signing up for the Warhammer 40,000 event, you may still sign up for a 3 day pass and play on the Friday portion of the Warmachine and Hordes event.

Hotels and Accommodations

Grotscon has blocked a set of rooms for event attendees.

They are priced at \$84.00 CAD a night.

You must call the hotel in order to get into the blocked rooms: 1 – 800 – 466 – 8356

The website for the hotel is:

<https://www.motel6.com/en/motels.ab.red-deer.5706.html?gclid=Cj0KEQIAq920BRC8efn57XrotYBEiQAIVIMQ4lsYHQQdRtJAsIsK7mpzwYsBLcffEoBGHTTHkavhvEaAnDW8P8HAQ>