

WARHAMMER 40,000 29th January 2012 MiniCon 2012

Let the Dice Roll

When you arrive and register you must hand in a copy of your army list which will be compared to the one that you will have sent in to register beforehand. It must include all of the models in your army, their point's value, and the point's value of any upgrades or equipment. **All models MUST** be painted and representative of the appropriate type of troop.

The minimal standard of painting requires that at least three colours are painted on to the model and that the bases are textured in some manner.

In addition to your army you will need the following:

- This document
- Your painted miniatures.
- Your Army Book (*any other books relating to your army, if appropriate*)
- Warhammer 40,000 5th edition rulebook
- Dice, Templates and Tape measures
- A spare copy of your army list
- Super glue for battlefield repairs
- Pen and paper (for recording results).
- Spending money for food and drinks.
- Be over 14 years old

The Day

10.00-10.30	Registration
10.30-11.45	Game One
12.00-13.15	Game Two
13.15-13.45	Lunch
13.45-15.00	Game Three
15:15 -16:30	Game Four
16:45	Presentation

One Umpire To Rule Them All.

There will only be one umpire for this tournament. If you really want an umpire to sort out a rules question, then you are free to call him over. However, only the umpire will answer rules questions, and all of the other organisers/judges will just redirect any rules questions to him. You should note that the prime duty of our organisers is to make sure that the majority of players in the campaign get a nice friendly game where winning is secondary to having a good time, persistent spoilers will be asked to desist or suffer a penalty

Rules of Engagement

Admittance to the tournament is on a first come first serve pre-registration basis, and purchase of the entry fee of £5.00

Warhammer 40000 5th Edition rules will be used for this tournament as will the latest FAQs from the Games Workshop

With the exception of a few specific articles and army lists (detailed under Army Selection), none of the rules from Chapter Approved articles will be in force.

Arriving at [The MinCon Tournament](#), you will be asked to for a copy of your *Army Roster* for the *Judges* to refer to. This copy of your *Army Roster* must be handed in during *Registration*. You will also require a second copy of the *Army Roster*, which you should keep with you when you are playing. Players must use the same *Army Roster* throughout the course of the tournament. Any alterations to an *Army Roster* *once the tournament has started* will be considered a *Red Card* offence.

Your *Army Rosters* must adhere to the following:

- **Be word-processed and clearly legible.**
- **Include your name, and where possible army name**
- **Adhere to the criteria listed in the "ARMY SELECTION" section.**
- **Clearly state the total value for each individual unit entry in your list and must specify which miniatures carry any additional equipment or wargear.**

ILLEGAL ARMY ROSTERS

During the course of the tournament, the *Judges* will check as many *Army Rosters* as possible. If any mistakes are found, the results of all of the games in which the player has used the illegal *Army Roster* will immediately be changed to Massacres in favour of their opponents. This will apply even if the mistake was honest or minor, so please double-check your *Army Roster* before hand

It is impossible for the *Judges* to check all of the *Army Rosters* before *Round One* so if you think your opponents have an illegal *Army Roster* in *Round One*, please notify the *Judges* as soon as possible.

If you are discovered to be using an illegal *Army Roster*, you will be asked to amend the *Army Roster* in the presence of a *Judge* before the next *Round*. Failure to amend an illegal *Army Roster* or using it again in later *Rounds* is considered a *Red Card* offence.

Order of Battle

REGISTRATION

All players must register before the tournament and submit a copy of their force at least one week before the event. On the tournament day all participants should then register with the *Judge* and they will take a further copy of your *Army Roster* and *Army Background*.

MORNING BRIEFING

After Registration has been completed, the *Judges* will commence a Morning Briefing during which greetings, announcements and important information relating to both the tournament and the use of the facilities of the events hall will be made.

WARNINGS

The MiniCon is intended to be a fun and enjoyable event.

The prime duty of the *Judges* is to make sure that the majority of players in the tournament get a nice friendly game. The *Judges* will intervene in any argument that they see or are alerted to. If an incident occurs to warrant a *Judges* intervention then they have a simple warning system when dealing with incidents as follows:

Yellow Card	The Yellow Card is a warning. Recipient players will be asked to adjust their attitude. A Yellow Card is given to players who interfere in other games or breach a decision made by a <i>Judge</i>
Red	This Red Card is a final warning. Recipient players will be asked to adjust their attitude or suffer the consequences. Further Red Cards will result in expulsion from the tournament. A Red Card is given to players who receive a second Yellow Card, alter their <i>Army Roster</i> or attempt to use an illegal <i>Army Roster</i> when not asked too by a <i>Judge</i> .

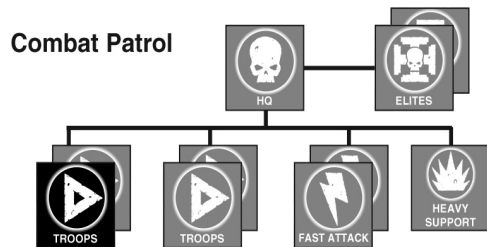
At present, [Bracknell Forest Gamers](#) have never expelled anyone from a Tournament and hope never to have to. The *Judges* reserve the right to remove any players rather than have them spoil the atmosphere of the Event.

Army Selection

The MiniCon will contain four rounds, a valid army will comprise of the following force organisation:

Combat Patrol

- Must total no more than 500 points
- Must meet the following force



organisation chart

- No vehicles with total armour greater than **33**. Calculated by adding the Front, Side and Rear armour (*only count Side once*)
- No **2+** saves
- No model may have more than 2 wounds except those that have the Small Target universal special rule (which may not be taken as compulsory choices on the force organization chart).
- No model may have an ordinance weapon

Army Rules

- A typed roster **MUST** be submitted for each army.

Permitted Armies

Space Marines	Codex Space Marines
Dark Angels	Codex Dark Angels
Blood Angels	Codex Blood Angels
Space Wolves	Codex Space Wolves
Black Templars	Codex Black Templars
Grey Knights / S.O.B's	Codex G. Knights/White Dwarf List
Imperial Guard	Codex Imperial Guard
Tau	Codex Tau Empire
Renegade Guard	Codex Imperial Guard / Imperial Armour
Chaos Space Marines	Codex Chaos Space Marines
Ork	Codex Orks
Daemons	Codex Daemons
Kroot Mercenaries	Chapter Approved 2004 (<i>see army notes</i>)
Eldar	Codex Eldar
Dark Eldar	Codex Dark Eldar (2010)
Tyranid	Codex Tyranid (2010)
Necron	Codex Necron (2011)

- Warhammer 40,000 5th Edition rules will be used *along with any relevant Games Workshop FAQ's*.
- No more than 500 points may be spent on the on a Combat patrol force, using the Force Organisation for a combat patrol
- Each army is limited to the troops specifically permitted by its list and allies may not be used.
- All models used must be **PAINTED** and **BASED** miniatures of the appropriate type they represent.
- No vehicles with a total armour value greater than 33. Calculated by adding the Front, Side and Rear armour numbers (*only count Side once*)
- No Model can have more than two wounds with the exception of units with the Small Target special rule (*although these may not be taken as compulsory Troop choice*)
- No 2+ saves
- No ordnance weapons are allowed

- Each army is limited to troops specifically permitted by their codex and allies may not be used..
- Witch or Deamon Hunter Forces may induct Guard units or Allied Space Marines.
- A **Combat Patrol** Force may not contain any Special Characters (unit upgraded characters are exempt) or Imperial Assassins,
- Any full Codex's/Army Lists/White Dwarf chapter Approved article published at least four weeks before the tournament will be allowed. The list represents the current permitted armies as of December 2011. All army lists must be presented up to one week before the tournament **(22 January 2012)**
- You will require two appropriate objective markers mounted on bases no larger than 40mm in diameter.
- Forge World models will be considered on a case by case

Army Notes

Imperial Guard: May ignore the restriction that only one armoured fist squad may be taken per infantry platoon A Master of Ordinance may not be taken *due to the "Artillery Bombardment special rule"*

Renegade Guard: Treated the same as Imperial Guard, though may not take commissars...

Eldar: may purchase a Warlock to assign to any of the following unit types: Guardian squads, Guardian Jetbikes and wraith guard.

Tau: Vehicle drones will count as 1KP per vehicle not per drone, Tau will not ally with any Orks

Orks - Kustom Force Fields (KFFs) will affect ALL units (friend or foe) within 6", Waaaghs - are declared separately for each Ork player.

Grot Tanks from IA8 may be included.

Kroot: Will not ally with any Tau force, Space Marines, or any Witch or Deamon Hunter army, Kroot forces may take a (*Scout Shaper*) to lead their forces. *Scout Shapers* will use the following characteristics:

pts	W	BS	S	T	W	I	A	Ld	S
+1	4	3	4	3	2	3	3	8	6
5									

(all other rules for Shapers remain the same)

Army lists must be sent to chris.averiss@glosdeaf.org.uk

SCORING (or, How to Win The MiniCon Combat Patrol)

The Overall Winner of the tournament will be the General who scores the highest Tournament Score.

Tournament points are awarded through the games results

Game points (0-20 points)

Game points are awarded for each game by simply completing each round scenario and working out the victor.

Result	Points
Win	5
Draw	3
Lose	1
Concede	0

These and Victory points will all contribute to your overall result. Victory points adhere to the standard Warhammer 40k rules system.

After the first round, you will be matched against a similarly skilled opponent using the Swiss system.

Before you begin...

Please go through your army list with your opponent, the scenario provided, and confirm the effect of any terrain including any additional rules, that are in play on specific tables.

Disclaimer

This material is completely unofficial and in no way endorsed by Games Workshop Group Plc.

Adeptus Astartes, Battlefleet Gothic, Black Templars, Blood Angels, Blood Bowl, Catachan Jungle Fighters, Chaos Space Marines, the Chaos device, Codex, Dark Eldar, Dark Angels, Dark Future, the Double-Headed/Imperial Eagle device, the 40k device, Dwarfs Crossed Hammer logo, 'Eavy Metal, Epic, Eldar, Eldar symbol devices, Eye of Terror, the Games Workshop logo, Games Workshop, Genestealer, Golden Demon, Gorkamorka, Grey Knight, Hammer of Sigmar, Horned Rat logo, Inquisitor, the Inquisitor device, Khorne, the Khorne device, Kislev, Kroot, Leman Russ, Mordheim, Necron, Necromunda, Nurgle, Nurgle logo, Ork, Ork Skull devices, Skaven, Skaven logos, Slaanesh, Slaanesh logo, Slottabase, Space Hulk, Space Marine, Space Marine chapter logos, Space Wolves, Sisters of Battle, Steel Legion, Talisman, Tau, the Tau caste designations, Tyranid, Tyrannid, Tzeentch, Tzeentch logo, Ultramarines, Vampire Count logo, Von Carstein, Von Carstein logo, Chaos, 40k, GW, Warmaster, Warhammer, White Dwarf, and all associated marks, names, characters, illustrations and images from the Warhammer world and Warhammer 40,000 universe are either (r), TM and/or (c) Games Workshop Ltd 2000-2004, variably registered in the UK and other countries around the world, used without permission No challenge to their status intended. All Rights Reserved.