



The Gamers Guild Inc.

Proudly Presents:

The Warhammer 40,000 Stage of
The Grand Prix d'Armes Tournament 2010
Saturday 23rd & Sunday 24th of January 2010

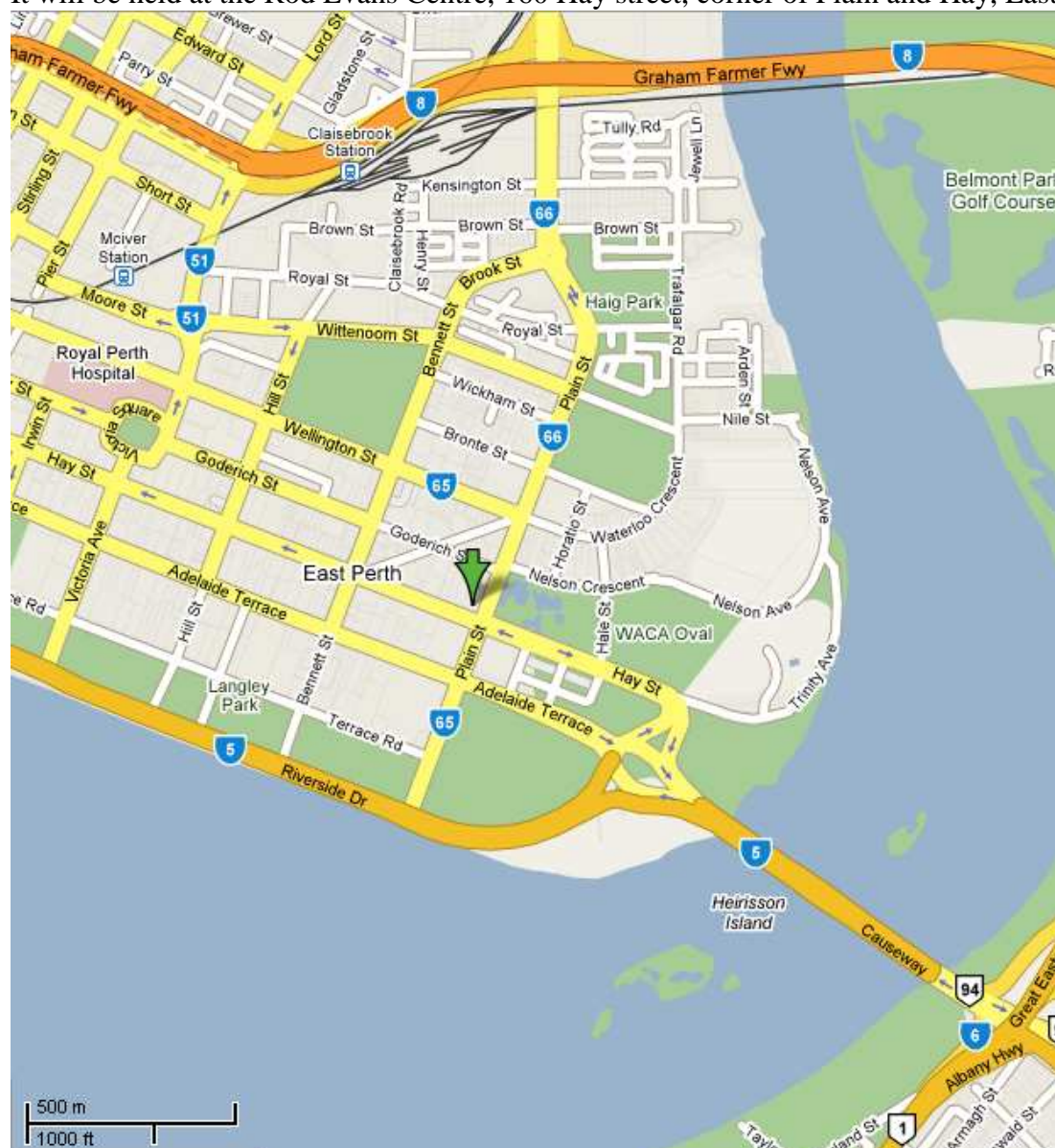
Hello, and welcome to the Player's Pack for this year's Warhammer 40 000 Grand Prix d'Armes tournament.

What's in this pack?
Tournament Rules

If any part of this pack is found to be missing please contact the tournament organizer to arrange for a replacement pack.

1 Important Information – When & Where

It will be held at the Rod Evans Centre, 160 Hay street, corner of Plain and Hay, East Perth.



Parking is available behind the Centre. Snacks and soft drinks will be available from the Gamer's Guild shop, with more substantial fare available from a variety of shops within easy walking distance.

Saturday 23rd January	Sunday 24th January
Time	Time
9:00 Doors Open & Registration	9:30 Doors Open
10:00 – 12:00 Game One	10:00 – 12:00 Game Four
12:00 – 1:00 Beauty Pageant & Lunch	12:00 – 1:00 Lunch
1:00 – 3:00 Game Two	1:00 – 3:00 Game Five
3:00 – 3:30 Break	3:00 – 3:30 Break
3:30 – 5:30 Game Three	3:30 – 5:30 Game Six
	5:30 – 6:00 Results Processing & Award Presentations

What you need to bring:

- Your painted army
- Two copies of your army list
- This Players' Pack
- Core Rulebook, Army Book/Codex and any other rules relevant to your army. You must be able to present all rules used for the models in your army at any point throughout the tournament.
- Dice (Including Scatter & Artillery dice)
- Tape measure.
- Templates
- Reference Sheets
- Lunch or money to buy lunch

What not to Bring:

A bad attitude, poor sportsmanship, alcohol, or anything that will keep you from enjoying the games. Let's make sure everybody has a good time!

Costs

This year's GPdA 40 000 competition costs \$25 to enter, payable before play begins. However, it is only \$20 if you enter all three GPdA 2010 events.

2 Tournament Rules

- We will be using the latest edition of the Warhammer 40 000 rule book and the Codices published up until December 31 2009. Armies based on previous versions of any codices will not be accepted.
- We will not be accepting armies wholly or partially built using the Apocalypse rulebook, save for the following exceptions:
- Super-Heavy Vehicles will be permitted, as will Tyranid monstrous creatures presented in Apocalypse or Apocalypse Reloaded. However:
- Anyone fielding such MUST have available either the relevant rules for the unit or a photocopy thereof, AND
- Super-Heavy Vehicles/Monstrous Creatures will each compose three Heavy Support choices on the standard force tree AND
- The largest template used in this Tournament is the standard Large Blast Template from Warhammer 40 000. Weapons with larger Templates will be reduced to this size; it is up to you whether you consider the trade off worth doing.
- Finally, all "D" damage weapons are strictly prohibited.
- All armies must conform to a single Standard Battle Force Tree. Inquisitorial Forces must conform to the rules on allies as published in their respective codices.
- Total points per army shall not exceed 2000 points.
- Please submit Army Lists for review no later than the 10th of January 2010. Late lists WILL incur a victory point penalty.
- Submissions may be made in person at the Gamer's Guild on Saturdays at the Rod Evans centre between 12:00 noon and 6:00pm, or may be emailed to: sundoga@hotmail.com

Please do not use Army Builder if possible as this system is often difficult to understand and occasionally hides errors.

3 Missions

The GPdA 2010 will use all of the Missions from the main Warhammer 40 000 rulebook, with variant setups.

4 Awards & Prizes

For this tournament there are various prizes awarded at the end of the tournament. The awards that will be presented will include:

- Lord of War Trophy
- Warhammer 40K Champion Trophy
- Warhammer 40K Generalship Trophy
- Best Presented Warhammer 40K Trophy
- Warhammer 40K Sportsmanship Trophy

In addition representatives from Westgamer will be presenting invites to the Ultimates Warhammer Tournament for those deemed worthy.

4.1 Lord of War Trophy

The “Lord of War” Trophy is awarded to the hobbyist who has achieved the highest overall score in the three tournaments that make up the Grand Prix des Arms series of tournaments. In each tournament you earn points equal to the number of places (overall score) above the last placed entrant. The total points earned across the series will determine the Lord of War for 2010.

4.2 Tournament Champion Trophy

The tournament champion will be the player who has the highest weighted score according to the following formula:

Generalship	60%
Sportsmanship	30%
Painting & Presentation	10%
Army List Analysis - Theme	5%
Army List Analysis - Balance	5%
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Total	100%

4.3 Generalship Trophy

Battle points are calculated based upon how many games are won, drawn or lost and must be recorded on the forms supplied during the tournament after each round.

The number of points earned in a game is determined by whether a player wins or loses and is explained in the following table:

Game Result	Winner	Loser
Draw	1	1
Victory	3	0

4.4 Best Presented Army Trophy

During each round of the tournament you will be asked to rate the presentation of your opponents army. The player with the best presented army in the eyes of his peers will be presented the trophy for Best Presented Army

4.5 Sportsmanship Award

During each round of the tournament you will be asked to rate the sportsmanship of your opponent. Remember that sportsmanship consists of the following:

- Respect and concern for rules and officials
- Respect and concern for social conventions (e.g., shaking hands, recognizing the good performance of an opponent)
- Respect and concern for the opponent (e.g., lending one's equipment to the opponent as needed, agreeing to play even if the opponent is late)
- Avoiding poor attitudes toward participation (e.g., not adopting a win-at-all-costs approach, not showing temper after a mistake, and not competing solely for individual prizes)

The player judged to be the best sportsman over the duration of the tournament will be awarded the sportsmanship trophy.

4.6 Ultimates Tournament Invites



“The Ultimate Tournaments were put together for the purpose of providing a premier invitational event for the Games Workshop hobbyists of WA where the best of the field can take part to compete for the honour of being the ultimate champion of the tournament season. Furthermore, the Ultimate tournaments are about promoting the local tournament scene in WA and venerating those players worthy of their efforts in the hobby.

The goal for the events themselves is to achieve the ultimate tournament experience. Experienced judges, a great venue, high quality games, an extremely skilled player pool, diverse & challenging scenarios, a real social atmosphere, proper score format, full web support, etc. In short - a real prestige event.”

The Ultimate Tournaments are invite only events. In order to obtain an invitation to the tournaments, you must prove your worthiness by placing highly in local Warhammer 40,000 tournaments in WA (such as the Grand Prix des Arms Warhammer 40,000 Tournament).

The players with the highest overall score will be granted an invite to the Ultimates tournament to be held towards the end of 2010, according to their criteria. Further invites will be issued at other events during the year, following the qualification guidelines available on the Ultimate Tournament website.

Further information about the Ultimates Tournament can be found at:

<http://westgamer.com/ultimate/index.htm>