



The Gamers Guild Inc.

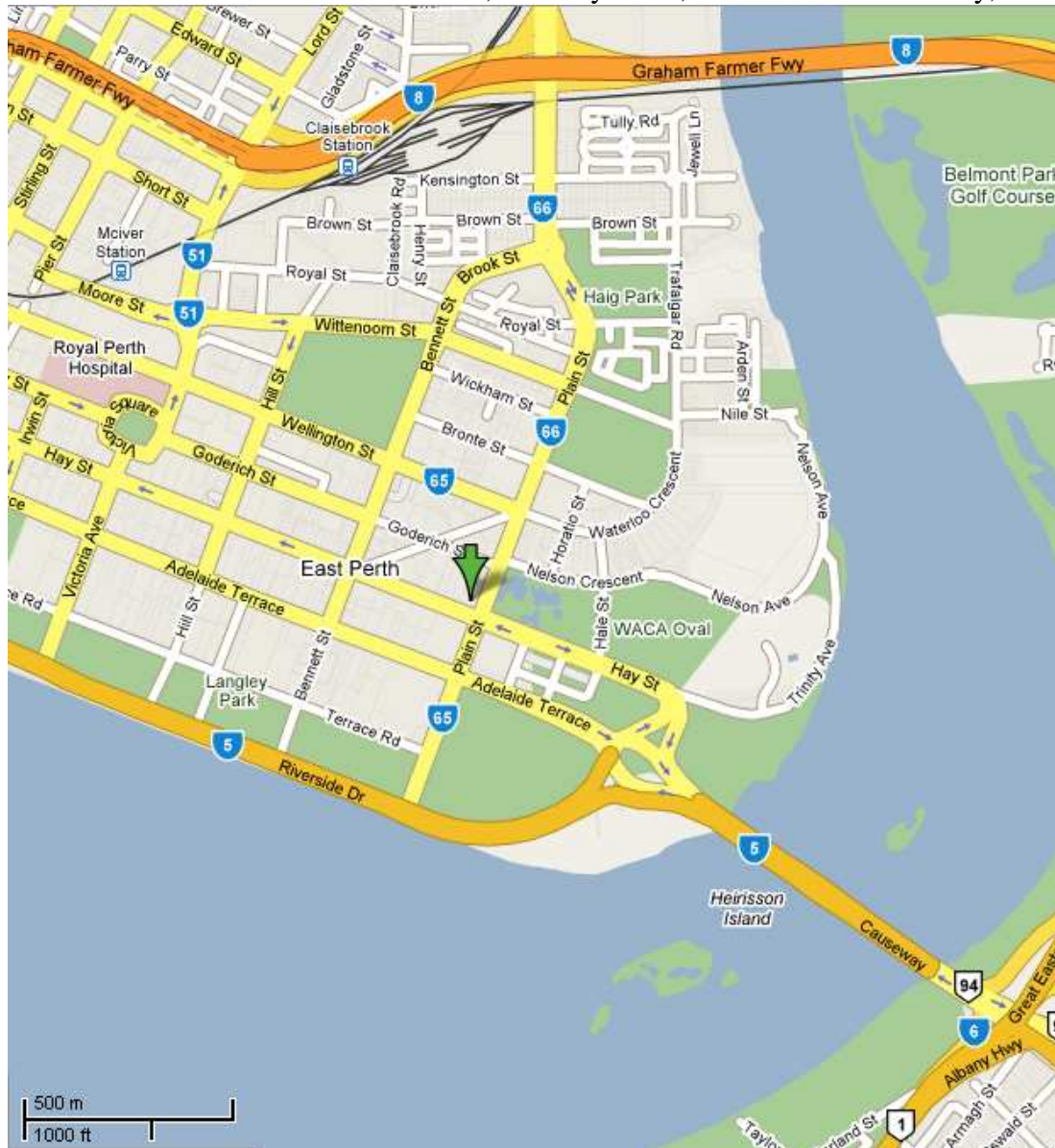
Proudly Presents:

The Warhammer Fantasy Stage of
The Grand Prix d'Armes Tournament 2010
Saturday 16th & Sunday 17th of January 2010

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

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 16th January	Sunday 17th January
Time	Time
8:30 Doors Open & Registration	8:30 Doors Open
9:00 – 11:30 Game One -Grudge Match	9:00 – 11:30 Game Four
11:30 – 12:30 Lunch Break	11:30 – 12:30 Lunch and Beauty Pageant
12:30 – 3:00 Game Two	12:30 – 3:00 Game Five
3:00 – 3:30 Break	3:00 – 3:15 Break
3:30 – 6:00 Game Three	3:15 – 5:45 Game Six
	5:45 – 6:30 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 Fantasy 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

Size: 2500pts. Armies are to be chosen from army books currently on sale by Games Workshop and released no later than 1st January 2010, excluding lists from the Storm of Chaos and Lustria books, and may include so-called ‘Special Characters’.

Armies may also include Rhinox Riders using the rules outlined in the article on the Forgeworld website.

Proxy miniatures may be used, subject to confirmation with the organisers (prior to the tournament) as to their suitability.

Army lists can be emailed to the organisers via gpda2010@iinet.net.au, dropped in to the Gamers’ Guild on any given Saturday, or sent via PM to Vargr on the Westgamer forums prior to the 9th of January. Late submission may incur a penalty to your overall score. Please note that this will be a ‘closed list’ tournament, though we do encourage the sharing of army lists after a game.

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

Number of Games: 6 (3 per day). Each game will be allocated 2.5 hours playing time. The games of day one will be randomly drawn (except where subject to a grudge match – see below), and the games of day two will be seeded based on battle performance. The first round of the tournament will be a ‘grudge match’, and opponents may be challenged freely. These pairings forming the first round must be communicated to the organiser by no later than the end of the registration period on day one of the tournament.

In order to achieve the tight schedule we need to keep, a strict ‘dice down’ policy will be used throughout the tournament. All players will be notified when there are 15 minutes remaining in a round, and at the end of the allocated time all dice are to be put down immediately and results tallied up. Please ensure that all results are returned to the organisers as quickly as possible to minimise delays between rounds, especially during the second day of the tournament.

Composition: Games played in this tournament will be using a similar method of tiered composition to that featured in the 2009 Westgamer Ultimate Warhammer tournament. Detailed information can be found in the “Ultimate Warhammer 2009 Army Composition” thread on the Westgamer forums (<http://westgamer.com/forum/viewtopic.php?f=21&t=8919>). Please note that due to the recent release of the Skaven army book, the guidelines presented in the document may vary from those used in the tournament.

All army lists will be scored prior to the event, and any army list submitted prior to **January 1st, 2010** will be given the option of resubmitting their army list for re-judging, should they wish to make changes that may affect their composition score.

4 Missions

All games will be played using the standard ‘Pitched Battle’ scenario from the 7th Edition rulebook.

5 Awards & Prizes

Points breakdown:

Battle Points will account for two thirds of the overall score (120 possible points)

Sportsmanship and Appearance will account for the remaining third of the overall score, each being worth equal amounts (30 possible points each)

Trophies will be awarded based on the following categories:

Overall: The highest overall score.

Generalship: The highest Battle Points score.

Sportsmanship: The highest Sportsmanship score.

Best Army: The highest Painting score.

In the event of ties, tie breakers will, in order, be as follows:

Overall: Battle, Sportsmanship, Painting

Generalship: Sportsmanship

Sportsmanship: Battle, Painting

Best Army: Sportsmanship

5.1 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.

5.2 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>