



**The Gamers Guild Inc.**

Proudly Presents:

**A Warhammer 40,000  
5th Edition Tournament**

Saturday 28th & 29th of April 2012

**Grand Prix des Arms 2012**



# Tournament Information

Welcome to this, the third tournament for The Gamers' Guild's annual Grand Prix des Arms.

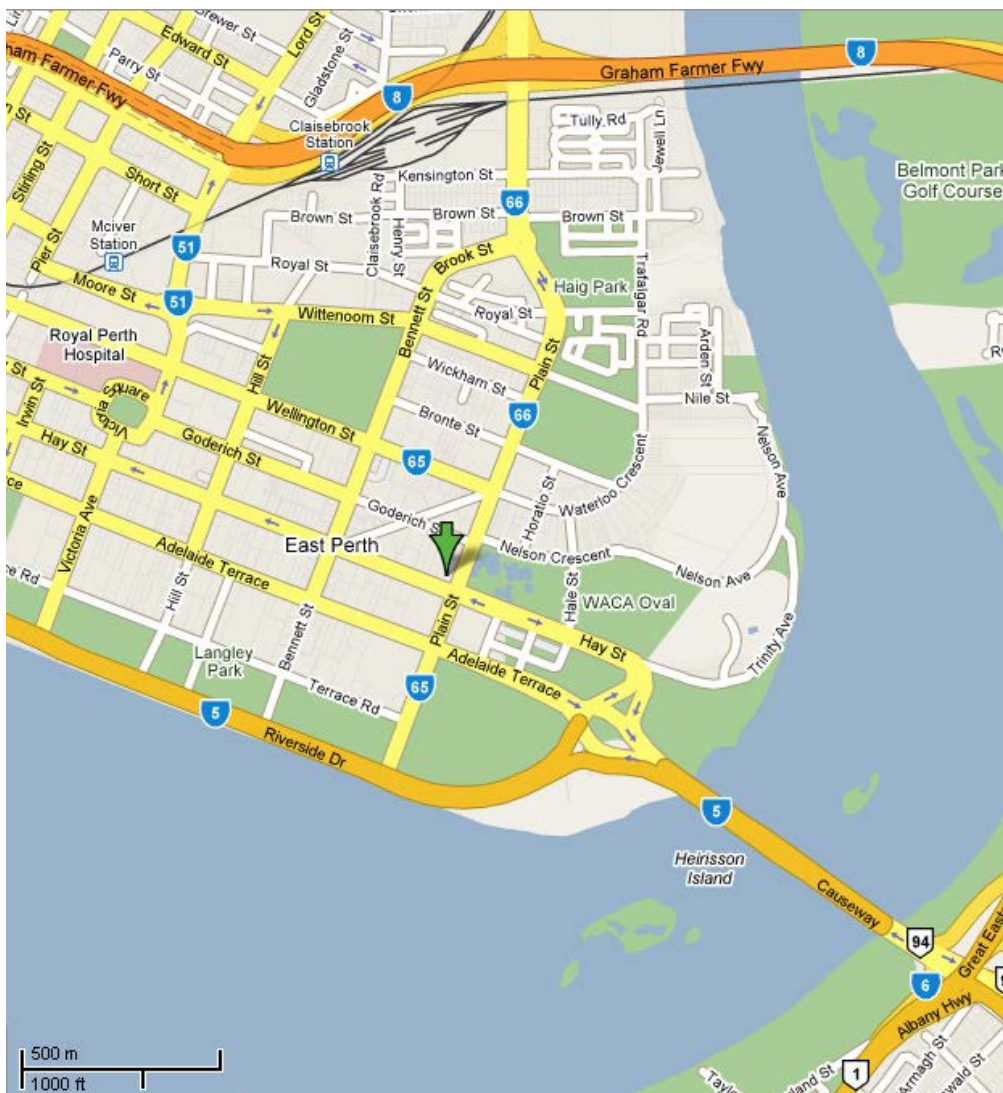
What's in this pack?

## Important Information – When & Where

The tournament occurs over the weekend of the 28th and 29th of April 2012 at the Rod Evans Senior Citizens Centre, 160 Hay Street in East Perth. Parking is available either behind the Centre or in Goderich Street (there is a path between Goderich Street and the rear of the Centre). Red CAT Stop #5 is right at our front door!

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.

Be aware, the City of Perth has changed some of the signage on street parking. You have been warned.



## The Schedule

The following is the schedule of times for games, breaks and award presentations over the two days of the tournament. If you have any queries, please contact the Tournament Organiser.

Saturday 28th April	Sunday 29th April
Time (24hr)	Time (24hr)
08:00 – 09:00 Doors Open &Registration	08:00 Doors Open
09:00 – 10:30 Game One	08:30 – 10:00 Game Five
10:50 – 12:20 Game Two	10:20 – 11:50 Game Six
12:30 – 14:00 Lunch	12:00 – 13:00 Lunch
14:20 – 15:50 Game Three	13:10 – 14:50 Game Seven
16:10 – 17:40 Game Four	15:10 – 16:50 Game Eight
17:40 – 18:00 Results Processing	17:00 – 17:30 Results Processing & Award Presentations

Note there are 20 minute breaks between games. This is to allow players time to work out scoring and announce the next round. If all players and Tournament Organisers are ready before this allotment of time has passed then the next round may be called.

Day One lunch is 90 minutes, to allow players to socialise and/or travel to acquire lunch.  
Day Two lunch is 60 minutes.

Tournament Organiser is David Cotton (GGI Warmaster) - [dcotton84@gmail.com](mailto:dcotton84@gmail.com) or 0409881232 (not available during work hours)

If questions arise about the facilities of the Gamers Guild you may also contact Gamers Guild in general - [contact@gamersguild.org.au](mailto:contact@gamersguild.org.au)

## What you need to bring (a checklist):

1. A valid ticket
2. Your painted army
3. Two copies of your army list (Army Rosters available via download on Westgamer)
4. This Players' Pack
5. Warhammer 40,000 5th Edition, current army Codex. You must be able to present all rules used for the models in your army at any point throughout the tournament.
6. Dice (Including Scatter & Artillery dice)
7. Tape measure & templates
8. Reference Sheets
9. Lunch or money to buy lunch (outlets nearby: Subway, Newroz Kebabs and Manhattans, KFC, MacDonald's {in South Perth} also 4 Corners Supermarket).

# General Rules

This tournament will be played using the latest rules released prior to January 1st, 2012. For Warhammer 40,000 5th Edition this means:

1. Armies will consist of 1500 points or less, using one standard force organization chart.
2. Players must use the same army list throughout the tournament
3. Each player may bring a total of THREE (3) objective markers based on 20mm circular bases. (Supplemental objective markers will be available)
4. The Warhammer 40,000 5th Edition Rules and all relevant Games Workshop Errata and FAQs will be used.
5. The following current codices are permitted in the Warhammer 40,000 5th Edition Tournament: Codex Black Templars, Codex Blood Angels, Codex Chaos Daemons, Codex Chaos Space Marines, Codex Daemonhunters, Codex Dark Angels, Codex Dark Eldar, Codex Eldar, Codex Imperial Guard, Codex Necrons, Codex Orks, Codex Space Marines, Codex Space Wolves, Codex Tau Empire, Codex Tyranids, Codex Witch Hunters.
6. Forge World/Imperial Armour units are not allowed in the tournament; however players may still use their Forge World models to represent a unit from their codex.
7. Individual units that may have multiple rules versions will follow the rules presented in that army's codex. For example, a Black Templar Land Raider will function differently than a standard Space Marine Land Raider. Special/Unique/Named Characters may be fielded, provided their individual rules allow them to be used in armies of 1,500 pts or less.
8. The 'What You See Is What You Get' (WYSIWYG) rule is in effect. Please read "Your GPDA Guide to WYSIWYG" below.
9. Tournament officials' rulings are final.

## Your GPDA Guide to WYSIWYG

Converting models is fun, and scratch building is even more fun, and the 'oohs' and 'ahhs' of adulation are the cherry on the cake!

WYSIWYG ("What You See Is What You Get") is intended to allow hobbyists to craft models to their own taste, yet conform to a given standard; this is important in a tournament to avoid accusations of unsportsmanlike conduct.

Simply, every model in your army must be representative of the model chosen from the relevant Army Book. It must be armed, armoured and equipped with all the war gear it is described as having, as well as based and sized appropriately.

Further to this, the following points have been detailed as a guideline when considering your army selection:

1. Where a model exists in the range available, it is expected that it be of GW/FW/Citadel origin.
2. Where a model does not exist in the range, or does not fit thematically with your force, then it must be completely unmistakable to your opponent as to what the model represents, with weapons, basing and size WYSIWYG requirements met. (i.e. it can be same or larger, but not smaller). If you are in doubt, please contact David Cotton to work out a solution.
3. Conversions are intended to be artistic in representation. As such that is one of the core ideas of what this hobby is about. Conversions must be completely unmistakable

to your opponent as to what it represents. It does not have to be strictly GW/FW/Citadel in part or whole, but it must meet weapons, basing and size WYSIWYG requirements. What constitutes a conversion is left to your opponent. See point 5.

4. Scratch built models must also comply with the given WYSIWYG stipulations. They must be armed, armoured, equipped, based and sized according to the unit being represented. They do not have to be wholly or partly GW/FW/Citadel in origin.
5. There are grey areas, of course, and one's army is a sensitive subject. Should a player be challenged over this issue, the Tournament Director's decision is final. This challenge must take place before either player has deployed, otherwise each player is deemed to have accepted the forces arrayed against them.
6. Objective markers must be based on 20mm bases, but otherwise are left to the player to theme them.

## Army List Submission

If able to please submit your list via email before the tournament to the emails listed below for verification. Lists can be submitted on the day of the tournament instead if you are unable to send the list via an email

All submissions must be in a Microsoft Office™ 2003 compatible format. All submissions must be clearly marked with your name and ticket number.

Lists can be emailed to: [dcotton84@gmail.com](mailto:dcotton84@gmail.com)  
[contact@gamersguild.org.au](mailto:contact@gamersguild.org.au)

## The Games

There will be eight (8) games of Warhammer 40,000 5th Edition played over the course of the two days, four (4) games on Day One and four (4) games on Day Two.

- All missions will use the Random Game Length rule.
- Each game will last for one and a half hours (1hr 30min). A final warning will be issued when ten minutes remain. After this warning players are to finish the turn they are on and are not permitted to start a new turn that cannot be finished within this time. Take this free time available to score and fill in required forms.
- When time is called ("Drop Dice"), please end the game immediately, even if in the middle of a dice roll or phase.
- Throughout the rounds, time remaining will be announced at regular intervals.
- The first four (4) rounds will follow a Round Robin format; the remaining four (4) will follow a Swiss Ranking format using the data collated from the Round Robin
- Scenarios will be announced prior to the commencement of each round

## Game Scoring

Each game will have a total of 30 Battle points that can be won for the Best General Trophy.

After each game consult the victory conditions of the scenario to confirm who the winner is and then be awarded with the following points for:

A Win – 15 Battle points

A Draw – 7 Battle points (unsurprisingly both players receive this amount)

A Lost – 0 Battle points

Each game will also have scenario secondary objectives that will award additional points to your overall General score to a total of 15 additional Battle points. Each player may be eligible for the same secondary objective and both will receive the points for it.

## Army Presentation

Your opponent after each game will award a score of 0-10 for the painting of your forces.

The guide for awarding painting is:

0	There are unpainted models in the army.
3	The player has used the basic amount of painting work (2 colours and an undercoat) on all of his models
5	All models in the army have been completely painted.
7	There is a strong theme of colours throughout the whole army which has been highlighted with the characters and banners, with some attempts at conversions
10	You have wept playing against this army as its beauty has stunned you and you will gladly play this opponent again simply to see the army again.

If someone else other than yourself painted your army, please advise at time of roster submission.

Although you will not have any points deducted from your score, you will be ineligible for the 'Best Presentation' award, but the points will go towards your Championship score (see below). Also the person who did paint your army will be eligible for the 'Best Presentation' Award.

## Sportsmanship

After each game your opponent will award a score of 0-10 for your sportsmanship for that game.

Remember that sportsmanship consists of the following:

- Respect and concern for rules and officials
- Respect and concern for social conventions
- Respect and concern for the opponent
- Avoiding poor attitudes toward participation

The guide for awarding sportsmanship is:

0	You will never play this person again even if payed to do so.
3	You will play this person again at an event or a tournament but not a friendly game.
5	You'll happily play against this person if you are able to organise a game on the weekend.
7	You plan well in advance when you can play this person so that you won't miss a game.
9	Your partner or loved ones are concerned as you have cancelled an event with them in order to play a game with this person at a moment's notice.
10	You will pay to play against this person or will go to great lengths to play against them.

If either 0 or 10 are given the Tournament organiser may investigate any concerns or excitement.

## Terrain

Terrain will be set up prior to the beginning of the tournament by the tournament organiser. Please do not move the terrain, except as permitted by special rules.

## Scenarios

The Grand Prix des Arms will be an open scenario tournament, with the scenarios published before the event but will played in no particular order.

# 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 (presented on the final day of The Grand Prix des Arms)

Warhammer 40,000 Champion Trophy

Warhammer 40,000 Best General Trophy

Warhammer 40,000 Best Presentation Trophy

Warhammer 40,000 Sportsman Trophy

Excluding the Lord of War Trophy, entrants may only be awarded the highest ranked Trophy for that tournament leg. The Lord of War Trophy may be awarded to a player who also placed in any tournament leg and played in at least two of The Grand Prix des Arms tournaments.

Example 1: Player A is eligible for the Warhammer 40K Champion Trophy and Best Presentation. In this instance the player will be awarded the Warhammer 40K Champion Trophy.

Example 2: Player B is eligible for the Warhammer 40K Best Sportsman Trophy and The Lord of War Trophy. In this instance, the player will be awarded both Trophies.

## Warhammer 40,000 Best General Trophy

Points are calculated based upon game scores as described earlier and must be recorded on the forms supplied during the tournament after each round.

## Warhammer 40,000 Presentation Trophy

Points are calculated based upon presentation scores as described earlier and must be recorded on the forms supplied during the tournament after each round.

## Warhammer 40,000 Sportsman Trophy

Points are calculated based upon sportsmanship scores as described earlier and must be recorded on the forms supplied during the tournament after each round.

## Warhammer 40,000 Champion Trophy

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

Generalship 50%

Presentation 25%

Sportsmanship 25%

Total 100%

## Lord of War Trophy

The "Lord of War" Trophy is awarded to the hobbyist who has entered at least two of the four tournaments.

The Championship score of each event is added together. The total points earned across all The Grand Prix des Arms Tournaments will determine the Lord of War for 2012.



## Ultimates Tournament Invitations

“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 invitation only events. In order to obtain an invitation to the tournaments, you must prove your worth by placing highly in local Warhammer 40,000 tournaments in WA (such as The Grand Prix des Arms Warhammer 40,000 Tournament). Further information about the Ultimates Tournament can be found at: <http://westgamer.com/ultimate/qualify.htm>