



Brisbane GT Format

Disclaimer:

The following players pack was written for community based tournaments, it is the amalgamation of many hours of discussion and years of playing Warhammer 40k... However, no rules set should be fixed in stone, if any player has any issues with this document or would like clarification on any point, please do not hesitate to ask.

40kbriscon@gmail.com is an email address I will check every day, and respond to any queries!

It will be updated regularly to address concerns people raise, and posted to forums for anybody to use in events as they see fit, or use the missions in their games otherwise.

Executive summary:

- This packet is for 1850 point Warhammer 40k tournaments
- For events using this packet, army lists can be drawn from any source, using as many detachments and or formation as permitted by the points limits. Only three restrictions apply, the force **MUST BE BATTLE FORGED**, **MUST NOT CONSIST OF MODELS/RULES/FORMATIONS** released within 4 weeks (28 days) **OF THE EVENT**, **AND NO FORGE WORLD** (army lists or specific models) are **PERMITTED**. Please note that models that appear in both games workshop specific publications and forge world publications (revenant titan for example) can be used, however the most up to date rules from a games workshop publication must be used.
- All armies must be painted, though the painting competition is **SEPERATE** from the gameplay aspect in this packet, there will be a penalty for unpainted forces (see painting section for minimum standard.
- Missions for this event use ETC style missions with slight adjustments, these have been chosen as they offer diversity of play and challenges to a wide variety of army lists.
- Though this is designed for competitive play, and sportsmanship scores are not included for various reasons, poor sportsmanship and rude behaviour have no part in a weekend of playing games. You have been warned.
- **SUBMIT YOUR LIST TO THE ABOVE EMAIL, WITH**
- **YOUR FULL NAME BY 15th APRIL!** All lists will be proofed, there will be no penalty for errors however I will ask you to resubmit with changes.

1. Event specifics (Briscon)

2. Battle scores and missions

3. Paint competition

***4. Army construction (AND WHAT TO
BRING)***

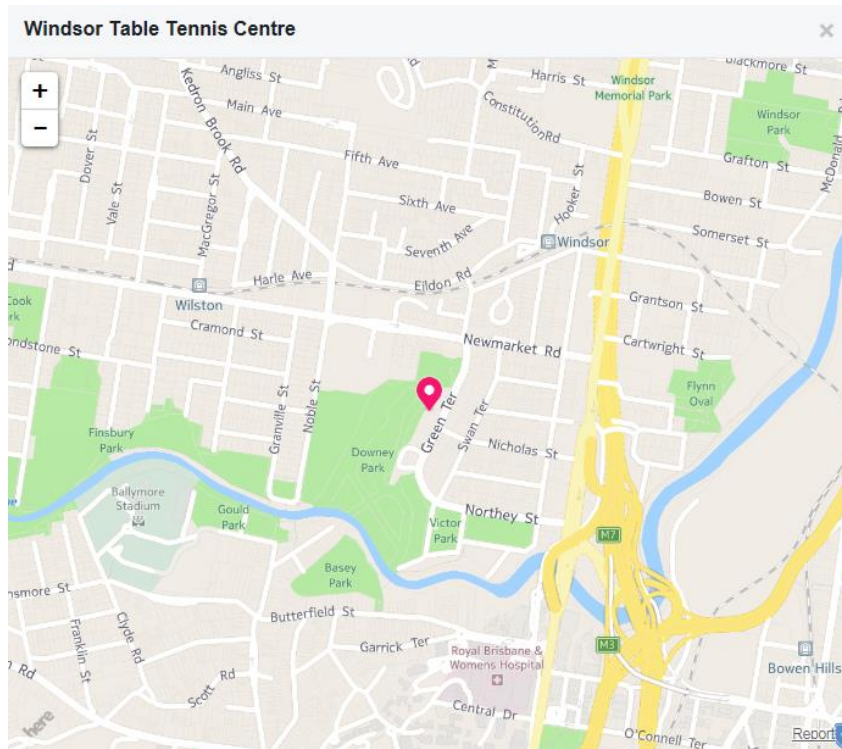
5. Conversions and stand ins, the bottom line

1. Event specifics (briscon)

Briscon will be held on the 29th and 30th of April, 2016

This is a Saturday AND Sunday event, 5 games of competitive 40k games for any and all

It is held at the Windsor table tennis centre



There are various other events being run on the same day, it will be an amazing weekend

It is my understanding there will be drinks and food on sale at the event, a canteen will be provided

Other opportunities for food and drink are still being explored...

There will be prizes for FIRST, SECOND, THIRD, BEST PAINTED and WOODEN SPOON.

TIMELINE

Kickoff 9am Saturday, 29th of April (please arrive by 8:30am, we will be sticking to the time schedule with no exceptions)

Game one (9:15-11:45)

Lunch till 12:30 (will mark paint score here)

Game two: 12:45- 3:15

Game three 3:30-6

Go home. We could all use a rest

Day two kickoff

Game one (9:15-11:45)

Lunch till 12:30 (will mark paint score here)

Game two: 12:45- 3:15

Results in, awards by 3:45

Home by 4:15.

Considering the time required to set up such a large volume of 40k tables and to pack them up, we would appreciate any help. Please contact myself (Liam Hackett) on the event email address if you are feeling charitable.

2. Battle scores

A game of 40k is never about just wiping out your opponent. But also controlling those objectives isn't really a victory if you only have that one tactical marine alive out of the 100 you began with...

With this in mind, this packet uses ETC style missions with some variation. The reason this decision has been made is it is my experience that these offer the best possible format for competitive play, as they provide **THREE** sub missions within any given game for the players to compete in. These missions provide inbuilt difficulties and therefore balance for any army list, as an example: the quantity of objectives often provide issues for death stars, however the numerical advantage of armies that rely on many units to control objectives is in turn affected by the kill point's aspect of these missions. Please see the missions section for a more in depth explanation of how this functions.

Different scales of victories/defeats are scored in this packet, to represent how close/not individual's games are... The chart for this has been provided on the next page.

If you have any queries, please ask

Each missions consists of **THREE** sub missions,

- One will be an eternal war mission
- One will be a maelstrom mission
- One will be kill points (point for each unit removed as a casualty)

Stipulations:

- Only the standard deck of maelstrom cards can be used, codex specific ones are not allowed for balance reasons. If you only own one of these banned decks, its easy to use them in this event, cards 11, 12, 13.... 16 correspond to control objective 1, 2, 3... 6 in a standard deck and can be substituted as such.
- Cards that Score D3, will be scored as **TWO** points, no need to roll. Equally cards that award D3+2 will award **FOUR** points.
- Though not a requirement, it is my experience that when scoring maelstrom cards worth more than one point is is annoying to record how much each is worth as the game progresses (and easy to forget). What many players like to do, for example, is when a card is drawn that awards **TWO** points, draw a card from the bottom of your maelstrom deck (a card that is not likely to be used in the game itself), and simply add it to your completed objectives pile. This will allow you at the end of the game to count the cards, rather than having to also remember the number each card was exactly worth.

The next two pages can easily be printed by event organisers (as it will be for briscon), in it players are to record their scores as follows.

TO be absolutely clear, each mission has equal weighting. Say a player scores 6 points for his eternal war mission, 4 maelstrom cards and 10 kill points, his overall score would be 20 victory points. This will be compared then to his opponent to determine the LEVEL OF VICTORY, see the chart below each scoresheet... It is this overall level of victory that will determine your BATTLE POINTS, and overall event ranking.

If any formation or unit scores a +1 for performing an action, such as assassins eliminating the warlord, then this is scored in the ETERNAL WAR SECTION

PLAYER NAME:

Opponents name:

<i>Mission one</i>				Mission one		
<i>Eternal war</i>				Eternal war		
<i>Maelstrom</i>				Maelstrom		
<i>Kill points</i>				Kill points		
<i>Total</i>				Total		
Difference in Victory points	+1/-1	+3/-3	+6/-6	+9/-9	+12/-12	+15/-15
Battle points for victor	10	12	14	16	18	20
Battle points for second place	10	8	6	4	2	0

PLAYERS BATTLE POINTS:

PLAYER NAME:

Opponents name:

<i>Mission two</i>				Mission two		
<i>Eternal war</i>				Eternal war		
<i>Maelstrom</i>				Maelstrom		
<i>Kill points</i>				Kill points		
<i>Total</i>				Total		
Difference in Victory points	+1/-1	+3/-3	+6/-6	+9/-9	+12/-12	+15/-15
Battle points for victor	10	12	14	16	18	20
Battle points for second place	10	8	6	4	2	0

PLAYERS BATTLE POINTS:

PLAYER NAME:

Opponents name:

<i>Mission three</i>				Mission three		
<i>Eternal war</i>				Eternal war		
<i>Maelstrom</i>				Maelstrom		
<i>Kill points</i>				Kill points		
<i>Total</i>				Total		
Difference in Victory points	+1/-1	+3/-3	+6/-6	+9/-9	+12/-12	+15/-15
Battle points for victor	10	12	14	16	18	20
Battle points for second place	10	8	6	4	2	0

PLAYERS BATTLE POINTS:

PLAYER NAME:

Opponents name:

<i>Mission four</i>				Mission four		
<i>Eternal war</i>				Eternal war		
<i>Maelstrom</i>				Maelstrom		
<i>Kill points</i>				Kill points		
<i>Total</i>				Total		
Difference in Victory points	+1/-1	+3/-3	+6/-6	+9/-9	+12/-12	+15/-15
Battle points for victor	10	12	14	16	18	20
Battle points for second place	10	8	6	4	2	0

PLAYERS BATTLE POINTS:

PLAYER NAME:

Opponents name:

<i>Mission four</i>				Mission four		
<i>Eternal war</i>				Eternal war		
<i>Maelstrom</i>				Maelstrom		
<i>Kill points</i>				Kill points		
<i>Total</i>				Total		
Difference in Victory points	+1/-1	+3/-3	+6/-6	+9/-9	+12/-12	+15/-15
Battle points for victor	10	12	14	16	18	20
Battle points for second place	10	8	6	4	2	0

PLAYERS BATTLE POINTS:

MISSIONS

AS explained each mission will consist of three sub missions. All waited equally. Each mission will utilise the standard maelstrom mission, which consists of three cards drawn on your Turn one, you may achieve as many as you can each turn with the ability to discard one and only one each turn. Kill points will also be used in each and every mission, the ETERNAL WAR mission however will change.

Before the game begins, roll of to deploy objectives as per normal

Then divide the objectives between the players, the player who won the roll of placing objective 1,3,5 and the other player 2,4,6

Note in the case of an odd number of objectives being valuable for the eternal war mission, this means the player who wins the roll off may place one extra eternal war objective than their opponent.

Mission 1: eternal war crusade (4 objectives), maelstrom (standard, 3 cards), Kill points

- 6 objective markers will be used in this mission, labelled 1-6. Markers 1, 2, 3, 4 will be worth 3 points each at the end of the game, these are the objectives for the eternal war mission. Equally, markers 1,2,3,4,5,6 will be used for the maelstrom mission (as it requires 6 objectives)
- Objectives 1,2,3,4 are in use for TWO sub missions within this scenario
- Dawn of war deployment

Mission 2: eternal war scouring (5 objectives), maelstrom (standard, 3 cards), Kill points

- 6 objective markers will be used in this mission, labelled 1-6. Markers 1, 2, 3, 4, 5 will be worth 3 points each at the end of the game, these are the objectives for the eternal war mission. Equally, markers 1,2,3,4,5,6 will be used for the maelstrom mission (as it requires 6 objectives)
- Objectives 1,2,3,4,5 are in use for TWO sub missions within this scenario
- As this is the scouring, ONE EXTRA KILL POINT IS AWARDED FOR EACH FAST ATTACK UNIT DESTROYED. Units as part of a formation (such as a gladius strike force), retain their unit type if it is fast attack (EG land speeder), dedicated transports do not however (such as a rhino).
- Dawn of war deployment

Mission 3: eternal war relic (1 objective), maelstrom (standard, 3 cards), Kill points

- 7 objective markers will be used in this mission, labelled 1-6 and one not labelled. The unlabelled marker will be worth 6 points at the end of the game, this is the objective for the eternal war mission. Equally, markers 1,2,3,4,5,6 will be used for the maelstrom mission (as it requires 6 objectives)
- Dawn of war deployment

Mission 4: eternal war Big guns never tire (3 objectives), maelstrom (standard, 3 cards), Kill points

- 6 objective markers will be used in this mission, labelled 1-6. Markers 1, 2, 3 will be worth 4 points each at the end of the game, these are the objectives for the eternal war mission. Equally, markers 1,2,3,4,5,6 will be used for the maelstrom mission (as it requires 6 objectives)
- Objectives 1,2,3 are in use for TWO sub missions within this scenario
- As this is “big guns never tire, ONE EXTRA KILL POINT IS AWARDED FOR EACH HEAVY SUPPORT UNIT DESTROYED. Units as part of a formation (such as a gladius strike force), retain their unit type if it is heavy support (EG devastators), dedicated transports do not however (such as a land raider).
- Dawn of war deployment

Mission 5: eternal war emperors will (2 objectives), maelstrom (standard, 3 cards), Kill points

- 6 objective markers will be used in this mission, labelled 1-6. Markers 1 and 2 will be worth 5 points each at the end of the game, these are the objectives for the eternal war mission. Equally, markers 1,2,3,4,5,6 will be used for the maelstrom mission (as it requires 6 objectives)
- Objectives 1 and 2 are in use for TWO sub missions within this scenario.
- Dawn of war deployment

3. PAINT SCORES

For complete transparency, the following rubric will be used for the painting competition

*** As already discussed the paint score DO NOT contribute to the overall battle points for the event, it is a separate competition with its own prize. We would encourage everyone to bring a painted army however as unpainted armies will incur a battle points penalty.

How it looks

- ☐ Bulk of the Army is mostly-painted, but some units are unfinished. – 0 points.
- ☐ Bulk of the army is fully-painted to at least a three-color standard. – 1 points.
- ☐ Bulk of the Army is painted to a level that shows true hobby effort - 3 points.

Subtotal: _____/ 3 points.

THE FINE DETAIL

Check all that apply

- ☐ Models display discernible highlights/shading, blends, other advanced techniques – 2 Points.
- ☐ Models are identifiable. Unit markings and/or colour codes to distinguish one unit from another. - 1 Point.
- ☐ Do these models feature conversions/kitbashes/epic model substitutions that remain WYSIWYG and are comparable to the actual FW or GW models? – 2 Points.
- ☐ Did a Hobby Maniac make this army? (Hand-painted details, greenstuff sculpting etc..) - 1 Points.
- ☐ Model bases are detailed using at least one flock material. (sculpted resin bases count as 1 flock for this purpose) - 1 Point.
- ☐ There are extra details/flock on larger bases (helmets, skulls, rubble, etc) - 1 Point.
- ☐ The Army has a display base / movement tray - 1 Point.
- ☐ The display board includes terrain elements or a diorama (something more than flock) - 1 Point.
- ☐ There is an undefinable beauty to this Army. Something special. - 1 Point.

Subtotal: _____/ 11 points.

TOTAL PAINTING SCORE: _____/ 14 points possible

THEMATIC ELEMENTS OF THE PAINTED ARMY

NOTE: Most tournament armies will probably fall between 4pts and 2pts.

- ☐ Wow. Fluffy as fluffy gets. I would expect to see this army featured in a White Dwarf battle report. Army features unique models, personalized details, etc... It tells a story just by looking at it. – 6 Points.
- ☐ This army adheres to the spirit of the codex, but clearly came here to win. There is a good balance of hard-hitting and solid units here. This army is well within the spirit of the codex. Would be pretty fun to play against. – 4 Points.
- ☐ Army consists mostly of the toughest units in the codex. Very little effort went into balancing units. Those non-optimized units are only included because the rules required a “tax”. Death stars galore. A nightmare. – 2 Points.
- ☐ Broken and exploitative. Min/maxed to the extreme with no regard for fluff at all and just looking for loopholes in the rules. Army was thrown together with no regard for the social contract or the opponent’s fun level. – 0 Points.

TOTAL THEME POINTS: _____/ 6 points possible.’

4. Army construction (AND WHAT TO BRING)

This part is pretty easy...

For this packet armies can be chosen from any games workshop (GW) publication, from up to 28 days (one month) before the event. For briscon specifically, that will be the 28th of MARCH.

- Any GW codex
- Any GW supplement
- NO apocalypse
- I have been asked by several players about forge world, and to that end, forge world IS ALLOWED. However, and especially for forge world models, you must have a full, printed version of the book those models and the rules you are using are from. This is to ensure your opponent can read them, and refer back to them for full transparency. An ebook copy will be allowed, if it contains the forge world supplement (EG doom of Mymera) IN ITS ENTIRETY. If you don't bring the appropriate materials, you won't be allowed to use these units.
- No horus heresy armies
- Death from the skies will be used, however NO DOGFIGHT PHASE will be done.
- 1850 points is your only restriction

WHAT TO BRING

- Dice (you may struggle without them)
- Tape measure (no plastic sticks)
- Templates if your army needs them
- 6 objectives numbered 1-6, (THIS IS A MUST, ALL PLAYERS MUST BRING)
- Maelstrom cards
- Codex/supplement, digital or otherwise. Transparency with your opponent is just good sportsmanship, please bring appropriate rules.

5. Conversions

Many players love to add that little flair to their army, however in the interests of transparency there needs to be a limit on this.

To this end we ask that all conversions/stand ins follow the following rules

- They must be GW models
- They must be on the same base size, with no exceptions, as the model they represent
- They must be the same size, within an inch of the models intended height
- They must have the correct war gear
- They must be easily discernible from other models in your army

To be clear I have provided some examples of appropriate conversions and not appropriate.

- Using sisters of battle on 32mm bases as sisters of silence, GOOD
- Using militarum tempestus models with various wargear options, on appropriate basesizes as imperial henchmen for inquisition or otherwise GOOD
- Using dark elder scourges as Craftworld elder swooping hawks GOOD
- Using a forge world thud gun on a 60mm base as a thunderfire cannon GOOD

Examples such as entire armies being comprised of models of a different faction that are not easily discernable from each other, such as a thunderwolf unit being made of bloodcrushers and dark angels characters being made from khorn marines and all in the same unit, is an example of a difficult to understand conversion. Equally, using skeletons with no conversion work as nurgle herlads for codex chaos daemons is also unacceptable.

PLEASE DON'T HESITITATE TO EMAIL ME WITH ANY QUERIES, MOST LIKELY YOU'LL BE ALLOWED TO USE YOUR FAVOURITE MODEL HOWEVER, IT MUST BE CHECKED IN ADVANCE