Mythicos Studios' Warhammer 40k 10th Edition Beginners Rules Packet

Event Essentials

- Current GW Published GT Pack
- GW Published 10th Edition Terrain Set-Up
- 1000 Points, List submissions due the week before @ 10:00 PM
- Mythicos HQ located at 1152 NJ-10 Unit 1, Randolph, NJ 07869

Check in: Check in on BCP or in person with a TO up until 9:30 AM on the day of the event. A short meeting will occur to discuss table placement and then pairings will be posted at 9:45 AM of the tournament day and you may proceed directly to your assigned table.

Late Arrivals: If you arrive late or check in late, the tournament will begin without you. Make sure you are checked in on BCP for pairings. We will observe the 15 minute ITC grace period for each round.

Location: Mythicos Studios, 1152 NJ-10 Unit 1, Randolph, NJ 07869

Tournament: The doors will open around 9:00 AM and a hard close at 10:00 PM

Round Time: Each round will have 15 minutes for finding your table, then 2 Hours and 30 Minutes for Setup, Play and Scoring

Battle Size: Strike Force on 60 x 44 Tables

Terrain: GW Published 10th Edition Terrain Packet

Missions: The most current GT pack from GW.

ITC Code of Conduct: Please familiarize yourself with this code of conduct found here.

FAQ: All list building must be according to current rules/errata/FAQs as published by GW.

Note from TOs: We will be publishing some rules clarifications keeping consistent with other events. Additional questions with rulings will also be updated in the FAQ in this pack located in the last section of the document.

Preparing for the Event

Make sure you have a 1000 point army and all the items required to play!

Rules for List Construction:
- Use all FAQs (see end of this document), GW FAQs, and publications
- Lists are due Saturday before the event
- Use the most current points changes
- Armies must be battle-forged
- All armies must be WYSIWYG for primary wargear. We will allow some exceptions, but please email a TO a picture of your models so you can get approval or if you are unsure
- Secondary wargear (e.g. pistols) do not need to be modeled
- Individual lists cannot exceed 1000 points

Army Submission:
- Please upload your lists to the Best Coast Pairings App @ 10:00 PM the week before.
- Armies must be uploaded as text. The ideal format is text only WTC format. There will be no penalty for uploading anything in the incorrect format. There is an amazing tool for converting Battlescribe text output into WTC format. Visit: https://40001format.xyz/

What to Bring:
- Measuring Tools
- Adequate Dice (enough to do a round of shooting or fighting with an average sized unit as an example)
- Players are required to have relevant tokens, cards or similar visual indicators, to make it 100% clear to their opponent what abilities, powers, auras, or other buffs or debuffs units are affected by
- Game aids

3D Prints/Proxies/Non GW Models/Crazy Conversions
- All of these are allowed if following these criteria
  - The model is WYSIWYG with the correct weapons (wiggle room is allowed as long as it is clear to your opponent)
  - The model has a similar profile of height and width
  - The model is on the correct base size
  - If you are unsure, please email or message a TO so you can get the green light, are unsure if it is appropriate, or just want to show off your cool models

Schedule

Doors Open	9:00 AM
Registration	9:00 AM - 9:30 AM
Pre-Tournament Brief	9:30 AM - 9:45 AM
First Round	10:00 AM - 12:30 PM
Lunch Break	12:30 PM - 1:00 PM
Second Round	1:00 PM - 3:30 PM
Third Round	3:45 PM - 6:15 PM

Playing and Reporting Your Games

Each league game will be a Matched Play 1000 point game using the latest GT mission pack and rules.

Each game will be scored with the most current Grand Tournament scoring metrics.

Chess Clocks are encouraged, but not mandatory. Time will be called out during each round. Each player should have a minimum of 1 hour and 15 minutes of time for their play. Initial setup of the board and choosing secondaries plus deployment should be around 15 minutes.

Once the game is complete, the results of the game can be input into the BCP app or reported to the tournament organizers.

Game Rules FAQ & Questions/Disputes

If there are rules issues and questions that arise during a game, it is expected that they are resolved amicably and fairly between the players. The following decision path is suggested:

- Refer to GW FAQ's and Errata:
  https://www.warhammer-community.com/warhammer-40000-downloads/
- Carefully review the exact wording of the ability, stratagem etc.
  - Make sure to reference the core rules in how this would be treated if it is phase dependant or linked to specific keywords
- Call a Tournament Organiser to make a ruling.

Ruling type	Description	Duration and effect
Snap ruling	A snap ruling is a judge making an assessment and decision based on initial information gathering at the table. A judge's snap ruling is binding for that game and subject to human error. A judge's snap ruling may contradict a previous ruling or an established tournament ruling, and if so, must be played as the judge determined.	The ruling is for that specific game and may change after further review.
Comprehensive ruling	A comprehensive ruling is a thorough review and investigation of the question in consultation with other judges, if present, and thorough review of all official material. A judge will leave the table and determine the result. Unless the judge chooses, time does not stop for the players while the question is investigated. Any rulings made after a thorough review are binding for that event in totality and should be noted by the judge and shared with all other present judges for consistency.	The ruling will be in effect for the duration of the event for all games.

It is highly encouraged to inquire about any potential contentious rules interactions prior to a game being played so a ruling can be made in advance.

Sportsmanship

It is expected that all players are accountable for their actions and conduct themselves accordingly. This is a social game that requires a partnership and understanding between the two players to play properly. One good reference is the ITC Code of Conduct as a guideline for expectations. All sportsmanship and conduct issues will be adjudicated by the tournament organizers. The organizers reserve the right to disqualify any player from the game or event. Cheating is not tolerated in any shape or form, and if caught you will be ejected from the tournament. This will result in a ban or suspension from any of our subsequent tournaments.

Overall Scoring and Prize Structure

Best General
2nd Best General
3rd Best General
Best Painted Army (Painting rubric in Appendix A)
The Wooden Spoon (You may have come last, but you are still a champion)

- Each game is standard GW scoring (Maximum 90 Points + 10 for Battle Ready if appropriate)
- Round pairings will be number of wins then random
- Placings will use number of wins, battle points, and SoS

Paint Scoring

As this is an event geared towards beginners, we will be automatically awarding the 10 points given for painting using the GW Battle Ready system onto each game as standard.

There will be an award for best painted army at the end of the tournament. Players that would like to be considered for this award should make themselves known to the TOs on Day 1 for judging. This will be a judge-decided award. You can see the paint score rubric in Appendix A for a guideline for evaluation.
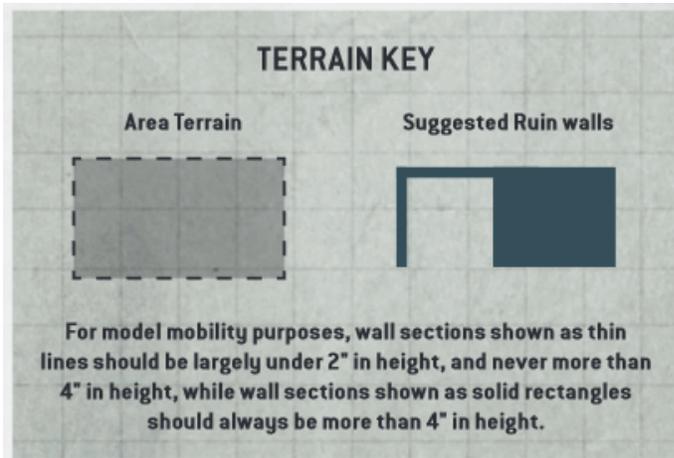
Missions

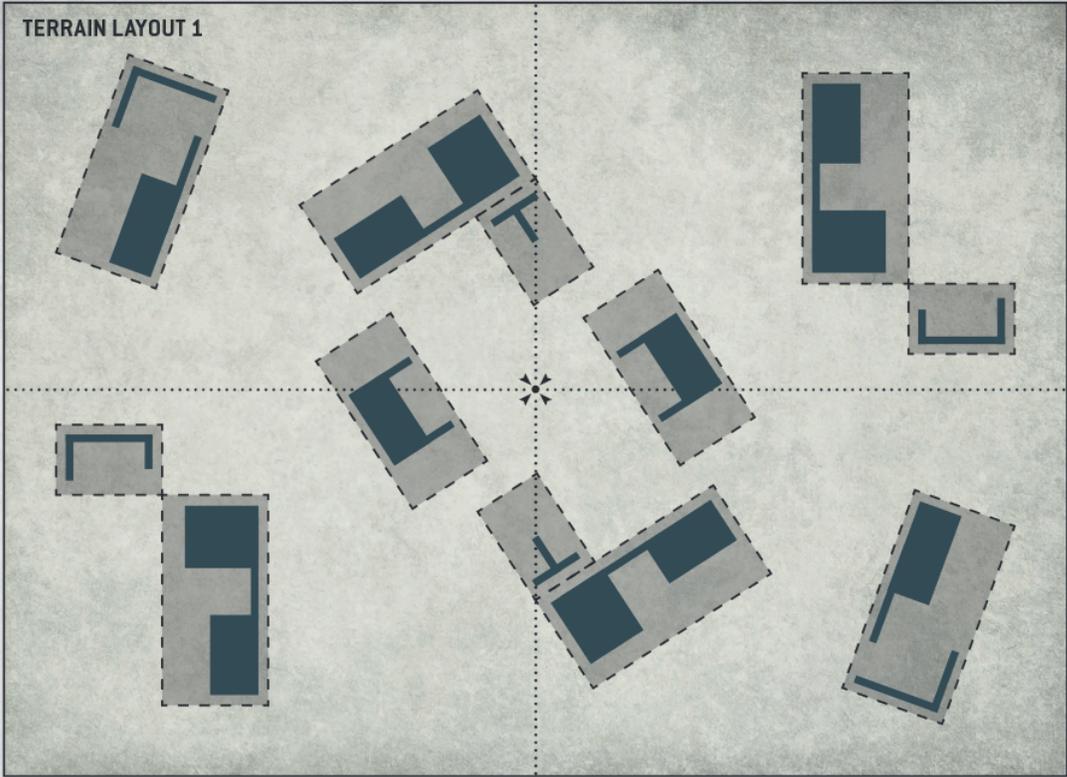| Round	Primary Mission	Mision Rule	Deployment
1	Purge the Foe	Chilling Rain	Crucible of Battle
2	Supply Drop	Chilling Rain	Search and Destroy
3	The Ritual	Chilling Rain	Hammer and Anvil

Tables & Terrain

It is the TO's intention to provide a framework for players to ensure that every game is played under the best conditions possible. Considering this, we have opted to use the GW Published Terrain System for this event. If you are unfamiliar with this terrain format, it can be found on Pages 5-6 here. One of the four formats below will be used on each table, as terrain is available. The only addition to these guidelines is that **ALL** first floors of Ruins are considered to be completely Line of Sight blocking. **TOWERING** models can still draw Line of Sight through any floor above the first floor.
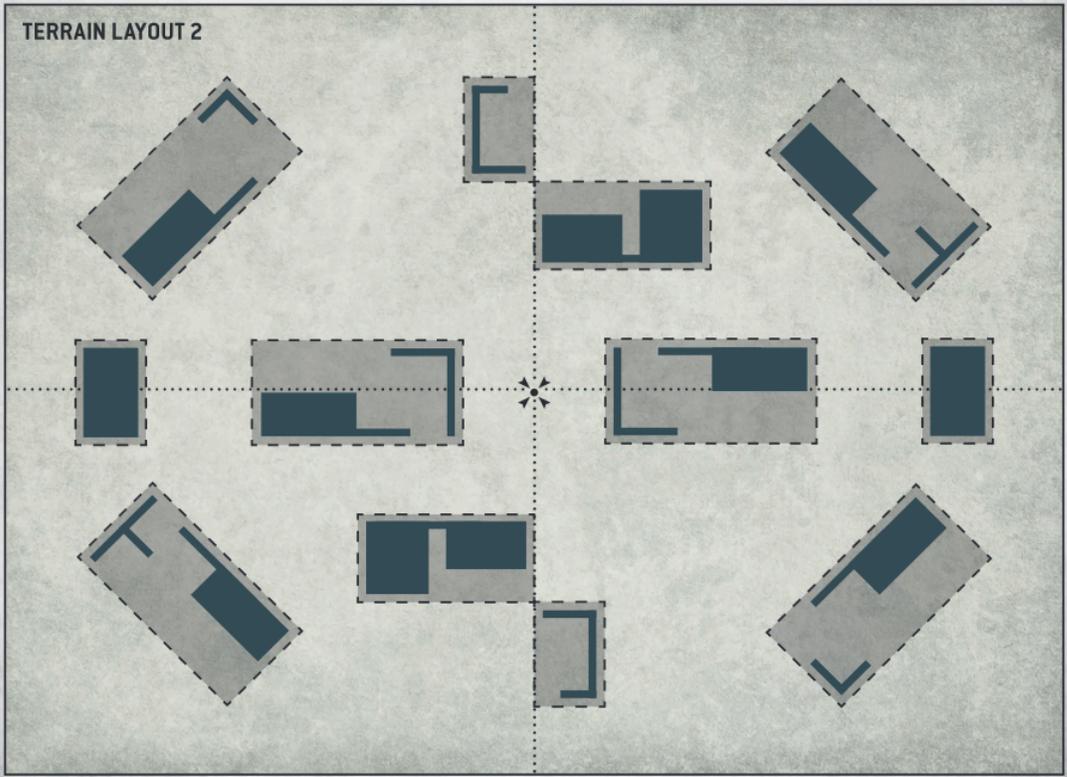
If there are any questions at a table as to what terrain is supposed to represent please call over a TO for clarification. All ruins will be using true Line of Sight for shooting into and out of them.
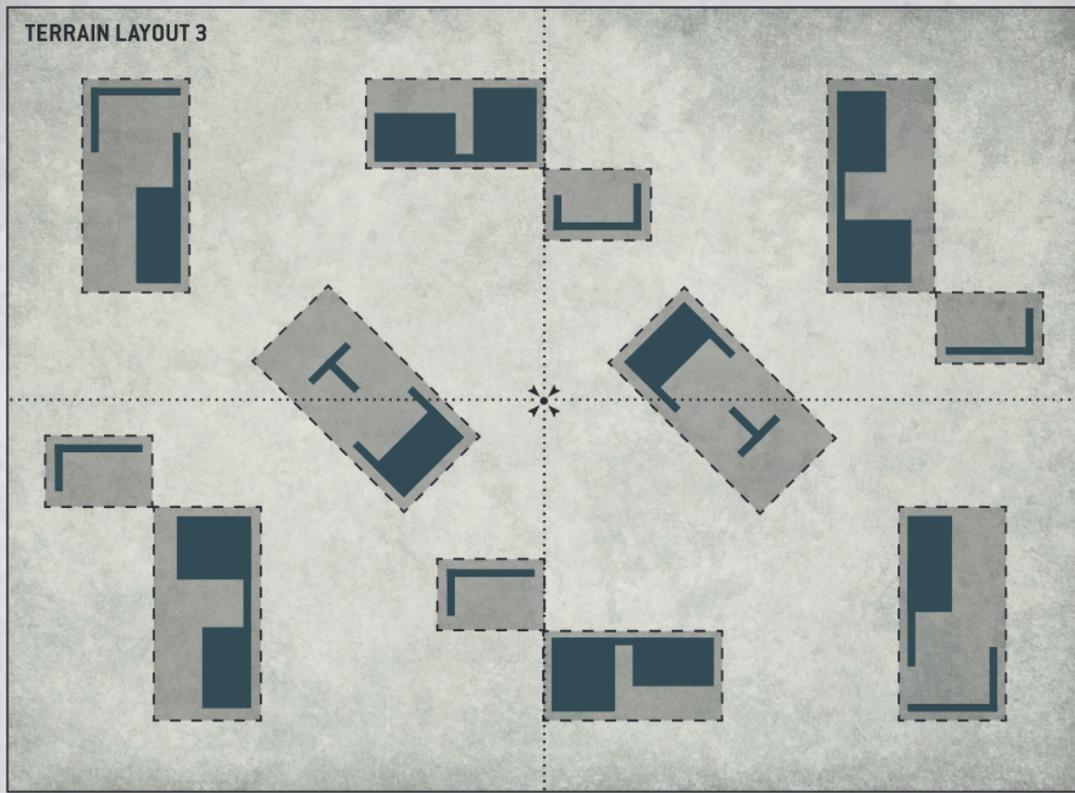

TERRAIN KEY

Area Terrain

Suggested Ruin walls

For model mobility purposes, wall sections shown as thin lines should be largely under 2" in height, and never more than 4" in height, while wall sections shown as solid rectangles should always be more than 4" in height.

TERRAIN LAYOUT 1

TERRAIN LAYOUT 2

TERRAIN LAYOUT 3

TERRAIN LAYOUT 4
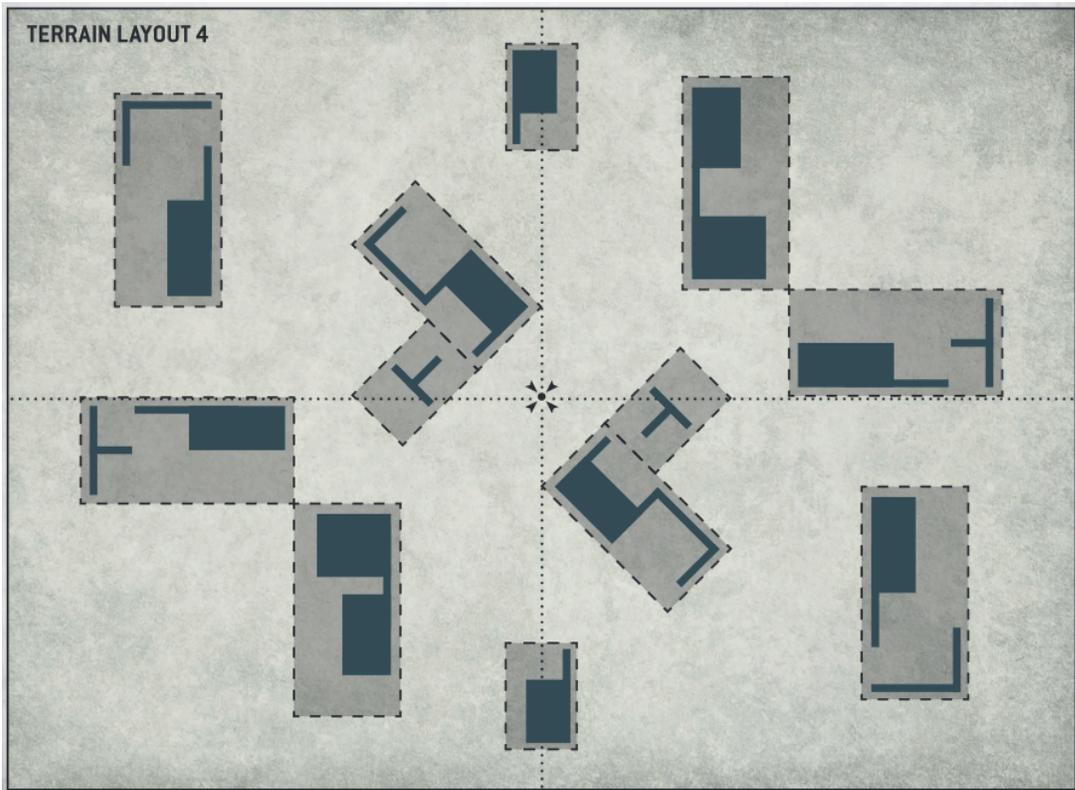
Appendix A - Painting Rubric

Painting:	Points /35
Is the army over 50% painted?	1
Whole army fully painted to three color min, no primer showing?	+5
Whole army fully painted beyond a three color minimum?	+5
Whole army fully painted to an unreal level	+5
Is the majority of the army shaded and/or highlighted? (2 each)	/4
Are squad markings or unit identifiers present over the majority of the army? Base Mark=1pts	/3
Is the entire army based (painted/textured bases)?	/2
Are advanced details like eyes, gems, rivets, teeth and lenses painted across the entire army?	/4
Are there advanced techniques present? (NMM, Blending, object source lighting, etc)? (2 each)	/6
Hobby:	Points /25
Are multiple elements and features visible/painted on the bases for a majority of the army?	/3
Are there examples of kitbashing or conversion work present in the army?	/3
Are there examples of kitbashing or conversion work present for the majority of the army?	/5
Were all the mold lines removed and gaps filled over the majority of the army?	/2
Display board present?	/2
Display board is thematic and painted well.	/2
Display board goes beyond a high standard (lights up, crazy effects, etc).	/3
Theme across the army (all same color, ie a specific chapter/sept/hive etc)	/3
Theme is elaborate and well executed (ie: banners, standards, markings, etc)	/2

FAQ and Clarifications

- Understrength units are not accepted.
- In cases of tabling you **_MUST_** call a TO over to your table to verify the rest of the game.
  - **Note:** This is to make sure that points are scored properly as the person who tabled their opponent must play out the duration of the game.
  - **Note:** You are not allowed to enter you and/or your opponents final score without consulting with the TO first. This is just an additional verification step for the TO to make sure that both players are in agreement with the final score.
- In the case of a concession, you are to call a TO over for final score verification. It is also important to know that in the case of a concession, the player who concedes **_DOES NOT_** lose their points they have gained throughout the battle.
- When setting up objective markers on the table you will be measuring from the center of the objective marker, but during the battle you will be measuring from the closest point on the objective marker for any points scored or for seeing who is in control of said objective.
- Fast Rolling / Dice Ettique
  - If you feel that a player is rolling dice too fast and you are unable to determine what the dice rolls were, please ask them to slow their rolling.
  - If the player does not listen please call a TO over and they will take care of the rest. It is possible that the player in question may receive at minimum a warning, and at maximum a Yellow Card.
  - As you are rolling dice, we recommend that you give a moment for your opponent to check your dice roll. A good practice is to ask your opponent if they are good with the dice roll, and then continue with your sequence of events. Simple communication like that solves most problems.
- Clock Rules: All tables will have time clocks available upon request
  - Each player will have 1 hour and 15 minutes to use for their turns, rolling dice, rules checking, etc.
  - If one player wants to use the clock, both players **_MUST_** play with the clock.
    - **Note:** We understand that there is a lot of pressure when it comes to playing on the clock, but we have noticed that not many players are making it out of turn 2-3. To make sure you have ample time to play a full game we have implemented the time clock rules. This is the fairest way for both players to distribute time during a round.