

gaelcon 30

ballsbridge hotel
26–29 october 2018

Gaelcon 2018 Rules pack

Attending the tournament:

Gaelcon 2018 will be held in the Ballsbridge hotel once again this year *the crowd cheers, someone faints* and there will be a host of 8th edition Warhammer 40k games to play. If you have not attended a tournament before, here is what you will need to bring with you:

- Dice
- Measuring Tape
- The rule book
- Your codex book or Index
- Your army roster (your army list, explained below)
- Tactical Maelstrom Cards
- Objective Markers

What is useful to also bring:

- Super Glue (for all of those little breakages)
- A notepad and pen

Section 1 - Army rosters

You can only create one army roster for the Tournament and it must be used for all of the games that you play. The army roster must:

- Display your name
- Be clear and readable
- Present each unit separately including a full list of its items and relative point costs.
- Your Warlord trait [Only if your Warlord *must* have a pre-designated trait as per their codex]
- Every unit in the army must have at least one Faction keyword in common, with the exception of those that are UNALIGNED. Your army must also follow the rules as laid out in Games Workshop FAQ's for faction keywords.
- Your Command points
- Reinforcement points [if your army can make use of them]

*Army rosters submitted **before** the 26th October 2018 to [jalknock\[at\]gmail\[dot\]com](mailto:jalknock@gmail.com) will receive an additional command point in each game.*

All tournament army rosters will be checked. If you have any concerns about an opponent's roster please contact a judge who will attempt to resolve the issue. If any errors are found, even if the mistake you made was an honest one, the appropriate penalties for an illegal army list will be applied. Should you have any questions or queries regarding any aspect of the tournament. Please do not hesitate to contact me at: [jalknock\[at\]gmail\[dot\]com](mailto:jalknock@gmail.com)

Section 2 - Tournament rules & Restrictions

- No more than **2,000 points** may be spent on the army, the army must be Battle forged, using the rules for Detachments set out in the main rulebook. Index books and Codexes are used for calculating your points values. **Note:** *Games Workshop erratas and FAQs are in effect, please check them online on their website for any potential points changes [For example, Razorwing Flocks]. Unit options such as Shrikes for Tyranids or models which cannot be accessed in the codex such as Autarch variants may be used, If in doubt, please contact the tournament organiser.*
- You may include no more than 3 detachments in your army list, however you may duplicate them.
- Psychic powers: For each psyker or unit of psykers in your Army, write down on your list what Psychic Disciplines it has access to. Your psykers may choose their powers as per their Index/Codex after you are matched with your opponent.
- Warlord: Your Warlord must be nominated on your army list. Your Warlord may choose their Warlord Trait per their Index/Codex/Rulebook after you are matched with your opponent.
- Armies must follow the restrictions on army selection in their own Codex/Indexes. Armies may be built from codices released before the 20th October 2018. Forge World is not allowed.
- Armies should be Fully painted to a 3-colour minimum standard. All models in the army should be based. Each squad should also be readily identifiable from one another.

Exceptions to squad marking and easy of play: Allowances will be made for units that divide (e.g. Combat squads or spawn created by Chaos killing characters). If you are worried about there being any confusion as to whether or not your models are appropriately painted, based or identifiable, please do not hesitate to contact us at the above email.

- Weapons, wargear options and upgrades chosen from the army list should be shown on the majority of the models in a unit. Common sense kicks in here folks, if you have any doubts, simply pop us out an email with some pictures and we can answer ahead of time.
- Conversions must be identifiable. If you are in any doubt about the validity of your conversion, please contact the Tournament organizers.
- The Question & Answer articles published by Games Workshop to update the rulebook and existing codex/Index books are used, these will not be taken into consideration after the 20th of October 2018.
- Judges set up the scenery for the battle and it must not be moved or changed by players. If the scenery needs changing, call one of the Judges to assist.

Section 3 - Playing the Tournament

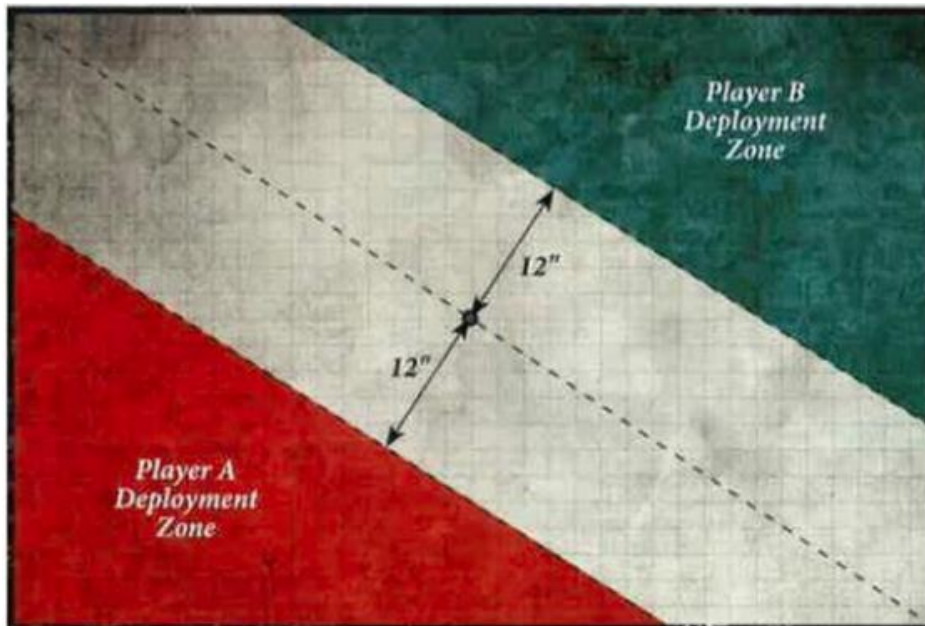
Finding an opponent: Opponents are allocated randomly in the first round and from then using the Swiss system. **Exception* Challenges:* Players often have rivalries and friendly feuds going on that make them want to challenge each other to a first round match. This will be allowed and must be agreed to by both players. Players may refuse a challenge, but accept that they may be mocked for doing so.

Scenario details and scoring:

- Objectives will be combinations and variations of those in the rule book. Please have tactical cards available to make this go quickly for both you and your opponent.
- VPs gained due to Special rules and Warlord Traits are in effect
- Slay the Warlord, First Blood and Linebreaker in all scenarios

Scenario 1:

Deployment:



Mission 1 Description:

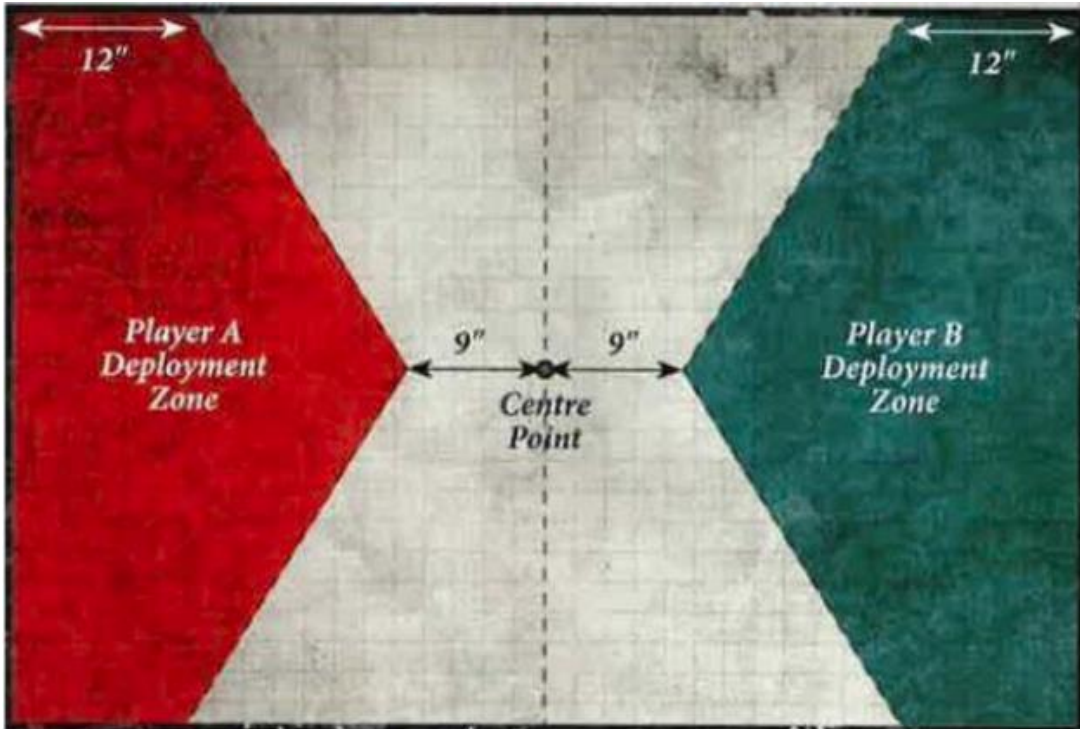
Big Guns: At the end of the game each marker is worth 3VP to the player controlling it. Heavy support units override the number of enemy models if only one player has them on the objective, including 'objective secured' style units

Tactical Escalation: Generate Tactical Objectives up to the current battle round each turn

Mission 1 Special Rule: The Devil's Bargain: Players may discard their entire hand of tactical cards to generate a new hand. This costs Command points equal to the turn number.

Scenario 2:

Deployment:



Mission Descriptions:

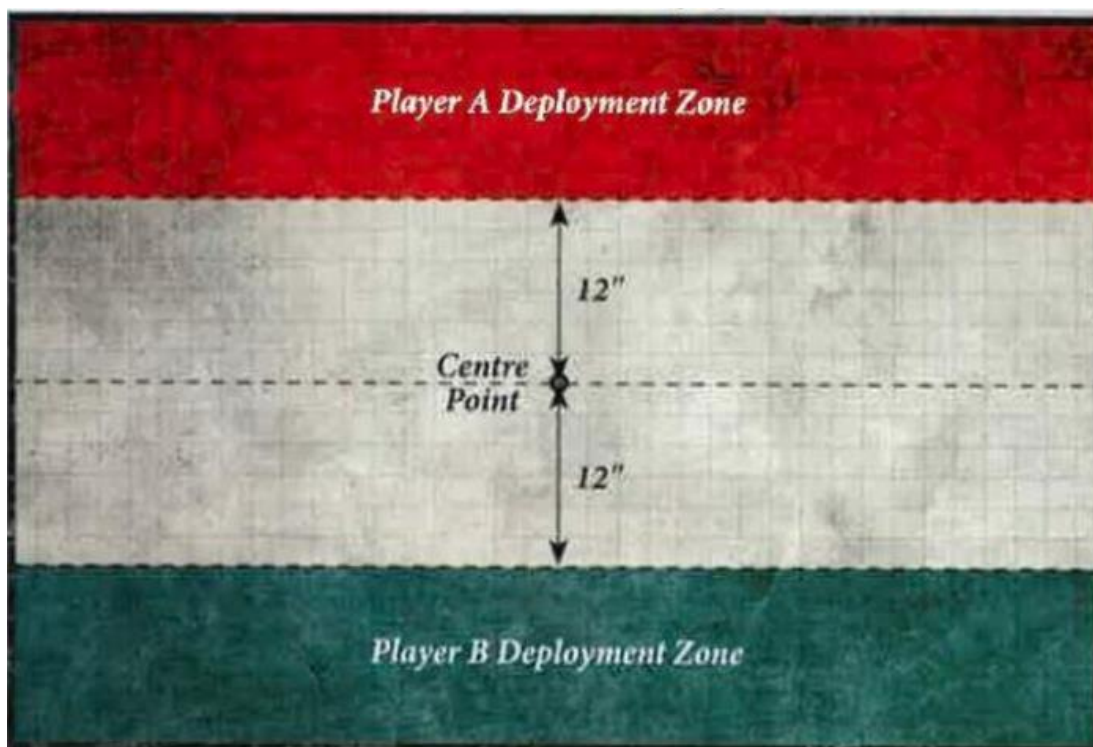
No Mercy: At the end of the game each unit that is at half strength or below (wounds, model count) gives up 1VP and each unit that is completely destroyed gives 2VP. Models with 20 or more wounds starting the game, are worth 2 or 4 VPs as above, respectively.

Contact Lost: Generate 1 Tactical Objective first turn and starting turn 2, generate one Tactical Objective for each objective you control at the beginning of the turn. **Temporary Comms Uplink** is in effect [At the start of any of their turns, a player with less than 6 active tactical objectives can spend 3 Command Points to generate an extra card that turn.]

Mission 2 Special Rule: Strategic Deadlock: When using command points, double the cost from turn 3 onwards.

Scenario 3:

Deployment:



Mission Descriptions:

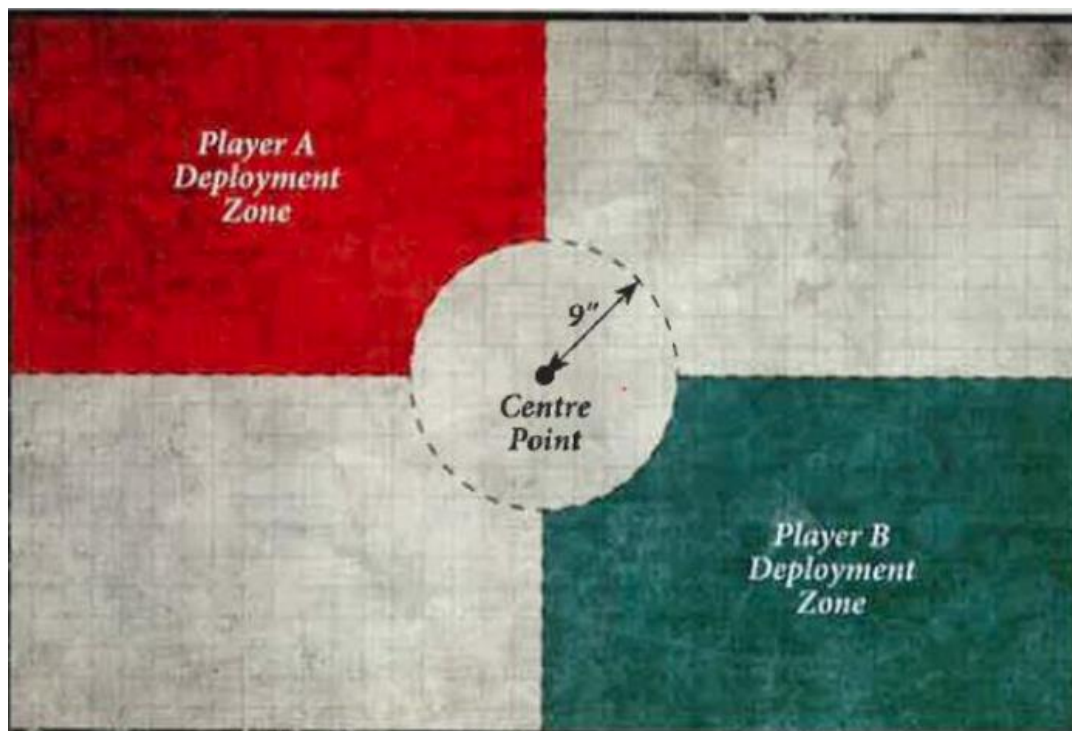
The Relic: At the end of the game the Relic is worth 8VP to the player whose model is carrying it, or 4VP to the player who is controlling it.

Spoils Of War: Generate up to 3 Tactical Objectives each turn. Precious Cargo rule is in effect. *Precious Cargo* Tactical Objective X type cards can be scored by either player, regardless of which player generated the card. In addition, these cards cannot be discarded unless achieved.

Mission 3 Special Rule: Steal The Loot the player that scored more Tactical Objective X cards than their opponent [calculated at the end of the battle round] scores an additional VP.

Scenario 4:

Deployment:



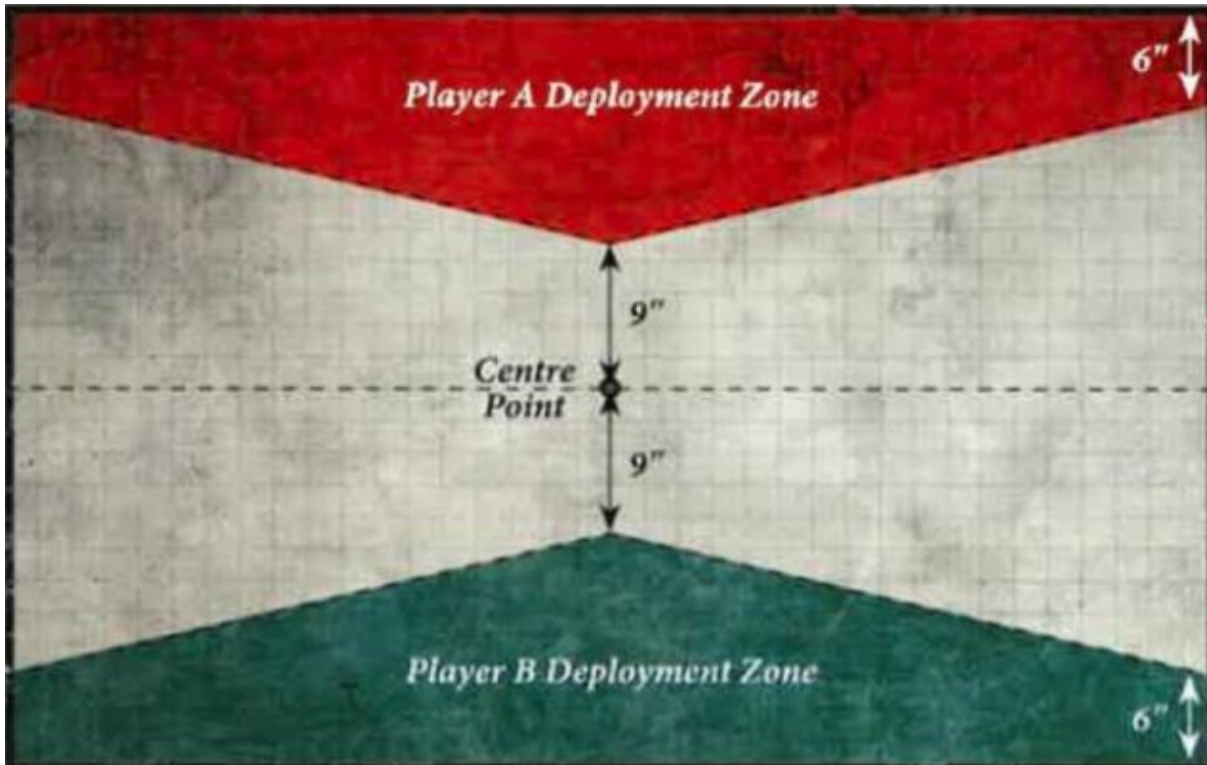
Mission Descriptions:

No Mercy: At the end of the game each unit that is at half strength or below (wounds, model count) gives up 1VP and each unit that is completely destroyed gives 2VP. Models with 20 or more wounds starting the game, are worth 2 or 4 VPs as above, respectively.

Deadlock: Generate up to 6 Tactical Objectives on the first turn, 5 on turn 2, etc... Only 3 cards per player turn may be scored.

Scenario 5:

Deployment:



Mission Descriptions:

Scouring: Superior objective is worth 4VP, inferior marker 1VP and all other objective markers are worth 2 VP if controlled at the end of the game. Determine which is superior and inferior by dice roll at the start of the game.

Cleanse and Capture: Generate up to 3 Tactical Objectives each turn.

Mission 5 Special Rule: Opportunity Lost At the start of each round, players have to discard all active objectives and draw 3 new ones. **Second Chance** At the start of your turn, before discarding all objectives, spend 2CP to keep one objective card active and draw 3 new cards (plus ones scored for Dominate and Destroy). **Dominate and Destroy** Instead of using No Quarter Given as laid out in Chapter Approved, draw an additional maelstrom card each round for each KP scored in your previous turn and your opponent's previous turn, up to a maximum of 6 cards.

Terrain: ONLY The following Battlefield Terrain rules be used (pages 248-249 MRB):

- Hills
- Woods
- Ruins [The bottom floor of ruins block Line of Sight]
- Craters
- Barricades

Capturing objectives: To capture an objective you must measure from the middle of the objective marker

Working out your result: After the game, to work out the final score you should do the following for each player: Work out how many VPS were scored out of Objectives/Kill Points (listed above).

Compare the number of VPs you and your opponent scored separately. Use those values to work out the difference in points and then make the following calculation to determine each player's tournament points:

Player score = $10 + ([VP \text{ difference}] / 2)$ (rounded up) – Example: if +7 VP difference, player's score = $10 + (7/2) = 10 + 3,5 = 14$ (rounded up). 20 Tournament points is the maximum score per game, 0 is the lowest.

The 'Warm-Up' period: Before every battle there is a 'Warm-Up' period between games During this time you can: Discuss the table and the terrain on it (what effect it will have on lines of sight, movement and the battle in general). Clear up any potential rules problems that might occur during the game *this is particularly important for any Forge World models as they are unusual and not often included in tournament games*. Discuss special rules and conditions for victory that apply to the scenario. Ask questions about your opponent's army and the special rules that apply to it. Swap army rosters. The Warm-Up period is included as an official part of the Tournament and we advise all contestants arrive in good time and make the most of it. It will prevent many unwanted debates during games and should help you and your opponent get off to a friendly start!

First Turn and Seizing the Initiative: After both players have finished deploying their army, roll to determine first turn. The player who finished deploying first receives a +1 to this roll. The player that wins the roll can choose to go first or second. The player who is chosen to go second may attempt to seize the initiative. You may re-roll the Seize the Initiative dice roll by using a Command Point.

Interference: Only you and your opponent play the battles together. This means that friends and onlookers who finish their games early must not interfere or be involved in the game in any way. Interfering with a battle that is not your own may be considered a yellow card offense and any interference should be reported to a referee immediately.

Equal Number of turns During the round we will announce the 30-minute mark. At this point you have 30 minutes left to finish your game. In the interest of fair play, we strongly suggest that you only start a new turn after the 20-minute mark has been announced if you

are both convinced that you can finish an entire game turn. If you can't agree with your opponent, you should call over a referee to make the decision.

Using an illegal army: Using an illegal army will result in your registered score for all rounds played changing to 0, regardless of the actual outcome of the battles. You will be required to amend your army to fit the tournament requirements before the next round.

Your result: We will display the scores registered for previous rounds. We recommend that you check these after each round and, should you find an error, report it to a Judges. We will either change it immediately or ask you to get your opponent from that round to agree on the change.

Wiping out an opponent: If one player's army is completely destroyed then the opposing player finished their turn and scores objectives as normal and then game ends.

Section 4 - Scoring points

Winning the tournament: There are 100 points available from your games and 10 points for painting giving 110 tournament points as the potential total. *Painting Score:* Players who follow the painting guidelines will receive an additional 10 points. The highest scoring players, in descending order, will be given 1st, 2nd and 3rd place. In the case of a tie, the victory points you scored in your games will be used to determine the winner.

Yellow and Red Cards: Sometimes we may need to penalize a participant for violating the rules or for inappropriate conduct during the Tournament. Committing a yellow card offence – minus 5 points to you overall score per offence Committing a red card offence – Disqualification. Remember that we are here to play toy soldiers and have fun!

Final rulings: The Judges' decision on all matters is final (persistent arguments from a player may result in execution by a Commissar).

And again..... Should you have any questions or queries regarding any aspect of the tournament, please do not hesitate to contact me at: [jalknock[at]gmail[dot]com]