

2023 MICHIGAN GT WARHAMMER 40K CHAMPIONSHIPS RULES

I. Event Essentials:

1. **System:** Warhammer 40,000 10th Edition, Leviathan Tournament. Except as noted here (see terrain rules) the Leviathan Tournament Companion rules will be in effect.
2. **Battle Size:** Strike Force (2000 points), 60" x 44" table
3. **Missions:** TBD – Five missions chosen from the Leviathan Tournament Mission Pool.
4. **Required Items:** Attendees must bring their army, dice, a tape measure, all relevant rules, and a phone/tablet with the Best Coast Pairings app installed.
5. **Rules Cut-Off:** All rules released by Saturday, September 23 will be used. In addition, any GW FAQs released by Saturday, September 30 will also be used.

II. Army Construction and Painting:

1. Army lists should be in an easy-to-read format listing all options and upgrades.
2. The Michigan GT 40K Championships will use the Best Coast Pairings App. Army lists must be submitted by **11:59 PM EST October 1, 2023**, through the app. Late list submissions will receive a yellow card.
3. All miniatures must be fully assembled and painted to at least a "Battle Ready" standard.
4. Each model must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG). Equipment such as Frag Grenades that are included on every model within a unit, but not included on every model of that type, need not be modeled.
5. Converted models should have a similar size/profile as the models they represent and be a good faith effort at actual conversions. Converted models may be pre-approved by emailing photos to 40K@michigan-gt.com with the subject line: **40K Championships Conversion**

III. Tournament Format:

SATURDAY 10/7/2023		SUNDAY 10/8/2023	
9:00 – 12:00:	Game 1	9:00 – 12:00:	Game 4
1:00 – 4:00:	Game 2	1:00 – 4:00:	Game 5
4:30 – 7:30:	Game 3	4:30:	Final Awards

1. Registration and check in will be open at 7:30 AM on Saturday, 10/7/2023.
2. At the end of each game, players must use the BCP app to report scores.
3. Players will be paired randomly in Round 1. In subsequent rounds, players will be paired based on win path and then randomly within players of the same win path.
4. Appearance and Theme scoring will occur before Round 1 starting at 8AM, and between games on Saturday. See Section V for the Theme and Appearance scoring matrix.
5. Michigan GT recommends that players utilize the Goonhammer Tabletop Battles App:
(Android) <https://play.google.com/store/apps/details?id=com.goonhammer.ttba>
(Apple) <https://apps.apple.com/us/app/tabletop-battles/id1636901651>

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IV. Theme and Appearance Scoring:

Category 1: Overall Impressions	The army contains any unfinished models.	0
	The army is fully painted to the most basic 3-color standard.	5
	The army is fully painted to a tabletop standard	10
	The army is fully painted to a competitive standard	15
Category 2: Shading, Highlights, & Blending	No advanced techniques.	0
	Models have a basecoat with a shade and highlight color.	5
	Models shaded using layering with highlights/blending (but not seamlessly)	10
	Models have been shaded using seamless blending	15
Category 3: Fine Details & Conversions	No or minimal fine details.	0
	Minimal: Basic conversions (head/weapon swaps, etc.), rough freehand/transfer work, simple unit/army markings, and/or basic weathering on a multiple units.	5
	Minor: Advanced conversions (kitbashing, putty, plasticard, minor sculpts), quality freehand/transfer work, clean unit/army markings, and/or advanced vehicle weathering on multiple units AND minimal details on 75%+ of the army.	10
	Major: Scratch-built models, unique sculpts, stellar freehand work, and/or realistic vehicle weathering on multiple units AND minor details on at least 75% of the army.	15
Category 4: Model Basing	Army contains any bare plastic bases.	0
	All bases completed to at least a basic level (1 or 2 materials/colors)	5
	All bases completed to a realistic level (3+ materials/colors or well-done highlights/shading)	10
	All bases are diorama-like bases with high attention to detail.	15
Category 5: Display	No display base, bare tray, etc.	0
	Basic: (1 or 2 materials/colors)	5
	Themed: (3+ materials/colors) with additional details matching the player's army	10
	Exceptional: Diorama that forges a narrative in conjunction with the army	15
Category 6: Theme	Your army presents a unified yet distinctive appearance.	0-5
	Your army fits into the grimdark universe of Warhammer 40K	0-5
	Your army doesn't require verbal explanation (i.e. uses written backstory, visual aids, or some other non-verbal media)	0-5
	Your army and display board tells a compelling story that requires no further explanation (i.e. it's obvious to anyone familiar with the 40K universe and lore)	0-5
	Up to 5 additional points can be awarded for especially memorable themes.	0-5

When scoring Categories 1 through 5, judges will award each army one of the ratings for each category. For Category 6, judges will award points for each of the sub-categories listed.

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V. Sportsmanship:

1. Players will adhere to the ITC Code of Conduct: <https://docs.google.com/document/d/1RFhFICnwr15wK0pdUcUnpOuNRn-jUdtZvHKPTTR4Yo/edit?usp=sharing>
2. Players who receive a red card will be disqualified from receiving any prize support at the event and may be ejected at the discretion of the tournament organizers.

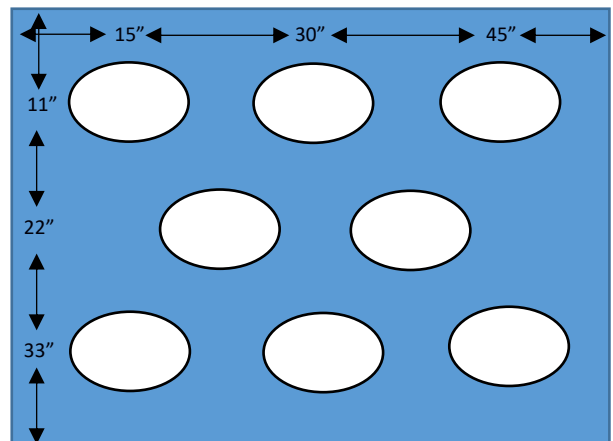
VI. Terrain:

For the Michigan GT 40K Championships, during “Step 5 - Create the Battlefield”, players will first determine who is the attacker and defender as if it were Step 6 – Determine Attacker and Defender. Players will then create their battlefield using the following rules. We intend that all tables should have the following terrain pieces (dimensions are approximate and may vary):

- 4 Ruins (approximate footprint 12” x 8”)
 - Any terrain features designated as ruins will block all line of sight through or above any wall sections. If a unit has models wholly within or touching the terrain feature, line of sight rules are as described in the Warhammer 40,000 rulebook and rules commentary document.
 - No line of sight can be drawn through the first floor of the terrain features and visibility is blocked as if that floor of the ruins has solid walls at all times.
- 4 Hills (approximate size 12” x 8”)
 - Bases of models may overlap multiple levels on a hill, or the hill and the ground.
 - Models must count both vertical and horizontal distance when moving.
 - Models cannot see over or through this terrain feature. Aircraft models are exceptions to this
 - visibility to and from such models is determined normally, even if this terrain feature is wholly in between them and the observing model. Models can see into this terrain feature normally, and models that are wholly within this terrain feature can see out of it normally. Towering models within this terrain feature can also see out of it normally.

The Defender sets up the first piece of terrain, followed by the Attacker, who places two pieces of terrain. Players will then alternate placing terrain pieces until ALL terrain has been placed.

- Terrain pieces must be placed at the approximate location of each of the locations designated on the layout shown to the right. The locations will be marked on each table and the terrain piece should be placed so that it fully covers the marker.
- All terrain pieces should be at least 4” away from table edge or another terrain piece. If necessary, players should mutually adjust terrain pieces to maintain the necessary separation.
- Terrain pieces should be rotated to be roughly parallel to the players’ deployment zones.
- Players may not place terrain in their opponent’s deployment zone.



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VII. Missions

Round / Mission ID		Primary Mission	Mission Rule	Deployment
1	G	Sites of Power	Chilling Rain	Hammer and Anvil
2	E	Take and Hold	Chosen Battlefield	Sweeping Engagement
3	L	Scorched Earth	Chilling Rain	Dawn of War
4	M	Purge the Foe	Chilling Rain	Crucible of Battle
5	B	Priority Targets	Hidden Supplies	Search and Destroy

VIII. Awards:

- **Overall Champion:** Highest ranked player based on placings in both gameplay (see Warmaster) and hobby scores (see Drillmaster). Ties broken by gameplay.
- **40K Warmaster:** Best Win Path [ties broken by Opponents Game Win % (minimum cap of 33%) and then Battle Points]
- **40K Drillmaster:** Highest Theme and Appearance score (Ties broken by Theme)
- **Faction Champion Awards:** Highest ranked player, taking into consideration both gameplay and hobby scores, in the following categories: ADEPTA SORORITAS, ADEPTUS CUSTODES, ADEPTUS MECHANICUS, AELDARI, ASTRA MILITARUM, BLACK TEMPLARS, BLOOD ANGELS, CHAOS DAEMONS, CHAOS KNIGHTS, CHAOS SPACE MARINES, DARK ANGELS, DEATH GUARD, DEATHWATCH, DRUKHARI, GENESTEALER CULTS, GREY KNIGHTS, IMPERIAL KNIGHTS, LEAGUES OF VOTAN, NECRONS, ORKS, SPACE MARINES, SPACE WOLVES, T'AU EMPIRE, THOUSAND SONS, TYRANIDS, WORLD EATERS