

# BashCon 2006 Warhammer 40K Tournament

This years BashCon tournament will be a departure from the past few years and a reexamining of the best elements of the past 8 years of Grand Tournament, Rogue Trader and independent events experienced by our club members. The Olde World Warrior's goal is to present a first class event that we hope will become a premiere event in the Midwest. Having said this we value the opinions of our participants and will ask for their feedback after the event and strive to constantly reexamine our rules, making the enjoyment of our gamers our first priority.

## Warhammer 40K Rules

The general rules for the BashCon 40K Tournament are straightforward. The most recent version of the Rules will be used. Armies are to be composed at **1850 points** following standard army rules. You must use the same army for each game, and the models should be painted Citadel Miniatures. The latest edition of the rules will be used. Furthermore, contestants should know that Olde World Warrior Tournaments are for fun, and that poor sportsmanship will not be tolerated in any way. There will be awards for the following accomplishments.

Overall = Best combined score for the event  
Best Sportsmanship = Sportsmanship score  
Best Army = Composition score and Appearance score  
Best Appearance = Appearance score  
Best General = Battle points and Sportsmanship  
Players Choice = Voted by the players

## Olde World Warriors Weekend Warrior

For those players that play both Warhammer 40K and Warhammer Fantasy.

There will be the Weekend Warrior Award.

This Award is the combined overall score of their 40K and Fantasy scores.

## The Scoring System

The scoring system is as follows. The point spread is roughly 50% Battle, 15% Comp, 20% Sportsmanship, and 15% Appearance.

The Overall score is the combination of battle points, appearance, sportsmanship and yes, army composition.

a) **Battle Points:** Total number of points scored in battle as described in the scenario.

b) **Appearance:** The quality and craftsmanship of the army as well as its presentation. Our system is two parts. The first half is a lot like the old RTT system with basic painting / theme questions however we have worded the questions so as to minimize abstract questions and judges' opinions. The second half we focus on more advanced painting techniques and the presentation i.e. display base, presentation of the roster and background, number and complexity of conversions, and highly detailed banners and shields. You only advance to the second half if you score very high on the first half. It is very hard to get a Max score in appearance.

c) **Sportsmanship:** Sportsmanship has to do with, how friendly your opponent is, if they are helpful, if they gave you a good game and if they were the kind of player you would wish to play again. NOT THEIR ARMY COMPOSITION.

d) **Composition:** We are looking for well composed armies that have a nice balance of selections from their army book as well as armies that do not exploit any one dimension of the game.

Our system rewards players for a diversified army.

Having a diversified army is one that includes cores, specials, and rare without min/maxing these troop types. Think about a real army like in World War II say. A whole army is made up of many troop types with lots of flexibility so they can adapt to the ever changing battle.

## Tournament Specifics

1) **Fees:** The fee for the Tournament is \$11.00 + BashCon entry fee. This fee covers only the Warhammer 40K Tournament. (No lunch is provided) You can reserve a slot with us by emailing [tournaments@oldeworldwarriors.com](mailto:tournaments@oldeworldwarriors.com)

2) **Schedule:**

9:00 am – 9:45 am Check in  
10:00 am – 12:15 pm Round 1  
12:15 pm – 1:00 pm Lunch  
1:00 pm – 3:15 pm Round 2  
3:30 pm – 5:45 pm Round 3  
6:15 pm Awards

- 3) Your army should be made up of Citadel, Marauder, Fanatic or Forge World miniatures. You must use models that are representative of the race. If you are playing Space Marines, you must use Space Marine models. If you are playing Orcs, you must use Orc models, etc., etc. Models must also be on appropriate base sizes or take up an equal amount of space.
- 4) What You See Is What You Get (WYSIWYG). If a model is armed with an item, it must be shown on the figure. Models for army list choices that are not available must be converted.
- 5) Every model should be painted. (Lack of paint will affect your appearance score).
- 6) You must conduct yourself in a manner that will not bring the hobby into disrepute.
- 7) You must bring all materials needed to play including: dice, measuring device, templates, models, and any rules that you will be using.
- 8) You may use Special Characters.
- 9) Chapter Approved articles will be used; the exceptions are articles with "Trial" in their title.

**Players must turn in a copy of their army list to the judges prior to the Tournament.** (This can be done the day of the Tournament at check in.)