



Gaelcon 2023 – Warhammer 40k Rules pack

Dates: 28th and 29th October 2023

Location: Crowne Plaza Dublin Airport, Dublin

Welcome to Gaelcon 2023!

Gaelcon is back again and along with it will come some wargaming goodness! This is a chance to have a bespoke wargames experience for all of you fantastic tabletop, toy soldier loving folks out there.

Gaelcon, as always though, the experience is one that doesn't discriminate in terms of skill or exposure to the game so if you're new, have attended tournaments before, or a veteran, you're all equally welcome!

Tournament format and payment:

The event will consist of a 5 round 10th edition Warhammer 40k tournament spread over two days. Tickets for the tournament are €50, this can be paid via the Galecon website - <https://iga.ie/gaelcon/gaelcon-tickets/> This goes towards renting the venue, tables, terrain and prize support on the wargaming side and supporting the convention itself on top of that!

Using this rulespack:

This rulespack is broken down into sections which cover the rules of the tournament, your army roster, the missions you will be playing and a host of other bits and bobs of useful information. You can use the quick links on the left to navigate through it.

Should you have any questions, please email us at wargames@gaelcon.com for further details. This document should ideally provide all the information you need to play in the Gaelcon 40k in-person event. If this is your first tournament, or perhaps it's been a while since you played games in person, it would be useful to print and bring with you to the event or downloaded for viewing on your phone or device.

Location:

This is the hotel where the tournament is being held this year:

<https://www.cpireland.crowneplaza.com/dublin-airport>

Schedule:

Saturday 28th Oct -	8.30 –	Sunday 29th Oct -	9:00
Registration:	9:15	Doors Open:	
Game 1:	9:15 – 12:15	Game 4:	9:30 – 12:30
Lunch:	12:15 – 13:00	Lunch:	12:30 – 13:30
Game 2:	13:00 – 16:00	Game 5:	13:30 – 16:30
Game 3:	16:15 – 19:15	Awards:	16:30 – 17:00

Attending the tournament:

If you have not attended a tournament before, or want a reminder on what to bring, here are the items you will need to bring with you for the tournament games:

- Your army
- Dice
- Measuring Tape
- The Warhammer 40,000 10th edition rule book and your codex / army book / article where it was published by Games Workshop for 10th edition. The digital editions are ideal as they are often the most up to date

- The 10th edition Leviathan cards
- Your army list
- Objective Markers (40mm bases, Leviathan markers or neoprene pre-measured mats)

What is useful to also bring:

- This pack
- Super Glue (for those inevitable breakages)
- A notepad and pen / The Tabletop battles app for tracking your scores
- Wound markers for your units

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. An easy way to submit your list is to use the Battlescribe 'chat text' export or the WH 40k app for mobile from Games Workshop. However, please note that apps may have errors so please always manually check your list before submitting.

Whatever method you choose the roster should be submitted via the Best Coast Pairings app (explained later) and:

- Be clear and readable
- Present each unit separately including a full list of its items and point costs. The list must not be more than 2000 points total and include a Warlord (marked on the list)
- Please ensure options that have a choice in your codex and which you are including in the army are noted on the list itself (even if they are free changes).

Submitting your list:

All players will need to register before the event using the Best Coast Pairings Player App. If you have never used the BCP app then their website is very useful for new players, (<https://bestcoastpairings.zendesk.com/hc/en-us>). You can download the app and register your account before the event which will let you submit your army list. -

<https://www.bestcoastpairings.com/event/5A27215DKB>

Please complete registration via the link and set your faction, upload your list and set your team name via the app. Please email us to let us know if you are unable to make it.

Players who do not pre-register before the event will be paired manually on day one and may be penalized if they gain unfair advantage as a result. Please 'check in' via the app no later than the Wednesday (25th) before the event at midnight or if your plans change mark yourself as dropped and send us an email to let us know.

Section 2 - Tournament rules & Restrictions

- Armies must follow the restrictions on army selection in the rulebook. Armies may be built from 10th edition codexes released on or before the 21st October 2023.
- Legends units may not be used, but models may be used to represent others, where appropriate. To do this, please the organisers for approval before the event.
- Models and squads should be marked as different from one another. Unmarked allowances will be made for units that divide (e.g. Combat squads or spawn created by Chaos killing characters). Rubber bands and base edgers are fine to use as long as they are readily identifiable.
- Weapons, wargear options and upgrades chosen from the army list should be shown on most of the models in a unit. Paid upgrades such as weapon upgrades must be displayed. Common sense kicks in here folks, if you have any doubts, simply pop us out an email with some pictures and we can approve them.
- Conversions or 3rd party models must be identifiable. Please contact the Tournament organisers for approval. 3d printed models may be used but all require approval from the Tournament organisers.
- The Question & Answer and Errata articles published by Games Workshop to update the rulebook and existing codex books are used. Any erratas or FAQs will not be taken into consideration after the 21st October 2023.
- Judges set up the terrain for the battle and it must not be moved or changed by players. If the scenery needs changing, call one of the Judges to correct it. Template terrain will not be used at Gaelcon, each table will be set up uniquely and is part of the challenge of the tournament.

Section 3 - Playing the Tournament

Finding an opponent:

Opponents are allocated via the Best Coast Pairings app, starting randomly and then allocated based on criteria such as Wins and Battle points.

Scenarios and Terrain

The tournament terrain will not use templates, it will have terrain assigned per table and will be set up by the judges. All ground floors on ruins will be line of sight blocking and we will be aiming to have a good amount of terrain volume per table. The tournament format consists of 5 Scenarios from the pool of scenarios for games at 2000 points. The deployment, mission rules and extra mission steps are:

Scenario 1: Take & Hold / Chilling Rain / Search & Destroy

Scenario 2: Priority Targets / Chilling Rain / Sweeping Engagement

Scenario 3: : Vital Ground / Chilling Rain/ Crucible of Battle

Scenario 4: Purge The Foe / Hidden Supplies / Sweeping Engagement

Scenario 5: Scorched Earth / Chilling Rain / Search & Destroy

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. 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 players 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!

Wiping out your opponent:

Players continue the mission and point scoring even if their opponent's army is wiped out to determine the final number of Battle Points.

Timekeeping:

During each game we will try to remind players when 30 minutes pass to ensure you are all progressing in line with the remaining round time.

Equal Number of turns/Closing out the game:

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.

Chess clocks:

The tournament consists of 5 Scenarios, which will be played across the weekend. Use of a chess clock is optional for games one and two, but may be used (and is highly recommended). From game 3 onwards, players on the top 5 tables for the event will be required to use a chess clock to ensure adequate timekeeping.

- A judge may enforce a chess clock for players depending on the needs of the tournament. Free Chess Clock apps may be downloaded from the App Store or Google Play.
- Please note the time on the clock does not take precedence over the official end time of a round, so we recommend that players start the game with the announced time from the organisers on the clock. This will allow you to pick secondaries and discuss the pre-game and still finish on time.

- At a judge's discretion, players may be required to use a chess clock. Otherwise, the judge will not be able to intervene or correctly discuss the situation in cases of reported 'slow play' if both players have agreed to not use a clock
- A judge may add or remove time where appropriate.

Sportsmanship:

Toy soldiers are serious business, so emotions can get flared when we're in the heat of the moment. Please use your time before the game to talk things out with your opponent regarding terrain, rules etc so there is little or no confusion during the game. If in doubt, err on the side of calling the judge or going with the least advantageous determination of a rule for yourself. Be respectful and appropriate with your opponents please, if not then we may apply penalties for unsporting or inappropriate behaviour.

Interference:

Only you and your opponent play the battles together. This means that friends and onlookers who finish their games early must not comment on or interfere or be involved in the game in any way. Interfering of any kind with a battle that is not your own may be considered a yellow card offence and any interference should be reported to a referee immediately, even if it is meant in good faith.

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 with a judge to fit the tournament requirements before the next round.

Dice rolling apps / Dice concerns

Dice rolling apps not to be used as they can be hacked. Any concerns over cheating with dice should be immediately reported to the judges at the event.

Yellow and Red Cards:

Sometimes we may need to penalise a participant for violating the rules or for inappropriate conduct during the Tournament. Committing a yellow card offence – minus 5 points to your 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:

wargames@gaelcon.com

Section 4 – Working out the result of your game

Your result:

The Best Coast Pairings app will display the scores registered for all rounds. We recommend that you check these after each round and, should you find an error, report it to a Judge. We will either change it immediately or ask you to get your opponent from that round to agree on the change. We will do this in a limited window before starting the next game. If you have not submitted your result within 15 minutes of the game ending, both players will be awarded a 0-0 score.

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 Battle points were scored out of all the scenario painting, primary and secondary points as per the scenario rules and battle ready scores.

Reporting your result:

We will need the final score for both players entered into the Best Coast Pairings app, if you cannot do this please contact the Judge to enter it for you.

Section 5 – Your Tournament Result

Painting Scores:

Players whose armies follow these painting guidelines will receive battle point scores in their games. It is at the judge's discretion to award a reduced points value for armies for partially / not complying with these criteria.

- 3 colours minimum: This will award you your painting victory points during your tournament games. This is to be lenient with players who are entering the game or whom may be playing a new army, this is not to be abused. You may contact us before the event for approval on what is considered a 3 colour minimum to award you points to avoid confusion.

Example below - [Games workshop tournament standard]

There are to be 2 awards for the hobby. The Best Painted army award of the tournament will be decided by multiple judges based on painting technique and quality, the Best Army will be decided by popular vote.

Fully painted



Tournament Scoring:

The highest scoring players based on their final tournament score in the Best Coast Pairings app will be decided once all results have been entered. From the highest scoring player, in descending order, will be given 1st, 2nd and 3rd place. Additional prizes will also be given based on sportsmanship, painting and some additional prizes may be awarded at the discretion of the organisers.