

RANDOM INC. PRESENTS A PHENOMENON PRODUCTION OF  
**WARHAMMER 40K – DARAMARLAN COLLEGE 10 – 12 JUNE 2006**

*Welcome to Random Inc's presentation of Phenomenon's inaugural Warhammer 40K tourney. The purpose of this players pack is to give players what they need to get to the convention and have fun in a fun atmosphere<sup>1</sup>. Now read on...*

#### WHAT IS REQUIRED OF THE PLAYERS

1. **Army List Submission.** Players need to submit their one army list (see section on army list limitations) with no more than a page of background to their army no later than 3 June to the competition organiser by either:
  - a. Mail - 10/79 Namadgi Circuit Palmerston ACT 2913, or
  - b. Email - [paul.naveau@bigpond.net.au](mailto:paul.naveau@bigpond.net.au).
2. If providing lists via email, excel or word format is preferred, but a PDF format or a snapshot from a software product such as army builder is also perfectly acceptable. Please note that (naturally) the organiser will not be playing in the tourney and these lists will not be distributed or duplicated to any member of the pheno organising committee or a third party in any fashion with direct involvement in the tourney.
3. **Players With Special Needs.** Pheno is a disabled friendly convention capable of providing wheel chair access for the disabled. If you could let us know of any particular needs, that would be greatly appreciated in allowing us to attempt to meet your requirements.
4. **Registration.** Obviously it would help the organisers if players would register as early as possible. Note that this year there is a **discount** for early bird entrants as an incentive. Players are requested to come along to the Friday evening 9 June registration session to collect their convention badge and receive any last minute information. Players should register via the Phenomenon website (<http://pheno.ozgamer.net/>).
5. **Players Briefing.** There will be a players briefing held at 0830 on Saturday morning 10 June. Organisers would appreciate all players making an effort to get to this. You will be reminded on Friday evening.
6. **Players Materials.** Players are kindly reminded to ensure that they arrive ready to play in all respects. In simple terms this means that players should bring with them their army, rules book, dice, measuring sticks and/or tape measures, reference sheets, pens and pencils and scrap paper.

#### TOURNAMENT FORMAT

7. Phenomenon's 40K tourney will be run from 10 to 12 June 2006. Days one and two will comprise 3 games each day and 2 games on the final day. The tourney will be run using the Games Workshop **National Tournament System One (NTS-1)**. NTS-1 guidelines can be located at [www.games-workshop.com.au](http://www.games-workshop.com.au). A number of points bear repeating:
  - a. This is a **1500 point** tourney. You may not exceed this point limit. You may however go under the points limit if you so desire.
  - b. Players may field allies to their armies where the parent codex (i.e. space marine codex) makes provision. Where there is uncertainty about what can be taken as part of your army please contact the organiser and seek a determination.
  - c. Painted WYSIWYG armies please.
  - d. Special Characters shall only be taken in line with the rules contained in NTS-1.
  - e. You will be required to bring sufficient copies of your army list and background to provide copies for your noble opponents at the time you play. These are in addition to the copy that has been provided to the organiser.

#### TIMINGS OF GAMES – KEEPING TO TIME

8. It is traditional in any player's pack to point out the importance of timings for games and the etiquette of being ready to play on time and to finish on time. It is also a seeming tourney tradition that timings will be ignored. In an attempt to prevent the continuance of the latter tradition, the organiser (politely) reminds players of the importance of keeping to time for the benefit of all. The timings for all games over the weekend conforms to the Pheno schedule (reproduced below):

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<sup>1</sup> With many thanks to the ANU Wargaming Society for many of the ideas for the content of this players pack.

	Friday 9th	Saturday 10th	Sunday 11th	Monday 12th
Morning 9 - 12 am		Players Briefing 0830 Game 1	Game 4	Game 7
Lunch				
Afternoon 1 - 4 pm		Game 2	Game 5	Game 8
Break				
Evening 4.30 - 7.30 pm	Registration from 6 pm	Game 3	Game 6	Prize Giving
Late 8.30 - 11.30			Banquet	Post Con Drinkies

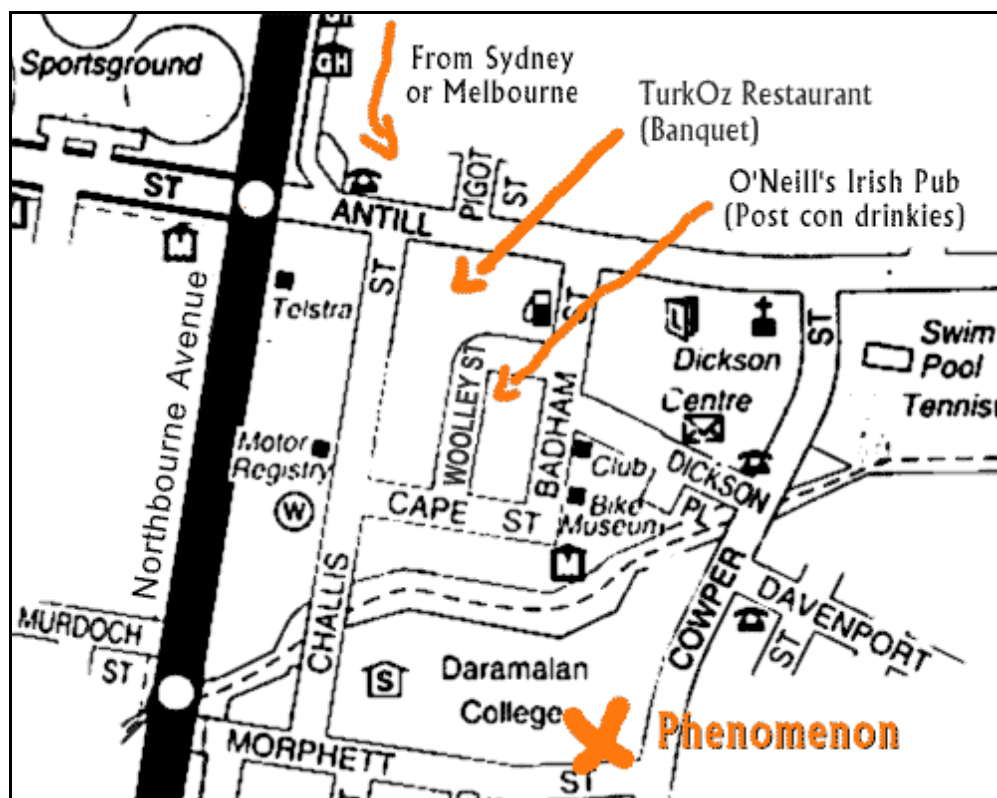
**Games/Briefing/Awards Schedule**

9. The organizers will make sure that all players are aware of the timings for the games. Games are not to run over time. If time is called (by the organiser) and players cannot logically apply common sense and come to an amicable agreement about the result of the match then the game shall be declared a drawn match.

10. In the instance where a player is late for a game, another suitable match up will be attempted. If this cannot be achieved easily and without inconvenience to available players, the tardy player will have been deemed to forfeit the match.

## VENUE

11. The venue is Daramalan College on the corner of Morphett and Cowper Streets Dickson ACT (see map below):



12. Registration and access to the gaming rooms and tables will be via the main college entrance or via the student's entrance to the school. The rooms and venue will be signposted, and you will be able to seek help from one of the organising committee/volunteers (conspicuous by their badges) if you can't find your way. Note that there is plenty of onsite car parking and there is access to shops and takeaways within very easy walking distance.

## **HEALTH AND SAFETY – THE STANDARD (AND BINDING) REMINDERS**

- 13.** Players are reminded that:
- Smoking is strictly forbidden on Daramarlan College grounds. Please take it outside the fence line of the grounds.
  - Alcohol and illicit drugs of any kind are strictly forbidden on the convention site.
  - No weapons of any kind, real or otherwise, are permitted on the convention site except as legitimate game props. Please check with a convention organiser beforehand if you wish to bring a prop weapon to the convention.
  - Please (please please) wear your convention badge where it is easily visible to sleep-deprived organisers while you are on the Con site.
- 14.** Random acts of enlightenment will be appreciated and rewarded in either this life or your next one.

## **ACCESS TIMES**

- 15.** The venue is open from 1800 on the Friday night. The venue will be open from approximately 0800 on the Saturday and Sunday morning for player's access and will stay open til late both Saturday and Sunday nights and wrap up by roughly 1630 -1700 on the Monday.

## **SCORING AND TROPHIES**

- 16.** Trophies will be awarded in the categories of:
- Best General.
  - Best Sportsmanship.
  - Best Army.
  - Best Painted.
  - Best Overall.

## **BEST OVERALL**

- 17.** 'Best Overall' will be determined from the following 'percentages of points':
- general ship – 40%,
  - sportsmanship – 20%,
  - army selection – 20%, and
  - painting – 20%.

## **GENERALSHIP**

- 18.** Each player shall tally their score accurately at the end of each battle and hand in their tally (on the sheet provided) to the tourney organiser. The scoring system is as follows
- win: 12 points, draw: 10 points, loss: 6 points;
  - bonus points are awarded for the victory point margins as follows;
    - (0-50): 0 points,
    - 50 – 250: +1 point,
    - 250 – 500: +2 points, and
    - 501+: +3 points.
  - other objectives: +1 point per objective;
    - enemy commander destroyed, falling back or fled off the table (most expensive HQ choice in the event of more than one HQ choice in the army),
    - you have a scoring unit in the enemy's deployment zone,
    - the enemy has no scoring units in your deployment zone, and
    - you spent more points on troops than your opponent.

## **SPORTSMANSHIP**

19. At the end of each game players shall rank their opponent on that opponents sportsmanship. The organisers would plead that commonsense prevail in this ranking (as would honesty). The rankings shall be from 5 (highest and best ranking) down to 1 (in need of therapy in order to behave as a human being.) Simply put these rankings will be tallied and at the end of the tourney, the player with the highest ranking shall be awarded this category – and the grateful thanks of the organisers!

## **PAINTING**

20. Pheno Organisers with an eye for the artistic have been nominated to conduct a highly subjective assessment of the level of painting that each army has been subjected to. There are a series of (again subjective) criteria that will be provided to the judges for the assessment of the award. These criteria will include (but not be limited to):

- a. a unifying theme to the application of colour,
- b. the 'neatness' (or otherwise) of the paint job,
- c. the degree of extra effort applied to specialty/character/personality models and vehicles (i.e. blending, highlighting and shading),
- d. the degree of attention to bases of the models, and
- e. originality of paint schemes or interesting techniques that are applied to each army.

## **ARMY SELECTION**

21. Army selection will be marked before the tourney. The organisers will use the criteria from the NTS system. It is also stressed that Pheno (because we love a good story) will be awarding points for the back story to your army – and not just ticking off the fact that you have a back story.

## **CHIEF STEWARD**

22. Everybody needs somebody to blame for wayward rules adjudications or questionable structuring of the player's draw - and Pheno is not exception. The Chief Steward shall be responsible for the overall competition, rules adjudication and player's behaviour.

## **RULES ADJUDICATION**

23. Players shall go through the following steps before calling on the Chief Steward:

- a. consult the rule book before doing anything else;
- b. discuss the issue in a rationale manner in an attempt to resolve the issue – remembering that the simple procedure of a dice throw of '1,2,3 yes you can, 4,5,6 no you can't' **does** count as resolution; and
- c. if all else fails – call in the Chief Steward.

24. It is worth noting that the Chief Steward will go through the same process as outlined above. It should also be noted that the Steward's decision is **binding and final** in this regard.

## **PLAYER CONDUCT – THE REALLY IMPORTANT BIT**

25. Always remember that we are choosing to play a game that involves small metal and plastic figures with the overall aim of having fun. It is also worth noting that you have paid money to do this and some players may or may not have travelled a great distance to come and roll dice. There is an expectation that people will display generosity in their game play and display sportsmanship in their dealings with all other players.

26. Our ability to repeatedly roll 4 1's to hit with our assault cannon is the stuff of legend. Good natured expressions of exasperation are fine – anger at your opponent for the vagaries of your dice is not. For those people who have decided that their next sheep station is coming out of this tourney (and behave accordingly) a full refund of entry fee is available to the organisers and that individual will be politely asked to leave the convention site.

## **ORGANISERS CONTACT DETAILS**

27. The organiser can be reached by the following means prior to the convention:

- a. Mobile Phone (after hours 1800 - 2100) on 0414 92 6032, or
- b. E-mail at [paul.naveau@bigpond.net.au](mailto:paul.naveau@bigpond.net.au),