

Golden Rhino 2017

Created by Ian Pietila for use at the Highland Township Public Library

July 25th

3rd Annual



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This Years Sponsors

Purge the
Alien



Imperium
Games



Diecutomy



Big Z War
Gaming



Allen K. Ryan's

Fast, Fun, and Friendly Raffle Tournament

Welcome to the Third Annual Golden Rhino Tournament!! For the past few years I have strived to bring a fun but competitive tournament to the Huron Valley area of Michigan. The Golden Rhino Tournament has grown much more than I could have expected. Now it has become a major staple in not only the Highland Township Public Library, but most of Oakland county and is even getting attention all across Michigan. While my efforts are plenty, this event would not be what it is today if not for you, the player. So I thank you. Each year I raise the bar and you, the player, are always there to meet the challenge!

In this event you will be pitting your best Warhammer 40,000 army in both Gaming, Painting, and now Sportsmanship to see who is worthy of calling themselves a Golden Rhino Champion. While this event will be held over one day, you, the player, will have put weeks worth of work in: building, painting, and testing your skills and lists on the table. In the end one of you will be crowned the Golden Rhino Champion for 2017 and will win this year's prize with the "2017 Golden Rhino" engraved tag. As well as having your picture taken and your name engraved on the Highland Library plaque. As you compete in each of the missions, you will collect raffle tickets that you can then use in the attempt to snag any or all of the amazing prizes we will have this year.

This year we will be using a whole new edition of the game, so it is very important to understand that this will not be a perfect tournament. Mistakes will be made. But the goal in the end is to have a fun time that you will want to come back to with your friends.

"Best of luck to all of you and may the dice roll ever in your favor!"

-Ian Pietila

Player Requirements & Army Minimum Standards

Players attending the Golden Rhino this year are required to bring with them everything they need to play their games of Warhammer 40,000, including:

- Dice (The D6 is the standard dice used and is required for playing. Bring as many as you think you will need.).

- Tape measure, and/ or combat gauge, measuring tool

- 6 objective markers. (All objectives should be roughly the same size.)

- All books and materials pertaining to your army. (Can be digital, pdf, etc.)

- (Optional) Additional game aids. Including tokens, D10 dice, note cards, etc.

Important Army Appearance Minimum Standards

- All models in the army MUST be WYSIWYG. (What You See Is What You Get) This means the models you field on the table must be accurately represented to the rules you play in the game.

- Kit bashing and conversions are welcome.

- Models that "Count As" a

different model must be submitted by July 18th prior to the event.

- All models MUST be fully painted with 5 or more paints used. i.e. no black/ white/ colored primer showing or unfinished models. Even a yellow primed model should have a shade or wash over it.

- Bases on models MUST be at a minimum of one solid color. i.e. black, grey, tan, etc. You are welcome to do more with your bases.

*What constitutes as part of the model?

- All parts that are glued together from the top to the base of the model.

Other Modeling Info.

(Side Note) Some model kits do not provide all/multiples of the special weapon options you need. In that case, please make sure each model is visually represented as close as possible so your opponents can easily identify what your models have.



Terrain

For the purpose of this event we will be using all of the rules for terrain in the BRB on pages 248-251 in combination with the Cover rule found on pg 181.

Any terrain you are not sure about make sure to ask the judge or agree with your opponent how it should be interacted with.

Should a terrain feature have a base. The base is considered to be an extension of the terrain itself for the purpose of its rules.

When setting up terrain, players will roll-off to place the first piece, then alternate until all the terrain has been placed. Terrain must be at least 4" from all the board edges and at least 4" from each other.



Army List Requirements & Structure

Each player's army is required to be in the following format:

1. Your list must be 2000pts or less and considered to be a Battle-Forged army (pg240 BRB). Power Levels will not be used for this event.
2. Your army can only be constructed out of the five different Index books, regardless if a new codex drops before the event.
3. No Forge World models or rules will be used during this event.
4. Within that 2000pts list you may have a MAX of three Detachments.
5. There will NOT be a restriction on any of the units or types of units you can bring, so long as they follow the guide lines above.
6. You must choose all of your psychic powers and Warlord Trait before the event. You will use the same powers and Trait throughout the event.
7. Any Advanced Rules beyond page 251 of Warhammer 40,000 rules will not be used. (i.e. Battle Zones, Planet Strike, Death from the Skies, etc.)
8. **You must submit your Army list by July 17th.**

Mission set up and Scoring

All missions will follow the same steps as Eternal War and Maelstrom of War missions respectively, i.e. The Battle Field, Deployment, Game Length, Objectives, and Mission Special Rules. Each mission will have its own scoring system to determine a winner.

Once a winner has been determined you will do one of the following to score yourself for the battle:

A **MAJOR VICTORY** you will add **1019 points** to your victory points .

A **MINOR VICTORY**, you will add **1013 points** to your victory points.

A **TIE** you will add **510 points** to your victory points.

A **MINOR LOSS** you will add **7 points** to your victory points.

A **MAJOR LOSS** you will add **1 point** to your victory points.

Pairings and Scoring the Event

Pairings for the event will be based on your score from your previous round and your victory point total each mission as shown above. The first round pairings will be randomized.

All points awarded will be tallied up at the end of each round.

Please make sure to collect your raffle tickets after turning in your score sheets each round.

Painting Showcase

There will be a Showcase where you can display your army during the lunch break for judging in the upper level community room.

Scoring in this event will contribute to your raffle tickets, and could increase your total score for the overall event.

Sportsmanship Score

During each of your games you will score your opponent's sportsmanship based only on their actions. You are not grading your opponent's list/army. Each game you can earn up to 5 points for a total of 15 points maximum for the event. At the end of the event your score will be **multiplied by 20** to give you a Max Total Score of **300 points**.



Rules Conundrums

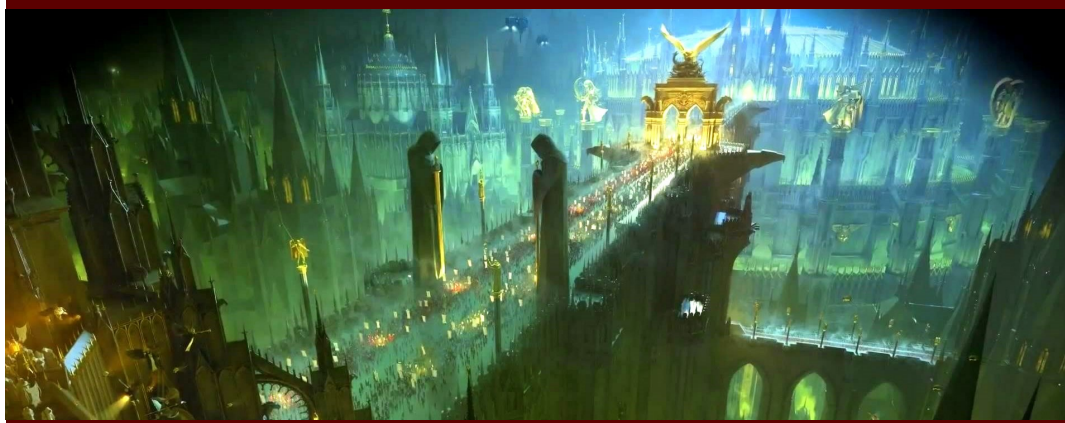
It's a common fact that Warhammer 40,000 doesn't have the most air tight rules, especially with a new edition. We are all desperately trying to learn the new rules. On that note, during the event should any rules issues or conundrums come up, feel free to ask the judge.

While most people will think they understand a rule, the event will be run to be as fun and exciting as possible. Should any arguing occur over the game or rules in question, the judge will interject to keep the game moving smoothly. If the arguing or bad behavior continues you will be warned. If the issue persists, you will be asked to leave.

Also, "Slow Play" will be monitored

So please remember the #1 rule. Have fun!!





Event Schedule

This event will go for three rounds. Each round will be two hours and thirty minutes long. There will be 15 minutes between each round to set up. Please clean up during games to make transitions move smoothly.

Time will be an issue in order to complete the event on time, so please be prepared and arrive early if possible.

The Schedule will go as follows:

9:30am Doors open (set up, check in army lists, find pairings/table assignments.)

10:00am Round 1 starts

12:30pm Round 1 ends (Dice down, tally score for next parings.)

12:45 pm Round 2 starts

3:15 pm Round 2 ends

Public display showcase will take place during the lunch break. Please take your army to the upper level community room if you plan on attending.

Lunch from 3:15- 3:45

4pm Round 3 starts

6:30 Round 3 ends

6:30-8pm: Painting score results, Awards and Prizes!

A carrying tray or display board is recommended for your army but not required.

Raffle Ticket Event

At the end of the tournament there will be prizes raffled off. The prizes will be in groups, raffled off one at a time. So put as many or as little raffle tickets as you want into the different groups.

Surprises Each Round!

During each round there is a chance to win a bonus prize by being the first person to complete a...not so great feat. A max of Three prizes per round can be claimed this way.

- The first person to lose a unit to a Failed Moral test. Shout out **"GET BACK HERE YOU COWARDS!"**
- The First person to lose a unit from a **Vehicle** exploding. Shout out **"DON'T PARK SO CLOSE NEXT TIME!"**
- The first person to roll five 1's (without rerolls). Shout out **"YAHTZEE!"**

All the Ways to Earn Raffle Tickets!

During the event there will be multiple ways to earn raffle tickets you can spend in the different prize pools. Proceeds from the raffle will go towards funding future events.

- Winning a round earns you 5 raffle tickets.
- Tying a round earns you 3 raffle tickets.
- Losing a round earns you 1 raffle ticket.

During the event you can also purchase raffle tickets.

- \$1 = 1 ticket
- \$5 = 6 tickets
- \$10 = 15 tickets
- \$20 = buy your height or the tallest person in the rooms height in tickets!



Event Missions

Modify EACH mission as follows:

- When both players finish deploying, they roll off. The player that finished deploying first gains a +1 to this roll. The winner of this roll gets to choose if they will go first or second. If the winner of this roll off decides to go first, the other player may attempt to seize the initiative.
- Should you generate a Tactical Objective that is in NO WAY possible to achieve you MUST immediately discard it and re-generate a new Tactical Objective. (i.e. #62 Witch Hunter and your opponent contains NO Psykers in their army.)

Mission 1: Retrieval Mission

Retrieval Mission is an Eternal War mission found on page 218 of the BRB. Use Diagram "A" for setting up objectives. Deployment: use the **Search and Destroy** deployment map instead of determining as normal.

Mission 2: Deadlock

Contact Lost is a Maelstrom of War mission found on page 235 of the BRB. Use Diagram "B" for setting up objectives. Deployment: use the **Front-Line Assault** deployment map instead of determining as normal.

Mission 3: Big Guns Never Tire

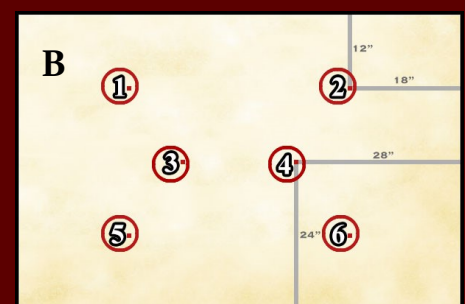
Big Guns Never Tire is an Eternal War mission found on page 221 of the BRB. Use Diagram "A" for setting up objectives. Deployment: use the **Spearhead Assault** deployment map instead of determining as normal.



Determining a Victor

- The game is a tie if both players have the same score at the end of the game.
- The game is a minor win/loss if the difference between the players' scores is 9 or less.
- The game is a major win/loss if the difference between the player's scores is 10 or more.

During the objective placement step of the mission, place the objectives as shown in the diagram below.



Time Left in the Round.

Should there be less than **Twenty (20) minutes** in the round before another Game Turn begins, the game will end. **DO NOT START ANOTHER GAME TURN.**

Using Command Points and Stratagems

You **CANNOT** use a **Command point** or **Stratagem** to reroll who goes first, **Seize the Initiative**, or to see if the game continues.

Golden Rhino 2017 Painting Rubric

Name: _____

Army: _____

The individual Units will be judged based on one of the following 4 levels of painting.

Level 1: Base Coats

+1 per unit

Only base coating technique was used on **all** models in the unit.

Level 2: Base Coat and Washing

+2 per unit

Only base coating and washing techniques were used on all models in the unit.

Level 3: Base Coating, Washing, and Dry Brushing

+5 per unit

Only base coating, washing, and dry brushing techniques were used on all models in the unit. Units must be primarily painted using dry brushing to receive this level.

+1 for every increment of 10 models in the unit

+1 for every 1, up to 3 vehicles/ large models (60mm base) in the unit.

Level 4: Basecoat, Washing, Dry Brushing and/ or Layering

+12 per unit

Used base coating, washing, dry brushing, and/ or layering on all models in the unit. Units must be primarily painted using layers of paint to receive this level.

+1 for every increment of 10 models in the unit

+1 for every 1, up to 3 vehicles/ large models (60mm base) in the unit.

Painting Bonus: Additional Details

+1 per unit

Blood on axes, mud on tank tracks, rust on metal, lenses, etc.

+1 for every increment of 10 models in the unit

+1 for every 1, up to 3 vehicles/ large models (60mm base) in the unit.

Army Presentation

Display Board (2'x2' max): yes or no

+50 points

Themed Army List and Story around army: yes or no

+25 points

Most "Players Choice" votes: yes or no

+25 points

[_____]

Total Score:

The Top 10 armies will be judged in the following categories.

Top 10 Golden Rhino 2017 Painting Rubric Scoring

Painting:

Well executed details consistent across the army (eyes, buckles, gems, etc.)

+1 per unit

Well executed extra details consistent across the army (hand painted banners, chipped paint, etc.)

+2 per unit

Masterful Blending (layers have been blended together seamlessly)

+2 per unit

Bases (multiple basing materials, extra details, detailed beyond dry brushing, etc.)

All models consistent in appearance and executed to a high standard.

+3 per unit

(The army looks like an army, and the colors complement each other well)

+2 per unit

Total

+1 per unit

Building/ Converting

Well executed conversions across army (troops & characters)

[_____]

Army has some extreme conversions (used multiple kits in a seamless manner)

+2 per unit

Total

+2 per unit

Army List Themed/ Story

[_____]

All units are named in character with the army.

Army composition reasonably fits the background of the armies story

Army list displayed in a unique way that fits the background of the army.

+2 per unit

(example: Adeptus Mechanicus army list is on a giant gear cog.)

+1 per unit

Total

+1 per unit

Display

[_____]

Display Base

The army and its display board go above and beyond (extreme quality from top to bottom)

+3 points

+3 points

Total

[_____]

Grand Total

[_____]

Golden Rhino Sportsmanship Score Sheet

During each of your games you will score your opponent based only on his actions during the game.

Round 3

1. Was your opponent on time for the round?
2. Did your opponent come prepared for the game? i.e. came with everything to play the game.
3. Was your opponent willing and able to discuss the rules in question before calling over a judge?
4. Based on your opponent's attitude, did you enjoy the game?
5. Whether this was the best game you've ever played or not, would ever you play this opponent again?

Opponent's Name: _____

Circle one for each line.

No +0 points Yes +1 point

No +0 points Yes +1 point

No +0 points Yes +1 point

No +0 points Yes +1 point

No +0 points Yes +1 point

Total out of 5 :_____

Round 2

1. Was your opponent on time for the round?
2. Did your opponent come prepared for the game? i.e. came with everything to play the game.
3. Was your opponent willing and able to discuss the rules in question before calling over a judge?
4. Based on your opponent's attitude, did you enjoy the game?
5. Whether this was the best game you've ever played or not, would ever you play this opponent again?

Opponent's Name: _____

Circle one for each line.

No +0 points Yes +1 point

No +0 points Yes +1 point

No +0 points Yes +1 point

No +0 points Yes +1 point

No +0 points Yes +1 point

Total out of 5 :_____

Round 1

1. Was your opponent on time for the round?
2. Did your opponent come prepared for the game? i.e. came with everything to play the game.
3. Was your opponent willing and able to discuss the rules in question before calling over a judge?
4. Based on your opponent's attitude, did you enjoy the game?
5. Whether this was the best game you've ever played or not, would ever you play this opponent again?

Opponent's Name: _____

Circle one for each line.

No +0 points Yes +1 point

No +0 points Yes +1 point

No +0 points Yes +1 point

No +0 points Yes +1 point

No +0 points Yes +1 point

Total out of 5 :_____

Mission Slips

Each round you and your opponent fill out the mission slips together and turn them in. Fold paper at the dashed line and tear off each section at the end of the mission.

Mission 3: Big Guns Never Tire

Your name

Your Opponent's name

Victory points in the round

Victory points in the round

Major Win / Minor Win / Draw / Minor Loss / Major Loss

Mission 2: Deadlock

Your name

Your Opponent's name

Victory points in the round

Victory points in the round

Major Win / Minor Win / Draw / Minor Loss / Major Loss

Mission 1: Retrieval Mission

Your name

Your Opponent's name

Victory points in the round

Victory points in the round

Major Win / Minor Win / Draw / Minor Loss / Major Loss

Golden Rhino Disclaimer and Waiver Sheet.

This is the first year we will have 30+ people at this event. There are some things that you need to know and to be aware of. After you have read ALL of this sheet please sign at the bottom.

- The Highland Township Public Library and the Highland Library Warhammer Club are not responsible for your belongings while attending this event.
- It is your responsibility to take care of your models and be mindful of others. You are responsible if your models get broken or damaged.
- Food will be catered on the day of the event courtesy of Allen K. Ryan's in Howell. If you have any food allergies or concerns you must tell us before the lunch break.
- This year the Golden Rhino will be both filmed and photographed. The pictures and/or videos of your models may, and will be displayed on the internet and other forms of publication.
- During the event should the judge have to warn you about your behavior you will receive one(1) warning. After that warning you can and will be removed for bad behavior and you will not be refunded your ticket entry fee.
- If you do attend with models that are deemed not up to the minimum painting standards as described on page 2 of this document at the very least you will not be allowed to play on the top tables and will forfeit all painting points scored. At worst you will be asked to remove the models from your list and not play with them.

By signing below you both read and agreed to the above statements.

Sign:_____