

MIDWEST CONQUEST 2023

MAY 26-28, 2023 | INDEPENDENCE, MO

40K GRAND Tournament

Stoney Creek Hotel

18011 Bass Pro Dr.

Independence, MO 64055



Event Summary

You must have an [Event Ticket](#) to participate in this event.

Welcome to the Warhammer 40K Grand Tournament at Midwest Conquest 2023!

The 40 Grand Tournament takes place over Saturday and Sunday, May 27th through 28th.

[Purchase your event ticket, here!](#)

*Tournament Organizer: Greg Tims
(heroicmorale@gmail.com)*

[Facebook Event Page](#)

Event Schedule

Event Room: Main Hall

Registration Start Time: 8am, Saturday, May 27th

Saturday, May 27th

Rounds	Start Time	End Time
Round 1 - Mission 12 (Tear Down Their Icons)	9:00 am	12:00 pm
Lunch/Paint Judging	12:00 pm	1:00 pm
Round 2 - Mission 21 (Abandoned Sanctuaries)	1:00 pm	4:00 pm
Round 3 - Mission 23 (The Scouring)	4:30 pm	7:30 pm

Sunday, May 28th

Rounds	Start Time	End Time
Round 4 - Mission 32 (Death & Zeal)	9:00 am	12:00 pm
Lunch	12:00 pm	1:00 pm
Round 5 - Mission 33 (Secure Missing Artefacts)	1:00 pm	4:00 pm
Awards Ceremony	5:00 pm	6:00 pm

Format and FAQs

SCORE SHEET

- A Scoring Sheets will be provided at each table, one per player per round.
- Players may submit their final scores through Best Coast Pairings, but Score Sheets need to be filled out and a volunteer will come by and pick them up at the end of each round. Please leave the Score Sheet on the table where a volunteer can see them.
- At each table will be a mission packet containing the mission map and rules. Included in this packet will be the rules for player terrain placement for your convenience. Please leave the packet at the table when you have completed your round (This will also be included in this packet)
- Each table will also have an index card to score your fellow players sportsmanship. Please after you fill out the card leave it for the volunteers to pick up after the round.

Event Specific FAQ's/Errata

- Players will build 2000 point Battle Forged armies to be used in Matched Play games per the 9th Edition rule set and Chapter Approved Arks of Omen 2023 . (LEGEND UNITS ARE NOT PERMITTED)
- Each round will be 3 hours with the first 10 minutes for terrain placement and pregame preparation (picking secondaries, deployment, army lists, etc..). Clocks will start at the end of this 10 minute period and the game will be played in the following 2 hours and 50 minutes. You may begin your game prior to the official clock start.
- Player placed terrain is going to be in effect at this event (see below for rules)
- Missions are drawn from the Chaptered Approved Arks of Omen: Grand Tournament book.
- The [ITC Code of Conduct](#) will be in effect at this event. Please familiarize yourself with the document because it is expected that you understand it prior to coming to the event.
- Chess clocks will be at the top 15 tables and will follow the ITC [chess clock rules](#). Chess clocks will be available upon request.
- List submissions are due by midnight May 21st , 2023.
- No new rules material will be allowed after May 14th, 2023.

- All current codex, errata and FAQ's up to May 14th, 2023 will be allowed at the event.
- All models must be a minimum of 3 colors (Battle Ready) and based. The 'What You See Is What You Get' (WYSIWYG) rule is in effect. That means all units must be easily identifiable as the choice they represent and that all weapons/options taken for a unit must be clearly represented on the model(s). All models must meet the modeling guidelines regarding proxies and conversions. The deadline to submit pictures for model conversion and proxy approval and for pre-event rules questions is May 21st, 2022. Conversions, proxies and models not meeting painting requirements may be removed from play by a judge at any time. Please submit model pictures to: heroicmorale@gmail.com.
- *If you want your army to be judged for the Hobby Award, please ensure your army is left out after round 1 with your name clearly visible. It is your responsibility to make sure your army is judged for painting.*

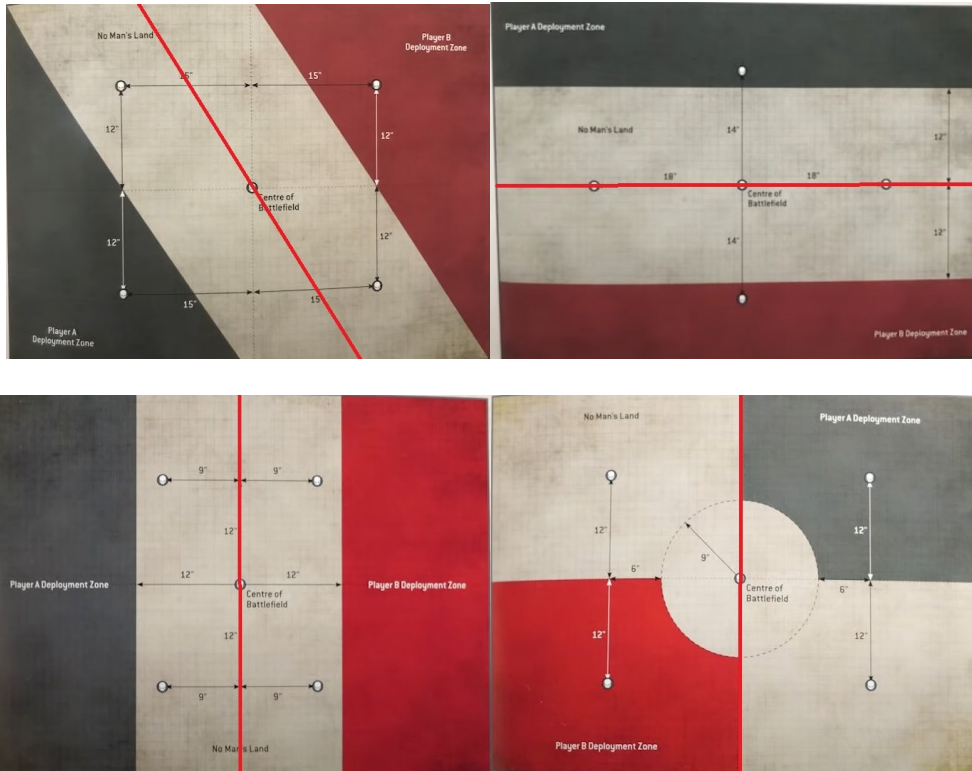
Player Placed Terrain Guidelines

- Prior to each game, players will use a total of 10 minutes of time off the clock to settle pre-game actions and place terrain.
- **Terrain Placement Rules:** terrain is divided as shown in the images below along the centerline of the deployment map.
- Before terrain is placed, the players need to determine the type of terrain for each piece (example: Ruins, craters, containers, woods, ruined walls, hills, etc..)
- The Defender chooses their table side and picks a group of terrain from two choices. Then the Attacker takes the remaining group of terrain. Starting with the Defender, players alternate placing 1 piece of terrain from their half of the terrain in their table half at a time until all terrain has been placed. All the terrain pieces must be placed.
 - *Note: If you are using neoprene objective markers please ensure that you are placing or adjusting terrain to account for where the 40mm objective is supposed to be in the center of your objective marker.*
 - *Note: If either player has a Fortification, they may place it on the table for the purpose of measuring space during this step, but it will be deployed following the normal rules.*
- Terrain must be at least 4" from a table edge or another piece of terrain.
 - *Note: In the instance one or more players has a model that has a footprint more than 6" in diameter in their narrowest measurement such as a Brass Scorpion, adjust terrain as needed to allow them to be able to traverse the board. When placing terrain, if it is found a model cannot fit through a 4 inch gap, AND it cannot legally move up and over the terrain using it's full*

movement, then move the terrain the minimum distance necessary to allow the model to fit through. Note: Full movement, means a models furthest movement tier without advancing. Call a judge for assistance as needed.

- In the instance one or more players has a Fortification, place them during terrain setup treated as an additional terrain feature for the owning player (meaning they may only be set up in their half of the table) following normal rules for Fortification placement per the rule book.
- Layouts that have multiple cargo containers assigned to a player's half of the terrain are permitted to stack the cargo containers on top of one another or to use them to cover separate areas of the table following placement guidelines above. Cargo containers cannot be placed vertically and must have their longest sides parallel to the tabletop.
- These rules are final and not subject to change.

Note: some terrain pieces will have the Breachable keyword that do not have removable tops. If this is the case, place models on the top of the terrain as close to their actual position as possible and inform your opponent which floor they are on.



AWARDS

Best Overall – Best combination of battle, paint and sportsmanship points.

Best General – highest battle points

2nd Place – 2nd highest battle points

Best In Faction – Adepta Sororitas, Astra Militarum, Blood Angels, Chaos Daemons, Chaos Knights, Chaos Space Marines, Dark Angels, Death Guard, Deathwatch, Drukhari, Genestealer Cult, Grey Knights, Harlequins, Imperial Knights, Necrons, Orks, Space Marines, Space Wolves, T’au, Thousand Sons and Tyranids

Best Painted – best judged painted army

Best Sportsmanship – player receiving the highest points for sportsmanship

Private Snafu – player scoring last place in points.

Door Prizes – each player will have tickets in their swag bag for drawings during the event. Extra tickets can be purchased during the event. Proceeds are going to the Veterans Community Project and University of Kansas Hospital.

We will again be auctioning off a complete painted army and a “big” surprise this year (luk fer postins on our Facebook page).

A Note on Covid-19

This event, as well as all staff and volunteers, will be following public health guidelines as laid out by the CDC, the State of Missouri, the City of Independence, and the venue hosting us. We ask all attendees to follow them as well, which may include the wearing of a face mask or shield, the washing or sanitizing of hands, any other protocols.