

Council Con '25 Warhammer 40k Tournament Players Packet

Date: Saturday September 6th and Sunday September 7th

Time: 9:00am - 8:00pm Saturday, 9:00-5:00pm Sunday

Location: Proctors Theatre, 432 State Street, Schenectady New York, 12305

Format: 25' - 26 Matched Play 2000 point GT

Rules Cutoff: August 29th 2025

List Submission Deadline: September 5th 2025

Schedule:

Saturday:

9:00am -10:00am: Registration

10:00am - 1:00pm: Round 1

Table Layout 1, Mission A

1:00pm - 2:00pm: Lunch Break and Soft Score Judging

2:00pm - 5:00pm: Round 2

Table Layout 1, Mission G

5:00pm - 8:00pm: Round 3

Table Layout 1, Mission K

Sunday:

9:00am - 10:00am: Play Check In

10:00am - 1:00pm: Round 4

Table Layout 3, Mission Q

1:00pm - 2:00pm: Lunch and Soft Score Judging

2:00pm - 5:00pm: Round 5

Table Layout 3, Mission R

Welcome to The CouncilCon '25 Warhammer 40k Grand Tournament at Proctors Theatre, hosted by Northern Wardens. Players will participate in five three hour rounds, with rounds one through three on Saturday and rounds four and five on Sunday. Players MUST have a Full Weekend CouncilCon '25 Badge to participate in the Tournament. There is no extra charge. Event Registration Opens August 8th. You can purchase a CouncilCon '25 Full Weekend Badge here: <https://tabletop.events/conventions/council-2025>

You'll need

- A full weekend CouncilCon 2025 Badge. There is no additional cost to enter
- A fully painted legal 2k points Warhammer 40,000 army modeled appropriately for wargear ("what you see is what you get").
- Any rules, books, or supplements for your respective army in either book or digital form
- Dice, tape measure, and tools of play.

Placings and Awards

Awards will be given out for the following -

- Grand Champion - Combined Winner of Hobby, Tournament, and Sportsmanship Scoring. See next section for scoring rubric
- Best General - Winner of the Swiss 1v1 Tournament
- Best in Show - Highest Hobby Score
- Favorite Opponent - Voted on by players
- Made the Emperor Proud - Player with the worst record that completed all five rounds of the tournament

Grand Champion Scoring

Players will be scored on Tournament results, Soft Hobby Scoring, and sportsmanship, for a maximum of 100 points. Scoring will be as follows

- Tournament - up to 50 Points. Players Total Battle scored over all five rounds will be divided by 10, rounded down.
- Hobby Score - up to 40 Points. See Hobby Rubric Below
- Sportsmanship - up to 10 Points. Players start with 10 Sportsmanship points automatically, and are deducted between 1 to 2 points for infractions such as intentional slow play, poor sportsmanship, rude behavior, or conduct generally unbecoming of the spirit of competitive 40k. Major infractions such as blatant cheating, threatening behavior, or gross conduct not mentioned here may be met with disqualification or game loss as Tournament Organizers see appropriate.

Hobby Rubric

Document is used for a reference to determine hobby scores that feed Best Painted and Grande Champion. Partial points are possible.

Theme

- The Army has a clear theme across all models. +3
- The Army tells a visual story beyond the original theme of the army or "war".+2

Modeling + Conversions Work (Swaps, Sculpting, Adjustments to Stance)

- Models are well constructed (components aren't missing, moldlines aren't noticeable and gaps are filled). +2
- Some units have well executed conversion work. +3
- Majority of units have some well executed conversion work.+3

Standard Painting Skills

- Army is painted to a Battle Ready* Standard or better. +2
- Army is painted to a Table Top** Standard or better. +3
- Key models are painted to a Table Top Plus*** Standard or better. +1
- Army is painted to a Table Top Plus*** Standard or better. +3

Advanced Painting Skills (OSL, NMM, TMM, Decals, Weathering, Freehand... Etc)

- Key models have well executed advanced techniques applied. +2
- Majority of models in the army have well executed advanced techniques applied. More than one type of advanced technique is used throughout the army.+3

Basing

- All Models are properly based (Example: Texture + Paint). +2
- All centerpiece models have additional basing details beyond texture (Grass Tufts, Skulls, Stones). +3
- All bases have additional basing details beyond texture (Grass Tufts, Skulls, Stones). +2
- Display board has texture and/or is fully painted. Entire army fits on board and the board matches the theme. +3
- Display board has multiple levels, terrain features, lighting and/or other details that improve it beyond texture. +3

Total (40 Max)