

WARHAMMER 40,000

INTRODUCTION

We are running two tournaments for Warhammer 40,000 during the day. The first is a Single Player tournament, the other a Doubles event.

The rules which apply to them both are on this page, with specific rule pertaining to each tournament on the following pages.

SCORING

There are 80 points available throughout the day. These are split across Game Results and Army Painting.

Game Results (0-60 points, 75%)

A total of 60 points are available, 20 from each game, as detailed below. *Victory points are calculated using the rules given in the Warhammer 40,000 rulebook.*

Game Results are the main bulk of your scores over the day and are calculated based upon the outcome of each battle. You will need to work out your **Game, Victory, and Kill Points** after each battle and record them on your Results Card. Simply work out the game result as indicated by the scenario played.

Army Painting (0-20 points, 25%)

The painting score will be an all or nothing score in the sense that a fully painted army will score **20 points** and an army with any unpainted models will receive zero.

The criteria for qualifying as a fully painted army are 3 colours and based. Please be aware that by painted we mean that it should at some point have involved the use of a paintbrush; armies painted solely with spray paint or undercoated and dunked will not receive the 20 points for a painted army.

Being based means that the base should either be flocked, or have painted basing materials, such as sand. Unpainted sand, or paint-only bases don't count! We have decided not to ban unpainted models, but if you want the 20 points for painting please ensure the whole army is painted and based. 'The whole army' includes models which may not appear in your army as deployed, for example Spawned Termagants for Tyranids.

Model Representation

Please also note that although the models don't have to be Citadel, they models should be 'what you see is what you get' (WYSIWYG) wherever possible. In the case of "counts as" conversions, please make sure that your opponent is clear as to what the conversion counts as prior to the game beginning.

Awards

1st, 2nd and 3rd Best Generals: the players who performed the best overall in terms of gaming. Ties will be decided on Kill Point Difference, then Victory Point difference.

Sportsmanship

We won't be asking players to award each other any sportsmanship points as we are presuming that we can all play our games fairly and in the spirit of enjoyment for without the need for additional motivation. If any situation should arise that can't be resolved by the players themselves, then the tournament organisers will be applying *The Most Important Rule* (40k, p2).

In the unlikely event that a player is being obstructive or unreasonable and is affecting the enjoyment of other players taking part in the tournament, then judges will deduct points from that players score using their own judgement.

We certainly don't anticipate any situation needing such serious action as we hope that all participants will be taking part in a friendly yet competitive manner.

ARMY ROSTER

These should be printed or neatly hand written and should clearly show all unit and option costs. A copy of your list must be handed to the judges upon registration on Saturday. A random selection of lists will be checked through by the tournament organisers during the course of the day.

Please be aware that the army builder software, though extremely handy, should not be taken as 100% reliable in comparison with the published army books.

WARHAMMER 40,000 (Single Player) TOURNAMENT

ARMY SELECTION

Your army must consist of **1,500 points** or less, using the standard force organisation chart.

Armies Permitted

Unless otherwise noted, only the main lists from the Warhammer 40,000 Codexes may be used.

Codex: Black Templars
 Codex: Blood Angels
 Codex: Chaos Daemons
 Codex: Chaos Space Marines
 Codex: Dark Angels
 Codex: Dark Eldar
 Codex: Eldar
 Codex: Grey Knights
 Codex: Imperial Guard
 Codex: Necrons
 Codex: Orks
 Codex: Space Marines
 Codex: Space Wolves
 Codex: Tau Empire
 Codex: Tyranids
 Codex: Witch Hunters

* - Witch Hunters should use the PDF:

GW Website > Warhammer 40,000 Armies > Witch Hunters Articles

BATTLES

The tournament consists of **three games**. The time limit for each game is **two hours**.

Please note that, at the end of the time limit, "dice down" will be called; so don't begin a turn that you cannot finish.

SCHEDULE

Warhammer 40,000 (Single Player)

0830-0930 Registration
0930-1130 GAME 1
 1130-1300 Lunch
1300-1500 GAME 2
 1500-1600 Break
1600-1800 GAME 3
 1800-1830 Break
1830-1900 AWARDS

This is subject to change on the day

SCENARIOS

GAME 1 (Capture & Control, Pitched Battle)

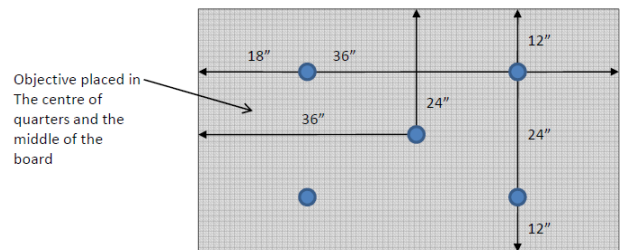
Special: When placing objectives place them in your opponents deployment area, rather than your own.

Objective Difference is the difference in the number of Objectives held by each Army. The higher score is the *Victor*.

Objective Difference	Victor Scores	Defeated Scores
Equal	10	10
1	15	5
2	20	0

GAME 2 (Annihilation, Dawn of War)

Special: In addition place five objectives, capturing each objective counts as an additional 2 Kill Points (KP) each.



KP Difference is the difference in the number of Kill Points scored by each Army. The higher score is the *Victor*.

KP Difference	Victor Scores	Defeated Scores
Equal	10	10
1-9	10 + difference	10 - difference
10+	20	0

Example: Andrew scores 10 KP and Bob scores 6 KP. The KP difference is 4 (10-6). Therefore Andrew has a game score of 14 (10+4) and Bob 6 (10-4).

GAME 3 (Seize Ground, Spearhead)

Special: Place **four** objectives. In addition the player that Kills the most Elite, Fast Attack & Heavy Support units counts as capturing a fifth objective.

Objective Difference	Victor Scores	Defeated Scores
Equal	10	10
1-4 more	10 + (difference x 2)	10 - (difference x 2)
All 5	20	0

Example: Andrew holds 3 Objectives and Dave holds none. The Objective Difference is 3 (3-0). Therefore Andrew has a game score of 16 (10+(2x3)) and Dave 4 (10-(2x3)).

WARHAMMER 40,000 (Doubles) TOURNAMENT

ARMY SELECTION

Each players **Force** must consist of 750 points or less.
This gives a team **Army** total of 1,500 points or less.

Each players **Force** must obey the following force organisation rules:

HQ (1)	Elites (0-1)	Troops (1-3)
Fast Attack (0-1)	Heavy Support (0-1)	

The two Forces combine in to an **Army**, which will therefore obey the following force organisation rules:

HQ (2)	Elites (0-2)	Troops (2-6)
Fast Attack (0-2)	Heavy Support (0-2)	

Armies Permitted

Unless otherwise noted, only the main lists from the Warhammer 40,000 Codexes may be used.

Codex	Alliance
Codex: Black Templars	Imperium
Codex: Blood Angels	
Codex: Dark Angels	
Codex: Grey Knights	
Codex: Imperial Guard	
Codex: Space Marines	
Codex: Space Wolves	
Codex: Witch Hunters*	
Codex: Chaos Daemons	Destruction
Codex: Chaos Space Marines	
Codex: Imperial Guard**	
Codex: Orks	
Codex: Dark Eldar	Non-aligned
Codex: Eldar	
Codex: Necrons	
Codex: Tau Empire	
Codex: Tyranids	

* - Witch Hunters should use the PDF:

GW Website > Warhammer 40,000 Armies > Witch Hunters Articles

** - 'Destruction' Guard should look the part

Alliances

You may ally any two Forces to create an Army. We have created the Three Alliance bands, above to provide some pointers for themed armies.

BATTLES

The tournament consists of **three games**. The time limit for each game is **two hours**.

Please note that, at the end of the time limit, "dice down" will be called; so don't begin a turn that you cannot finish.

SCENARIOS

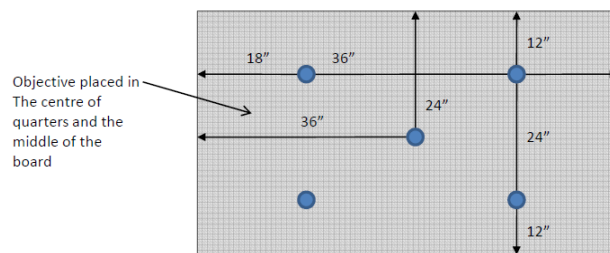
All scenarios are the same as the Single Player tournament, above. For reference the set-ups are below. Use the Game Results charts above.

GAME 1 (Capture & Control, Pitched Battle)

Special: When placing objectives place them in your opponents deployment area, rather than your own.

GAME 2 (Annihilation, Dawn of War)

Special: In addition place five objectives, capturing each objective counts as an additional 2 Kill Points (KP) each.



GAME 3 (Seize Ground, Spearhead)

Special: Place **four** objectives. In addition the player that Kills the most Elite, Fast Attack & Heavy Support units counts as capturing a fifth objective.

SCHEDULE

Warhammer 40,000 (Doubles)

0930-1030	Registration
1030-1230	GAME 1
1230-1330	Lunch
1330-1530	GAME 2
1530-1600	Break
1600-1800	GAME 3
1800-1830	Break
1830-1900	AWARDS

This is subject to change on the day