

## Tournament Rules

### Introduction

This is a Warhammer 40,000 5th edition tournament. Rules, codices and FAQ's as at 1st June are valid. No supplements or Imperial Armour books are valid (i.e. your troops live or die by the 5th edition rulebook and their current codex, subject to official GW FAQ rulings).

### Tournament Ethos

It's only a game guys, which we play to have fun. Consequently that's how the organisers envisage this tournament. It should be fun. You should have the opportunity to play some good games. You should get to meet new and interesting players and have the opportunity to win/lose against someone else for a change!

Organisers and referees are not keen on nit picking (or on ruling on games unnecessarily). We expect you to play like gentlemen/ladies and as friends. Referees can be asked for a ruling where necessary and both players should have their arguments prepared, but you WILL abide by the decision of the referee, who will make a decision based on rules and on common sense (and failing that by enforcing the most important rule of all and rolling a dice).

To encourage a degree of fair play, sportsmanship points will be awarded.

### What a Player Should Bring

- Paper and Pencil (for you to make notes and to fill in your game sheets)
- Dice (don't forget scatter and/or artillery dice)
- Measuring device (we recommend a tape measure)
- Your miniatures (no proxies and for all major weapons WYSIWYG, a trooper with a plasma gun should be represented by a miniature with a plasma gun!)
- Three objective counters (I'd like to award tournament kill points for inventive or flavoursome counters but I suspect they won't let me!)

### Army Points

Games will be played using 1500 points

### Army Lists

Army lists should be submitted by email ([csincuk@yahoo.co.uk](mailto:csincuk@yahoo.co.uk)).

Unit descriptions should include all total points and force organization.

All elements must be fully costed and all points cost must be included in the list (i.e. include the costs for all model, unit and vehicle upgrades as well as the cost for the model).

The current submission date is July 4th.

## Force Organization

All games will use the standard force organization chart.

## Timetable

The expected timetable is

9:30 - 10:00	Registration and table setup
10:00 - 12:00	Game 1
12:00 - 12:30	Lunch
12:30 - 2:30	Game 2
2:45 - 4:45	Game 3
5:00	Tournament Results

Try to use the breaks constructively. Get drinks, use the facilities, maybe have a brief intro with your next opponent and decide on terrain effects (area terrain, impassable terrain etc.)

## Scenarios

All scenarios use kill points. 1 KP is awarded for each destroyed unit. Characters and retinues count separately for kill points.

Terrain will be determined by the organisers/referees and should not be moved without a referee's permission. The terrain on each table will essentially remain the same throughout the tournament and players will move between tables.

### Game 1

Seize Ground - Pitched Battle Deployment.

### Scoring

Each scoring unit controlling an objective at the end of the game counts as 1 KP.

Each unit contesting an objective at the end of the game counts as 1 KP.

Each enemy unit completely destroyed counts as 1 KP.

Total and report your Kill Points.

### Game 2

Capture and Control - Dawn of War Deployment (note the Night Fighting special rule).

### Scoring

Each scoring unit controlling an objective at the end of the game counts as 2 KP.

Each unit contesting an objective at the end of the game counts as 1 KP.

Each enemy unit completely destroyed counts as 1 KP.

Total and report your Kill Points.

### Game 3

Annihilation - Spearhead Deployment.

### Scoring

Each enemy unit completely destroyed counts as 1 KP.

Total and report your Kill Points.

### Painting

As a bit of an experiment, painting will be assessed by your peers. Each game, your opponent will rate your army's paint scheme and modelling on a four point scale. This will be averaged across your games to give a score that will be added or subtracted from your total tournament kill points (note that you could be penalised for unpainted or unassembled models).

### Criteria

- I should consider myself lucky they were assembled and undercoated
  - Little or no attempt to paint the models beyond an undercoat or base coat; no models converted or even posed for dramatic or aesthetic effect; no basing
- They met the requirements for a tournament army
  - Ubiquitous basecoat and three colours but little or no detail or highlighting; few or no conversions but some variety in poses; basic bases (one colour perhaps with some flock)
- They were obviously engaged with the Hobby™
  - Models painted to a wargaming standard with details and drybrush/highlights; some key models obviously had extra attention; characters, monstrous creatures and/or vehicle had conversions/modifications; good basing (2+ colours, multiple basing materials)
- OMG! Why were those models on the table, they were too beautiful to be played with
  - Extensive detail and layered highlighting in multiple shades; significant number of conversions and modifications to models for aesthetic effect; bases were practically dioramas

### Sportsmanship

As an organiser I feel that this should also include the pre-tournament game (primarily army composition). However, as my fellow club members would probably tell you that I'm firm but unfair, I won't assess any army composition myself. I intend to roll this into the Sportsmanship scores.

Lists will, however, be checked for discrepancies. Lists that are poorly costed or have any errors will be penalised up to 4 tournament kill points (at the discretion of the organisers) for the most egregious mistakes.

Sportsmanship will be scored like painting. After each game, your opponent will rate your sportsmanship on a four point scale. This will be averaged across your games to give a score that will contribute to your total tournament kill points

## Criteria

- That was hard work!
  - Power gamer with a bent towards rules lawyering; really cheesy/beardy army composition; poor winner/loser; no social interaction
- I've had better gaming experiences, but it is a competition
  - My opponent had a biased view towards the application of certain rules; army composition was biased towards specific FO slots or repetition; little non-game interaction
- That was fun!
  - Knowledgeable opponent; interesting but competitive army composition; nice bloke to talk to
- Stop the tournament, I want to play all my games with this guy!
  - Very knowledgeable opponent with no bickering at all; cool army choices with an interesting theme and back story; excellent social interaction

## Tournament Score

Total Game Kill Points + Painting Points + Sportsmanship Points – simples!!!