

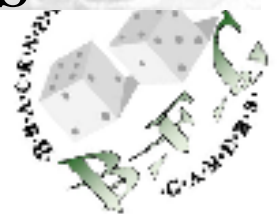
40K ONLINE TOURNAMENT



16th August 2008



THE 7TH 40K ONLINE TOURNAMENT WITH
BRACKNELL FOREST GAMERS



Introduction:

The 40K Online tournament has been running for so many years now that I can't remember when it started and Bracknell Forest Gamers have been our hosts for the past 2 rounds of that tournament. The aim is to have a great fun day where those people who meet through 40K online can get together and have a laugh.

Here follows the rules (they have to go somewhere!) and some helpful tips, advice and random musings.

Let the Dice Roll

When you arrive and register you must hand in a copy of your army list. It must include all of the models in your army, their points value, and the points value of any upgrades or equipment. In addition to your army you will need the following:

- This document
- Your painted miniatures.
- Dice
- A spare copy of your army list
- Tape measures
- Templates
- Super glue for battlefield repairs
- Your Codex (and any other books relating to your army, for example, Forge World publications if appropriate)
- The Warhammer 40K rulebook (5th edition!)
- Pen and paper (for recording results).
- Spending money for food and drinks.
- Transportation to and from the event.

The Day

8:30	Registration
9:00-11:00	Game One
11:30-13:30	Game Two
13:30-14:00	Lunch
14:00-16:00	Game Three
16:30-18:30	Game Four
19:00	Presentations

Army Limitations & Requirements:

- A roster **MUST** be submitted for each army.
- Warhammer 40,000 5th Edition rules will be used along with the relevant Games Workshop FAQ's.
- No more than 1500 points may be spent on the army using the standard force organisation chart.
- All models used must be miniatures of the appropriate type they represent.
- Each army is limited to the troops specifically permitted by its list and allies may not be used. Imperial armies may not take Daemon Hunter, Death Watch or Kroot Mercenary allies. Which Hunters and Daemon hunters may take allies as specified in the appropriate codex.
- Equipment, vehicles (including flyers) and units detailed in Forge World's Imperial Armour publications and chapter approved may be used. Units with Structure Points or Mass Points may NOT be. Where a rule appears twice the most recent publication will be the one used. For most models this will mean the 2008 publication of imperial armour: Apocalypse is the relevant book. To use these rules you must have a copy of them with you.
- Any full Codex's/Army Lists including White Dwarf Army List articles published at least two month before the tournament will be allowed.
- No VDR vehicles or Tyranid Monstrous creatures will be allowed.
- You will require three appropriate objective markers in addition to your army. These should be mounted on a base no larger than 65mm in diameter.



SCORING:

The Overall Winner of the 7th 40K online tournament will be the General who scores the most tournament points.

Points scored in each of two categories will be added together and the General with the highest total score will be declared the Winner.

In the case of a tie, the winner will be the General with the most Victory points.

Generalship: (0-24 points)

Tournament points are awarded each game by simply taking victory points as per the scenario and working out the margin of victory. If in the hopefully rare event that an opponent concedes the game then the victor counts as having gained a Massacre.

The first two rounds will be randomised. After the third round, you will be matched against opponents using the Swiss (I have no idea what this system is but it sounds posh) system to place you against a similarly skilled opponent.

Painting: (0-6 points)

In order to leave the event open to as many gamers as possible you do not have to have a fully painted army to take part in this tournament.

Points are awarded for undercoating, painting and basing in an objective way in order to encourage players to paint and base as much of their army as possible for the day. It is always much nicer to get beaten by an opponent who has a lovely army rather than a heap of plastic and metal.

While the condition of your army is not important to take part these extra points are equivalent to one win and therefore it is a good idea to get as much done as possible in order to stand a chance at coming first!

Sportsmanship

We don't allocate marks for sportsmanship though if one player is clearly much more of a laugh through his or her own good virtue /

comedic value / sheer number and scope of losses some mention of this will no doubt be made.

Before you begin...

Before commencing battle, please go through your army with your opponent, the scenario provided, and confirming the effect of any terrain including any additional rules, that be in play on specific tables

Victory Point Difference	Tournament Points Result	Tournament Points	
		Winners Tournament Points	Losers Tournament Points
0-149	Draw	3	3
150-299	Marginal Victory	4	2
300-699	Decisive Victory	5	1
700+	Massacre	6	0

Painting (0-6 marks)

+2	All models are undercoated. (1 point is awarded if more than half but not all of the army is undercoated.)
+2	The Army is painted in a unified colour scheme of at least three colours. This must be in a reasonable way with reasonable colours! Dipping marines in purple, pink and yellow doesn't count. (1 point will be awarded if more than half but not all of the army is painted.)
+2	All models in the army are based. This can be with painted sand, flock or with a painted base depending on the preference of the gamer. (Again 1 point is still available if half but not all the army is based.)



Missions

There will be a total of four missions played as specified below. The winner in each will be the general with the most victory points as specified in the mission description.

The method of set up will be randomly determined at the beginning of each round.

Variable game length will be used as described in the Warhammer 40k rule book however after 2 hours you will be required to finish the game turn and record a result regardless of how much of the mission has been played. You will get a 30 minute and a 15 minute warning. Keep this in mind!

The 5th edition rules of 40k do not easily fit a tournament style of play. While some missions may put an army at a particular advantage, other missions will put the same army at a disadvantage. Hopefully this will balance out but as this is the first time we have tried this all feedback is welcome.

Victory conditions vary between missions and all variations of set up will be used at some point. This system gives a large advantage to armies that have a large number of troops choices, it is intentional in line with the ethos of 5th edition so consider this when selecting your army. If you lose it is not because the system was against you it is because your opponents were better...

Mission 1: Capture and control

Capture and control as described on page 91 of the Warhammer 40k rulebook with the following amendments.

- Each objective is worth **victory points** equal to the points cost of all the units within 3" of it. Scoring units (as described on page 90 of the Warhammer 40k rulebook) count as double points.
- If a unit is within 3" of more than one objective it is only counted once.
- Objectives are held or contested as described in the Warhammer 40k rule book.

Mission 2: Cleanse

Cleanse follows the normal set up rules as randomised at the start of the round. At the end of the game divide the table into four imaginary quarters.

- At the end of the game an uncontested quarter is worth the points values of **all** the units within it.
- Any unit can hold or contest a quarter unless they are a swarm or the unit entry specifically states that they never count as scoring.
- Scoring units (as described on page 90 of the Warhammer 40k rulebook) count as double victory points.
- A contested or unoccupied quarter is worth no victory points.

Mission 3: Annihilation

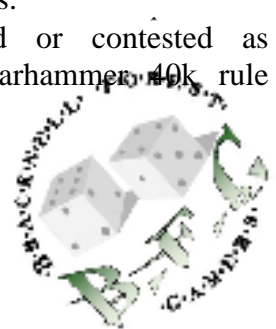
Annihilation as described on page 91 of the Warhammer 40k rulebook with the following amendments.

- Instead of kill points, generals score **victory points** equal to the points value of the opposing units they have destroyed.
- The destruction of a scoring unit (as described on page 90 of the Warhammer 40k rulebook) yields double points.
- Units that have lost **more than half** of their starting wounds or that are **immobilised** yield half points.

Mission 4: Seize ground

Seize ground as described on page 91 of the Warhammer 40k rulebook with the following amendments.

- There will always be 5 objectives, do not randomise this.
- An uncontested objective is worth 300 victory points.
- A contested or unoccupied objective is worth 0 Victory points.
- Objectives are held or contested as described in the Warhammer 40k rule book.



The meanings of the terms used throughout this *Information Pack* are as follows:

TERM	MEANING
Army Background	A WORD-PROCESSED document that reflects the narrative element of the player's army.
Army Painting	A variable amount of points awarded to each player for the painting, converting, coherency and basing of their army.
Army Presentation	A variable amount of points awarded to each player for their Army Roster, Army Background and attention to W.S.I.W.Y.G.
Army Roster	A record of a player's army, including points values and wargear. An Army Roster may never be amended unless it is deemed illegal by the Judges.
Best Army	An award given to the player who has brought the most striking army.
Best Sportsman	An award given to the player who has played in the most admirable spirit
Generalship	A variable amount of points awarded to each player for their performance throughout each Round.
GCN	The Gaming club Network.
Information Pack	A document that contains the rules, schedule and criteria for the Event (what your holding in your hand).
Judge	An Official of Bracknell Forest Gamers. The Judges will make sure that the majority of players will get a nice friendly game.
Morning Briefing	A brief period after Registration during which greetings, and announcements are made.
Red Card	A final warning given to players who commit a second minor offence or a major offence.
Registration	A period before the Morning Briefing, during which all players confirm their attendance, and hand in a copy of their Army Roster
Results Card	A card onto which players record the result of each game.
Round	A session in which players will play against their pre-determined opponents.
Voting Card	A card onto which the players record the player they feel is most deserving of the Best Sportsman award.
Warm-up	A brief period during each Round for both players to examine each other's Army Rosters and prepare for the game ahead.
W.Y.S.I.W.Y.G.	An acronym for 'What You See Is What You Get'. W.Y.S.I.W.Y.G. ensures that all players utilise armies that clearly represent the units and vehicles on their Army Roster.
Yellow Card	A warning given to players who commit a minor offence.

Tips & Tricks: Tournament Survival Guide

For those of you who haven't been to a tournament before, here the following points may make your day more enjoyable and run more smoothly

Trays. Table space around a gaming table can get quite cluttered, a tray makes it a lot easier to shift your army from one table to another during the day, if its' themed it can even earn you bonus points

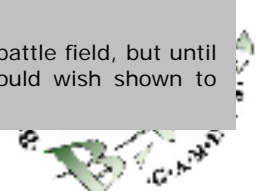
Drink. Besides rolling dice the second most common activity on a gaming table is talking. Make sure you get plenty to drink through out the day

Keep it moving. In the interest of making the day run smoothly, no one want to be hanging around waiting for the next victim... sorry opponent, where possible can you keep the game moving along

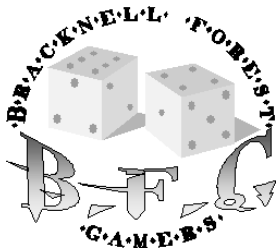
Ask before you touch. Most people don't mind you nosing at their models but please ask them before picking them up. Everybody puts a hell of a lot of effort into their armies and it is fairly devastating if something gets broken or goes missing during the day.

Smoking Bracknell Forest Gamers Events Hall is not that big so if you wish to smoke we will respectful request that you do so out side of the hall, that way all players

Winning is the only thing . We all want to quash our enemies and march gloriously across the battle field, but until then please remember, its only a GAME, please give your opponent the courtesy you would wish shown to yourself



HOW TO GET TO Bracknell Forest Gamers



www.bfgclub.org.uk

By Road – chair@bfgclub.org.uk

From M4

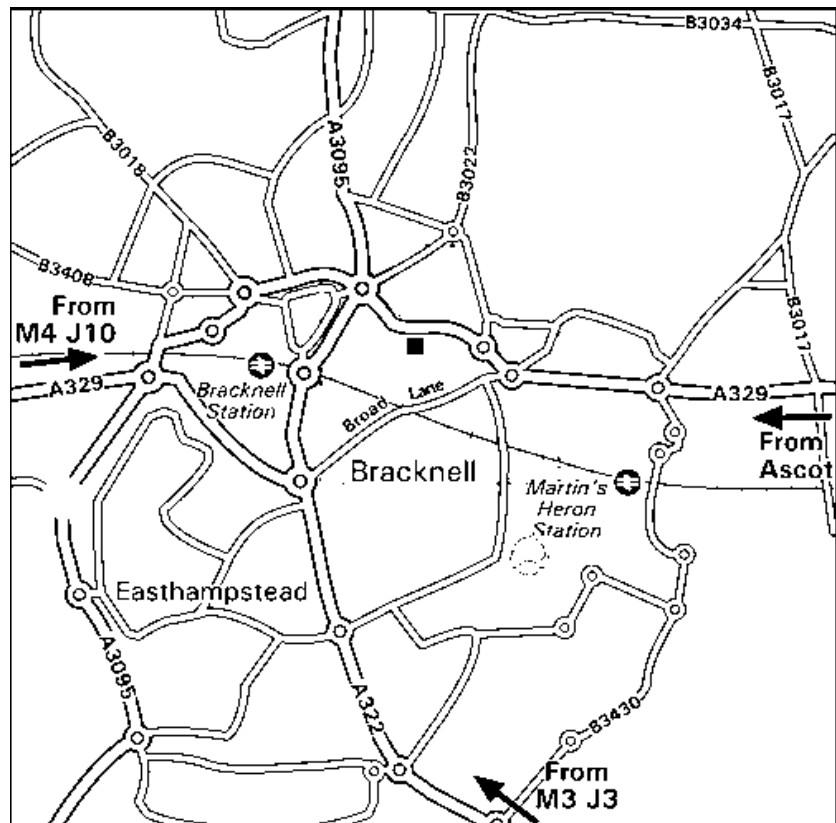
North: Leave the M4 at Junction 10 and take the A329(M) READING, WOKINGHAM and BRACKNELL and following signs for BRACKNELL. Leave the A329(M) at the Junction for the TWIN BRIDGES ROUNDABOUT, and proceed straight over into DOWNSHIRE WAY, this is a single Lane Carriageway. At the next roundabout bear left onto BAGSHOT ROAD A322, This is a Dual Carriageway, follow the A322 to next roundabout BRACKNELL FOREST SPORT CENTRE ROUNDABOUT

From M3: Leave M3 at Junction 3. Take A322 to BRACKNELL, the Bracknell Leisure Centre is on your left as after the next Roundabout after the Hilton Hotel which is the BRACKNELL FOREST SPORT CENTRE ROUNDABOUT

By Rail: -

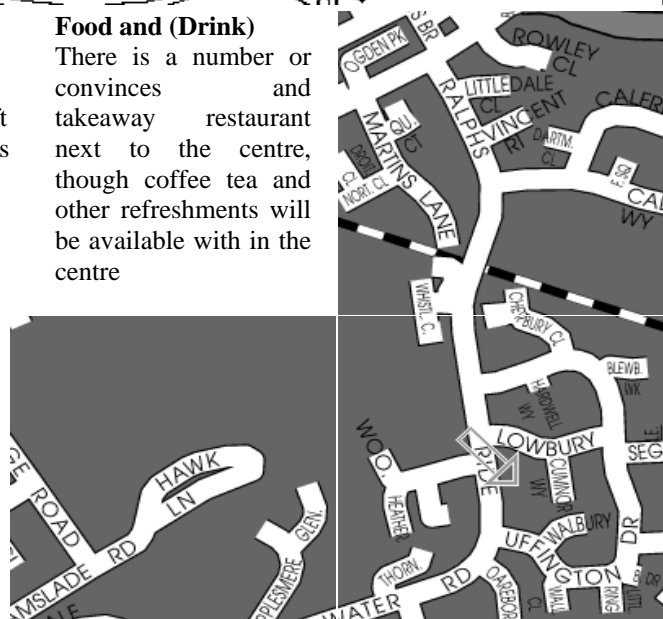
Bracknell Railway Station: Frequent trains from London (Waterloo) and Reading. The Centre is approx. 1.4 miles from the station and is assessable by bus. Martins Heron Halt- Same Trains that frequent Bracknell, though the halt is closer and is with in easy walking distance

Parking: Parking is available in the main shopping centre or in parking areas close by to the centre



Food and (Drink)

There is a number or convinces and takeaway restaurant next to the centre, though coffee tea and other refreshments will be available with in the centre



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