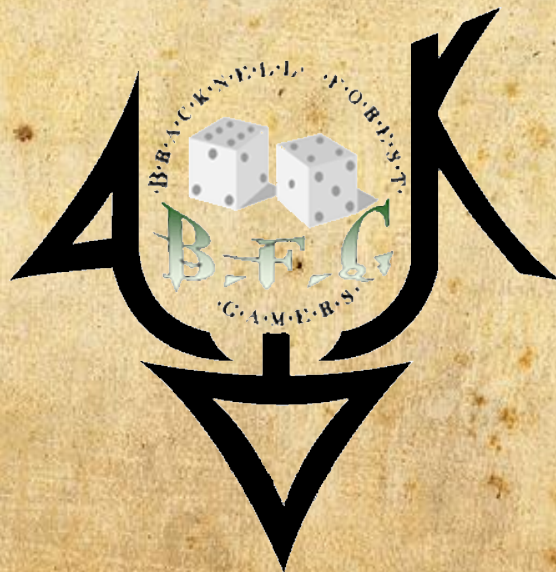


40k Online UK Tournament

21-08-2011

In partnership with Bracknell Forest Gamers



Simple Stuff for Simple People

FOREWORD

Hello everyone!

We all know that nobody likes an overly complicated rules pack so this is a nice, simple guide to what to expect on the day, what you'll need and a fully comprehensible rules FAQ at the end.

It will be tongue in cheek, it will mention forum members and it might contain the occasional profanity.

This is NOT a cut throat tournament, it is about community spirit, getting together, meeting like-minded people and putting names to faces. And making sure you do better than 'Dizz'... Because he doesn't really play 40k.

If somehow, you don't know what forum the majority of us belong to and why we are running this tournament then you can find out at www.40konline.com. The specific thread can be found here: [HERE](#)

We would encourage everyone to sign up and start getting involved. It is great for banter, jeering on your opponents and getting to know one another (and what armies you will be fighting!) as well as sharing photos and reports after the event.

TIME & DATE

The 2011 40kOnline UK Tournament will take place on;

SUNDAY 21st AUGUST 2011

From 8:30am to 18:30 – 19:00pm.

THE VENUE

Due to a number of unforeseen circumstances this years event will be hosted by Triple Helix Wargames at their lovely home;

Unit 3 Commerce Business Centre
Commerce Close, West Wilts Trading Estate
Westbury, Wiltshire, BA13 4LS

More info on getting there can be found later in this pack.

THE RULES

The games will of course be played in accordance with the Warhammer 40,000 Fifth Edition ('Hymirl' will make sure of this!) and will use all current rules, codexes, updates and official FAQ documents for 40k 5th Ed

The Armies

WHAT YOU NEED TO BRING

1. A full **1750 point** Warhammer 40,000 army!
2. At least two copies of your army list. Points for each unit should be clearly marked, as well as optional equipment. *Google5 may treat you like a second rate citizen if you do not obey these simple instructions.*
3. Rule books, codexes, printed PDFs, FAQs you may rely on to validate the rules for your army and units.
4. Lucky Dice, Templates and a Measuring Tape
5. Glue (for battlefield repairs)
6. Three objective markers
7. Food & drink, or money to buy it!
8. Pen, paper and a calculator
9. A camera
10. A good sense of humour

ARMY COMPOSITION

As already mentioned, your army will be 1750points and should adhere to a single standard mission force organisation chat. You will be using the same army list for all games on the day. All current codexes will be used, including any released up to the date of the event!

Forge world units, rules and army lists **ARE** allowed (without prior consent). In all cases, the most up to date version of the rules **MUST** be used and these must be compatible with other current rules. You **MUST** have the appropriate rules for the unit or army with you if you intend to use it. There are some limitations however;

- Units with mass or structure points are **NOT** allowed.
- Gargantuan creatures are **NOT** allowed.

Note that Flyers may be used, and the most current rules for them will be enforced. As a result however, all 'Pintle' mounted weapons count as 'AA' as described in the Apocalypse Rule Book (hit on normal BS etc.). In addition, the Imperial Guard Hydra, Tau Sky Ray & Eldar Firestorm count their turret armaments as 'AA', as befits their specialised role.

Remember that non codex armies are allowed. Such armies could include 40kOnlines very own Harlequin codex! If you want to bring a non codex army you will need to gain prior approval and will be given specific instructions on how immaculately clear your list must be and how many copies you will need etc. The army rules and your army list will both need to be vetted by the community prior to being given consent.

Finally, your army does NOT have to be painted, though you will be awarded additional Battle Points if it is.

The Games

SCHEDULE

There will be **FOUR** games played throughout the day, each lasting a maximum of two hours. The rough schedule will be;

08:30 – 9:00	Arrive, register and begin face to face smack talk
09:00 – 11:00	First game
11:15 – 13:15	Second game
13:15	Lunch
14:00 – 16:00	Third game
16:15 – 18:15	Fourth game
18:15 – 18:45	Packing up & Presentations

Of course, no plan survives contact with the enemy, so be prepared for this schedule to be altered!

MISSIONS

The missions will be pre-determined and they will be revealed on the day just before each game. Standard Missions will use the rule book scoring methods. There may be one or more missions from the 'Battle Missions' book, though generally these will be adapted to ensure they do not advantage one player.

(You will not need your own copy of 'Battle Missions').

SCORING

To keep things interesting, we rarely implement a consistent scoring system from one tournament to the next. We do this for a number of reasons (nothing to do with the endless debates or arguments...)

- To piss 'oink' off when he thinks he deserves second place.

The scoring for this tournament will be as follows:

WIN	3 Battle Points
DRAW	1 Battle Point
LOSE	0 Battle Points
CONCEDE	-1 Battle Point

Victory Points are important as they will be used as tie breakers. So be sure to total up all of your VPs at the end of each battle.

Additionally bonus Battle Points will be awarded as follows:

Fully assembled, painted, flocked and presentable army	+3BP
Fully assembled and undercoated army	+2BP
Fully assembled army	+1BP

Each army will be judged individually throughout the day.

Total Battle Points will be used to determine the rankings. (However, it should be noted that it has been known for the scoring system to change mid tournament – 'oink')

The Winners

WHO WINS

Not all of us can be Charlie Sheen, so after a long day of gaming the winners of the tournament will be as follows;

1st Place

To the person with the highest Battle Point score.

2nd Place

To the person with the second highest Battle Point score.

3rd Place

To the person with the third highest Battle Point score

Best Army

To the person judged to have the best overall army, in terms of visual appearance and character!

BONUSES

Because 40k is not just about your ability as a general, in addition to the standard bonus Battle Points awarded for your army, and any gained through the missions you play, there is scope for people to be awarded extra bonus Battle Points to those that have gone that extra yard.

This might be as a result of an innovative theme or army narrative, or a persons characterful (or humorous) leadership of his troops. The bottom line is that additional awards or recognition may be given to those who area really found to deserve it.

SPORTSMANSHIP

Lets be honest, if you're being a dick, we will let you know.

RULES FAQs & ERRATA

Current Rules, FAQs & Errata can be found by following these links;

[Games Workshop UK](#)

[Forgeworld](#)

Special Stuff

ODD BALLS (No reference to 'Chuckles')

In addition to the missions for the games, there may be extra objectives or rules which may be revealed on the day! Last time out 'g00gle5' prepared some great bonus objectives to help people gain additional points during their games! Well, we've always maintained that there are a few odd practices!

GRUDGE MATCH

Naturally, over the course of many tournaments we have held, and the nature of the interactivity on the forum we get a number of pairings so epic that you often want to leave your game and observe the adjacent table, whether it is watching 'Bill' curb stomp 'Jonik' for the fifth consecutive time or see 'Erriond' and 'g00gle5' digging bloodied claws into each other... Or EVERYONE challenging 'Hymirl' to a game because he has offended them at some point on the forum!

So, Before the day of the tournament you are allowed to issue a challenge to any other participating player if you so wish. Technically, they are allowed to turn down the challenge but what self respecting gamer would dare back away from an insult to their honour!? The challenge will take place in the first (or second) round.

REGULAR OPPONENT YOU SAY?

The first two rounds are generally against random opponents and are drawn from a metaphorical hat (we had talked about an actual hat, but there was disagreement of the type). However, nobody wants to travel 300 miles to play the chap you see all year round back home!

So, if you are somehow listed to play against a regular opponent let a tournament organiser know and you will be given a new opponent! This rule CAN be invoked in the third and fourth rounds but you will probably be talked out of it and encouraged to give your friend a beating he won't forget.

VETO

This rule has never been invoked, but maybe you cannot, with good conscience, play against an opponent, their army, or a unit that is in it!? If you really don't want to play an opponent then you can subtly approach an organiser and ask to change opponents. They will tactfully find you another.



Location

TRIPLE HELIX WARGAMES

Unit 3 Commerce Business Centre
Commerce Close, West Wilts Trading Estate
Westbury, Wiltshire, BA13 4LS
www.triplehelixwargames.co.uk

Details of nearby hotels can be found by following the previous link to the tournament discussion thread.

BY CAR

THW is just 5 minutes from the A350 between Trowbridge and Westbury and only a 35 minute drive from Junction 17 of the M4.

To reach them coming from the Borth, come off the M4 at J17 and head south on the A350 towards Chippenham. Follow the A350, signposted to Poole all the way until you pass a set of traffic lights in the village of West Ashton. Follow the A350 down the hill towards Hawkeridge and Westbury and at the mini roundabout with the petrol station go straight over. Go under the railway bridge and at the next roundabout take the first exit. Follow this road for approx 1 mile before turning right into the West Wilts Trading Estate.

Take the first left into Commerce Close and immediately right into the car parking area. Triple Helix is the third building on the right hand side.

BY TRAIN / BUS

Westbury is a mainline station on the London Paddington to Exeter route, stopping at Reading, Newbury and Taunton. It is also on the mainline between Cardiff and Portsmouth stopping at Southampton, Salisbury and Bath.

Triple Helix is a 1 hour 20 minute train journey from London and only 20 minutes from Bath. You may need to wait a while for a bus, though we can arrange to have you picked up from the station!

By bus, the 264/265 will drop you a 1 minute walk from the front door. This runs between Bath and Warminster hourly during the week and every 2 hours on the weekend. The bus also runs direct from Westbury train station.

