

# WAR GAMES DAY



**PLAYERS PACK + EVENT GUIDE**

# WELCOME AND THANKS FOR PLAYING!

**H**i and thank you for taking part and playing in this little organised Warhammer 40k event. This players Guide will hopefully help everyone enjoy the day by providing all the information you need in one place.

## **About this event**

This is what I'm calling a competitive social event it is a competitive event and I wish everyone the best of luck but we are playing with relaxed rules compared to most events played. Most games will have longer play times than common ITC standards and also while we are growing as a group most tables won't have quite the full compliment of scenery but we will try our best. please do try to remember this is a friendly get together and a collective meet and greet of our little Warhammer group so so regardless how the dice roll, please try to have fun, enjoy the games and finally take a moment to have a chat with the players around you. I will also be putting on a full days worth of food and drinks for all players with the aim of being Tasty, healthy and sustainable. This menu will be listed below

Thank you

Robert

Tournament Organiser

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## LOCATION INFORMATION

Players are to arrive at Theydon Bois Scout Hut is in a private road set back from the main road on Loughton Ln. There is plenty of parking but please make sure you arrive with plenty of time to get parked as we might not be the only people using the parking area.

There is 1 fire exit located in the hall and in the in a case of an emergency fire we are to meet outside in the car park.

There are toilets on site and fresh drinking water available in the kitchen.

full address below.

Theydon Bois Scout hut  
Theydon Bois, Epping CM16 7JY

## PLAYER REQUIREMENTS

Players will be required to bring the following items for there games at the games day

- Dice
- Mission cards
- 2000 point army
- Measuring tape
- Codex or Index cards for your army
- Core Rule Book
- Objective Markers

## ITINERARY OF THE DAY 1K EVENT

### EVENT ITINERARY

- 7:30am- Event Organiser Final Checks and preparations.
- 8am-8:30am- Player Arrivals Grab a Tea or Coffee with a Biscuit. Proceed to unpack your forces ready for round 1 and find your first round pairings.
- 8:30am-11:30am- Round 1
- 11:30am-12pm- Refreshments & Round 2 Match Ups
- 12pm-3pm- Round 2
- 3pm-3:30pm- Lunch & Round 3 Pairings
- 3:30pm-6:30pm- Round 3
- 6:30pm-7pm Awards and prizes
- 7pm- set down
- Send off to the Pub

## DAY MENU

On the day of the event all players will have ample opportunity to eat as this is a competitive social event and so food and drinks will be provided for you as part of your ticket. You will see you have plenty of breaks so please use these opportunities to grab what you need or ask me for anything if you require it. Also please use the breaks and lunch break to interact with other players. The menu of the day has been thought out with ease of set up in mind and health of the players attending. I have taken precautions to avoid anything that might trigger intolerances as best possible.

### All day provisions

- Tea & Coffee
- Water

### Food + Drinks Available at the First Interval

- Fruit salad + Yogurt
- Fruit juice drinks

### Food & Drink at Lunch Break

- Mexican chilli with Tacos + Salad & Cheese ( Gluten free version will be Available)
- Mixture of dips and Sauces
- Tortia chips for dips
- Cools and lemonades for drinks

## HOW SCORING WORKS

In this Event all players will be judged and scored in 4 category's. Each category will have its own criteria and weighting towards the players overall score for the Best General.

**Competition and Games scores**- As every player will play no more than 3 rounds in the day, there will be 2 scores to keep track of!. The first is your win/loss record this will run like most football league formats. With 3 points for a win, 1 point per draw and 0 points per loss. These points will go towards your **Best General** score and **Best Overall** score. In the possibility we have multiple people winning all 3 games on the day you will also keep track of a game score. This score is your points scored in the games and needs to be marked on your games sheet provided to you on the day. This will be used to separate any ties in W/L scores and determine player rankings.

**9 Points from 3 wins will contribute to a 22.5% weight towards the best overall Trophy.**

**Good Sports Score**- With the aim of the day being fun, I expect these scores to be high. But we all do play the game differently and so I have made a list of things players should do, can do or could do that would make the playing experience better. This criteria is designed so you can only be judged in how you play the game not on if you say nothing interesting for the 2.5 hour round or are unfortunately a spurs fan. The Gamesmanship Rubric will be listed below is worth max 5 points per round for a total of 15 points for the day and will be judged by your opponent.

**15 Points from 3 wins will contribute to a 37.5% weight towards the best overall Trophy.**

**Army Theme and Narrative**- On a bed of deep well written and crafted history and lore found in the world of the 40k universe. Every army can have a story and I encourage you to build a narrative or a theme for your force. It can be as simple as copying a famous chapter or as detailed as custom characters and squad history's. Our **Best Narrative Army** award will judge your small force on story, unit selection, paint scheme and play style and judge on how well you matched all aspects to meet a core theme or idea of the army. This Score will be Judged by the T.O using the listed Rubric below.

**Max 6 Points from contribute to a 15% weight towards the best overall Trophy.**

**Painting + Hobby** - Building and painting is a part of the hobby and we encourage all to do some, but put no pressure on it as its not everyone's cup of tea. The **Best Painted Army Award** is for those who like to paint and hobby and have a good looking army. This competition carry's weight towards the **Best Overall Award** as an encouragement to have all army's with colour on them for The day. In theory you could max out every other score and win the event overall. This Score will be Judged by the T.O using carefully selected rubric that will remain private so we can see individuals talents and styles in there army's and not having army's trying to match minimum requirements.

**Max 10 Points from contribute to a 25% weight towards the best overall Trophy.**

## GAMING RUBRICS

Below is a list a list of how I would like you to judge your opponent when it comes to sporting behaviour. And tick off each box for every bullet point you feel your opponent managed to do. Please keep these scores private.

### GOOD SPORTS RUBRIC REQUIREMENTS

Players earn 0.5 points per bullet point in each category 1- 4 and 1 point on the bullet point in cat 5 . For a maximum of 5 points

#### 1. THE MINIMUM

- NO foul Language used in aggression
- NO cheating

#### 2. THE STANDARD

- Rolled Dice where clearly visible and explained what was needed.
- Was gracious in defeat/victory- shook hands, no moaning, no gloating.

#### 3. THE HELPFUL

- Helped move your models, helped measure out distances for you, count dice to help speed up play.
- Clearly explained all of his rules pre game and explained what he was doing during the game so there is no nasty gotcha moment.

#### 4. GOOD SPORT ADVOCATE

- Let you go back and correct something you missed out or forgot to do.
- Understands when to play rules as intended not rules as written.

#### 5. THE SPORTING CHAMPION

- Actively helped you out playing against them selfs with ideas and advice.

In the events of ties on either the **Hobby scores** and **Narrative scores**. At the end of each game you are to put at the bottom of your **Game score sheet** shown in our example on page 7 what you would rate your opponents army in each Category from 0-5.



# UNIVERSAL RULES

<p><b>10<sup>th</sup> EDITION USR LIBRARY</b> <small>v2.0</small></p> <p><b>ANTI-KEYWORD, X+</b></p> <p><b>CRITICAL WOUNDS</b> the named unit type on X. E.g. ANTI-VEHICLE 3+ scores a <b>CRITICAL WOUND</b> on a <b>VEHICLE</b> on a Wound roll of 3+.</p> <p><b>ASSAULT</b></p> <p>Can Advance and Shoot.</p> <p><b>BLAST</b></p> <p>Add 1 to the attacks characteristics for every 5 models in a unit (round down). Can't be fired at any units in <b>Engagement Range</b>.</p> <p><b>CONVERSION X</b></p> <p>Each time attack is made if model is more than X away, an unmodified successful hit of 4+ scores a <b>CRITICAL HIT</b>.</p> <p><b>CRITICAL HITS</b></p> <p>An unmodified Hit roll of 6. Always successful.</p> <p><b>CRITICAL WOUNDS</b></p> <p>An unmodified Wound roll of 6. Always successful.</p> <p><b>DEADLY DEMISE X</b></p> <p>When this model is destroyed roll one d6, on a 6 each unit within 6" range suffers X <b>Mortal Wounds</b>.</p> <p><b>DEEP STRIKE</b></p> <p>Unit can be set up in <b>Reserves</b> instead of on the battlefield. Must be 9" horizontally away from all enemy models.</p> <p><b>DESPERATE ESCAPE</b></p> <p>Roll one dice for each model in the unit when <b>Falling Back</b> after failing a <b>Battle Shock</b> test, or when <b>Falling Back</b> through enemy models. On a 1 or 2, a model in the unit is removed.</p> <p><b>DEVASTATING WOUNDS</b></p> <p>On a <b>CRITICAL WOUND</b>, convert the damage to <b>Mortal Wounds</b> and the attack sequence ends.</p> <p><b>EXTRA ATTACKS</b></p> <p>Weapons ability. Each time bearer fights, they can make a number of additional attacks with weapon as listed. The number cannot be modified by other rules.</p>	<p><b>FEEL NO PAIN, X+</b></p> <p>Each time this model would lose a wound, roll one D6: if the result is equal to or greater than X that wound is not lost.</p> <p><b>FIGHT FIRST</b></p> <p>Units with this ability that are eligible to fight do so in the <b>Fights First</b> step, provided every model in the unit has this ability.</p> <p><b>FIRING DECK X</b></p> <p>Allows a number of models embarked on a <b>TRANSPORT</b> to fire out.</p> <p><b>FLY</b></p> <p><b>FLY</b> models move over enemy models when they <b>Normal Move, Advance, Fall Back</b> or <b>Charge</b>. Move distance is measured through the air.</p> <p><b>HAZARDOUS</b></p> <p>After the unit has finished its attacks. Take a hazard test for each weapon used, for each roll of a 1 a model with a <b>HAZARDOUS</b> weapon is destroyed. <b>CHARACTERS, MONSTERS</b> and <b>VEHICLES</b> suffer 3 <b>Mortal Wounds</b> on a roll of a 1 instead.</p> <p><b>HEAVY</b></p> <p>+1 to hit when the bearer's unit <b>REMAINS STATIONARY</b>.</p> <p><b>IGNORES COVER</b></p> <p>Weapons with this ability in their profile do not allow for the <b>Benefit of Cover</b> against that attack.</p> <p><b>INDIRECT FIRE</b></p> <p>This weapon can fire at models that are not visible, if it does so, subtract 1 from the hit roll, and the target has the <b>Benefit of Cover</b>.</p> <p><b>INFILTRATORS</b></p> <p>A unit can be set up outside of your deployment zone. It must still be 9" away from enemy models and the enemy deployment zone.</p> <p><b>LANCE</b></p> <p>Weapons with this ability get +1 to wound when <b>Charging</b>.</p> <p><b>LEADER</b></p> <p><b>CHARACTER</b> units with <b>LEADER USR</b> can be attached to one of their <b>Bodyguard</b> units before the battle. Attached units can only contain one <b>LEADER</b>. Attacks can not be allocated to the <b>CHARACTER</b> model in Attached units.</p>	<p><b>LETHAL HITS</b></p> <p><b>CRITICAL HITS</b> automatically wound the target.</p> <p><b>MELTA X</b></p> <p>Add X to the damage when fired at half range.</p> <p><b>OBJECTIVE CONTROL (OC)</b></p> <p>This shows how effectively a model can exert control over objectives.</p> <p><b>ONE SHOT</b></p> <p>This weapon can only be fired once per battle.</p> <p><b>PISTOL</b></p> <p>A unit can fire this weapon in <b>Engagement Range</b>, but must target one of those enemy units. Can not be shot alongside non-<b>PISTOL</b> weapons (unless a <b>MONSTER / VEHICLE</b>).</p> <p><b>PRECISION HITS</b></p> <p>Can allocate attacks to a <b>CHARACTER</b> models that is visible when targeting an Attached unit.</p> <p><b>RAPID DEPLOYMENT</b></p> <p>A unit can disembark after this model has advanced. They cannot charge but can otherwise act normally</p> <p><b>RAPID FIRE X</b></p> <p>Increase the attacks by X when targeting unit is within half range.</p> <p><b>SCOUT X</b></p> <p>Pre-game movement of X" after <b>Deployment</b> phase. <b>DEDICATED TRANSPORT</b> units also inherit the ability if occupied by <b>SCOUT</b> units. Must end more than 9" horizontally away from enemy models.</p> <p><b>STEALTH</b></p> <p>If every model in a unit has this ability, they are -1 to hit vs ranged.</p> <p><b>SUSTAINED HITS X</b></p> <p><b>CRITICAL HITS</b> score X additional hits.</p> <p><b>TORRENT</b></p> <p>Attacks with <b>TORRENT</b> weapons automatically hit.</p> <p><b>TWIN-LINKED</b></p> <p>You can reroll the attack's <b>Wound</b> rolls.</p>
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## EXAMPLE SCORE SHEET

Below is an example of what your players score sheet will look like you will need to fill out any army details in the top at the start of the day these will be fixed for all 3 rounds. You will need to fill out your gaming score as the round goes on for you and your opponent and then at the end of the game fill in the Good sport Award score, your rating of there paint scheme and the narrative of there force for your opponent on your sheet this is to be done in private.

Players Name	Players Faction	
<b>Army Points</b>		
<b>Warlord Unit</b>	Warlord Trait	Relic Additional
<b>Caricatures</b>	Warlord Trait	Relic Additional

### Round 1

Player Name	Primary		Secondary 1		Secondary 2		Secondary 3		Total	
Round 1										
Round 2										
Round 3										
Round 4										
Round 5										
Player Name	Primary		Secondary 1		Secondary 2		Secondary 3		Total	
Round 1										
Round 2										
Round 3										
Round 4										
Round 5										
<b>The Good Sport Award</b>	The Minimum		The Standard		The Helpful		The Good sport Advocate		The sporting Champion	
	0.5	1	1.5	2	2.5	3	3.5	4	4.5	5
<b>Opponents Paint job 0-5</b>	0.5	1	1.5	2	2.5	3	3.5	4	4.5	5
<b>Opponents Narrative 0-5</b>	0.5	1	1.5	2	2.5	3	3.5	4	4.5	5