

WOKING 1ST FOUNDING PRESENT

WOKING WAR

A Warhammer 40,000 Doubles Tournament
Saturday August 28th

The Maybury Centre
Board School Road
Woking
Surrey
GU21 5HD

TIMETABLE OF EVENTS

- **9.00am** Registration
- **9.30am - 11.00am** Game 1: Salvage: Pitched Battle
- **11.20am - 12.50am** Game 2: Capture and Control: Dawn of War
- **12.50pm - 1.50pm** Lunch and Best army judging
- **1.50pm - 3.20 pm** Game 3: Mayhem Annihilation: Pitched Battle
- **3.40pm - 5.10pm** Game 4: Seize Ground: Spearhead
- **5.30pm** Results and award ceremony

THE TOURNAMENT

You will participate in a series of four games, each against a different opponent. In the first round players will be randomly matched against an opponent. After that, in each round the two players in 1st and 2nd place (based on their points for Generalship) will play each other, the players in 3rd and 4th place will play each other and so on. The only exception is you will never play the same team twice. Should this happen a referee will step in and sort things out so that the players play fresh opponents of a suitable calibre. This usually means moving either up or down the tables to swap you around.

Once your opponent has been determined you will be assigned a table. Each game will be played on a 6' by 4' table. Please try to keep the playing area clear of excess clutter. Each table will be a pre-designed battlefield with fixed scenery. You must bring along a copy of the Warhammer 40,000 rules, the codex you will be using, as well as copies of any material you will use from U.K. editions of White Dwarf, so that your opponent can check the rules and characteristics that apply to your troops.

Set up, game length and victory conditions are described in the tournament scenario rules on the following pages. Each player has a special results card, once you have finished your game, you must fill in the card and hand it back at the referees' desk so the tournament standings can be calculated.

THINGS YOU NEED TO BRING WITH YOU

Any gaming material you require to play Warhammer 40,000, including:

- Your painted army. Unpainted models will NOT be allowed in any Mayhem Tournaments.
- Your army roster.
- This rules pack.
- Any Rulebooks, codices and FAQs that apply to your army selection.
- The latest chapter approved update for your army. Follow link below;
<http://www.gamesworkshop.com/gws/content/article.jsp?catId=cat1290031&categoryId=1000018§ion=&pIndex=1&aId=3400019&start=2>
- Suitable loot/objective counters (up to 5).
- Any Reference sheets you may need.
- Templates (if applicable).
- Tape Measure
- Pens
- Dice
- Super Glue (for emergency repairs)

THINGS PROVIDED FOR YOU

- Gaming area
- 6'x4' Board
- Scenery
- Refreshments including; Tea and coffee.
- Plenty of Car Parking available on site

ARMY SELECTION

Both you and your team mate will need an army list of 500 points combat patrol. Each 500 point list must adhere to the following limitations:

| Unit Type | 500 points |
|---------------|------------|
| HQ | 0-1 |
| TROOPS | 1-3 |
| ELITES | 0-1 |
| FAST ATTACK | 0-1 |
| HEAVY SUPPORT | 0-1 |

Furthermore each list must be selected with the normal combat patrol limitations:

- No 2+ armour saves
- No model may have more than 2 wounds, (except Tyranid warriors).
- No vehicle may have an armour value greater than 33. Calculate this by adding the front, side and rear armour values, (only count the side once).
- No model may have an invulnerable of 2+ or better.
- No Ordnance weapons.

ALLIES

The two combat patrols maybe from different codexes as long as they are permitted from the chart below:

| | Chaos | Dark Eldar | Chaos Daemons | Eldar | Imperial Guard | Inquisition Forces | Space Marines | Necrons | Orks | Tau | Tyranids |
|--------------------|-------|------------|---------------|-------|----------------|--------------------|---------------|---------|------|-----|----------|
| Chaos | A | D | A | X | A | X | X | X | D | X | X |
| Dark Eldar | D | A | D | D | X | X | X | X | X | X | X |
| Chaos Daemons | A | D | A | X | A | X | X | X | D | X | X |
| Eldar | X | D | X | A | D | D | D | X | X | D | X |
| Imperial Guard | A | X | A | D | A | A | A | X | X | A | X |
| Inquisition Forces | X | X | X | D | A | A | A | X | X | D | X |
| Space Marines | X | X | X | D | A | A | A | X | X | X | X |
| Necrons | X | X | X | X | X | X | X | A | X | X | X |
| Orks | D | X | D | X | X | X | X | X | A | X | X |
| Tau | X | X | X | D | A | D | X | X | X | A | X |
| Tyranids | X | X | X | X | X | X | X | X | X | X | A |

Key:

- A: Allies – the two armies have no problem fighting on the same side.
- D: Distrusted – the two armies distrust one another and may that may have some ramifications during the heat of the battle, (see below).
- X: Not allowed – these two armies may not fight together.

WATCH YOUR BACK TEST

If two armies are from the distrusted allies selection then if at the start of the owning players turns, after reserves and deep strikes have occurred, if any of their patrol units are within 6 inches of their allied units each unit must take a Leadership test. If the test is failed roll on the table below:

| D6 | Result | |
|-------|------------------------|---|
| 1 - 3 | Calm Down, Calm Down | There is trouble in the ranks, but order is restored quickly. The unit counts as moving with regard to heavy weapons but may otherwise move as normal. |
| 4 - 5 | I Don't trust them sir | More than a couple of troopers are getting very wary of their allies. The unit counts as moving in difficult terrain for the whole turn but may otherwise shoot and assault as normal. |
| 6 | Get Em | Personal differences are not kept in check and the unit shoots and assaults the nearest allied unit in a blood frenzy. They will continue to fight in close combat until one unit breaks. |

ARMY APPEARANCE (0-20 Points per team)

Detailed Army Appearance Scoring will be conducted over lunch after game 2, for more details on the categories refer to the Army Appearance page. The trophy will be given to the army with the best score for Army Appearance. If there is a tie, then the team of judges will select the winner. In addition, only armies painted by the gamers or gamer will qualify for the best army trophy. Please indicate on your scorecard if you did not paint your army.

GENERALSHIP (0-120 Points)

Army lists need to be submitted a minimum of 1 week before the event where a team of judges will check each list. Each mission is worth 20 points for a victory, 10 for a draw and 0 for a loss with a total of 10 bonus points available to each player. The rules for working out the tournament points are detailed with each mission later in this pack.

SPORTSMANSHIP (0-20 Points)

We have included this category to encourage players to take part in the tournament in the right spirit. Obviously we deplore unsporting behaviour and we hope that the points which can be earned for being a sporting and friendly opponent will discourage players from even thinking of acting in this manner. At the end of the last round you will be asked to rank your opponents as the most sporting opponent by marking on your result sheet 5, 3, 1 and 0 points.

Example

| Opponent | Sportsmanship mark |
|----------|--------------------|
| Rod | 0 |
| Jane | 3 |
| Freddy | 1 |
| Bungle | 5 |

We completely abhor 'tactical voting' of sportsmanship. This is a 'black hole' offence. The Black Hole can be won by any and everyone, if you receive it then all your tournament points are put into the black hole, so you can win nothing else

ARMY APPEARANCE

Each Combat patrol 500 point army will be marked separately from the criteria below, (out of 10), and the scores added together for the combined painting mark.

Painting (one of the following)

- +1 The majority of the army is painted and based to the bare minimum standard.
- +2 The majority of the army is painted and based to a basic standard.
- +3 The majority of the army is painted and based to a good standard.
- +4 The entire army has been painted to a very high standard.

Conversions (one of the following)

- +1 The army includes a few basic converted models such as multi kit conversions including head and weapon swaps.
- +2 The army has some difficult conversions that use things such as putty, plastic card, drilling, sawing, minor sculpts;
- +3 Almost every model in the army is very well converted in some minor way, or one or two units in the army are extensively converted to a high very standard

Army list

- +1 This mark is for submitting a legal pair of army lists at least one week prior to the event to the event organisers at woking1stfounding@hotmail.co.uk.

Other

- +1 Display Base: Basic based & highlighted or detailed display base;
- +1 Something Special: There is something above and beyond about a model's painting, the display base, a conversion, or the basing;

MISSIONS

GAME 1: SALVAGE
DEPLOYMENT: PITCHED BATTLE

Maximum Tournament points: 30

Win: 20 points
Draw: 10 Points
Lose: 0 Points
Bonus: 10points

Salvage uses 2 objective counters. These objectives are mobile.

Place each objective along the centre line of the table at least 12 inches from a table edge and more than 18inches from another objective. Objectives cannot be placed in impassible terrain or higher than 3 inches from the ground.

To claim an objective, move any unit with a WS value into base contact with it in the movement phase, your movement will end once you reach it, you may shoot (not run) and assault as normal. On subsequent turns you can move with the objective, you may not however: Turbo boost, run, hand -off or embark onto a vehicle.

You may 'consolidate' into an objective if the unit assaulted had it and has been destroyed, or is falling back. To win the game you must have more **scoring units holding objectives** than your opponent. You can voluntarily 'drop' an objective by moving out of coherency of it at the beginning of your movement phase. If a unit that has an objective falls back, it drops the objective and falls back normally.

Bonus points:

If a scoring unit ends the game with an objective you receive 5 bonus points, if it is held by a non-scoring unit you receive 2 bonus points.

GAME 2: CAPTURE AND CONTROL.
DEPLOYMENT: DAWN OF WAR

Maximum Tournament points: 30

Win: 20 points
Draw: 10 Points
Lose: 0 Points
Bonus: 10points

Mission as detailed in the 5th Edition Warhammer 40,000 rulebook. To win the game you must have more **scoring units holding objectives** than your opponent. Objectives cannot be placed in impassible terrain or higher than 3 inches from the ground.

Bonus Points:

Own objective: 4pts if held by a scoring unit 2pts contested

Opponent's objective: 6pts if held by a scoring unit 3pts contested

GAME 3: MAYHEM ANNIHILATION
DEPLOYMENT: PITCHED BATTLE

Maximum Tournament points: 30

Win: 20 points
Draw: 10 Points
Lose: 0 Points
Bonus: 10points

This mission is exactly as Annihilation is described in the 5th Edition Warhammer 40,000 rulebook, but with one difference. We will be using Mayhem Kill points. Instead of 1 kill point for each unit, you will receive kill points depending on the cost of the unit destroyed. To win the game you must score more kill points than your opponent.

| Unit Value | Kill Points |
|------------|-------------|
| 0 to 100 | 1 |
| 101 to 200 | 2 |
| 201 to 300 | 3 |
| 301 to 400 | 4 |
| 401 to 500 | 5 |

Bonus Points:

Both players score bonus points depending on the number of kill points they score:

| Kill points | Bonus |
|-------------|-------|
| 0 to 1 | 0 |
| 2 to 3 | 2 |
| 4 to 5 | 4 |
| 6 to 7 | 6 |
| 8 to 9 | 8 |
| 10 + | 10 |

GAME 4: SEIZE GROUND (5 Objectives)
DEPLOYMENT: SPEARHEAD

Maximum Tournament points: 30

Win: 20 points
Draw: 10 Points
Lose: 0 Points
Bonus: 10points

Mission as detailed in the 5th Edition Warhammer 40,000 rulebook. Objectives must not be placed within 12 inches of each other, a board edge or be placed in impassible terrain or higher than 3 inches from the ground.

To win the game you must capture more objectives with **a scoring unit** than your opponent.

Bonus points:

Objectives (5): 2pts each if held by a scoring unit 0pts if objective is contested.

AWARDS

There will be awards for the following categories:

Woking War Winners

Woking War Runners Up

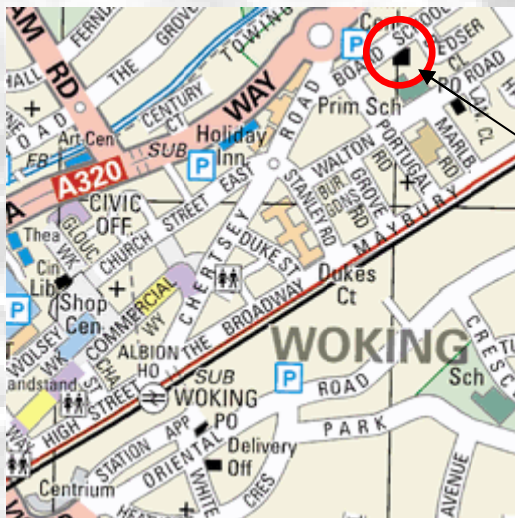
Best Team Generals

Best Team Sports

Best painted individual patrol

The Wooden Hammer

LOCATION AND DIRECTIONS



The Maybury Centre, Board School Road, Woking, Surrey, GU21 5HD is marked on the map by the black square on board school road in the top right hand corner (circled in red). We are a 5 minute walk from Woking railway station which has good links to London Waterloo. We are also 15 minutes by car from the M25 from Junction 11.

TICKETS

Tickets cost £10.00 per person, (£20.00 per team).

TEAM NAME: _____

NAME PLAYER 1: _____

NAME PLAYER 2: _____

Tickets can be paid for by either cheque or Paypal made out to the Secretary of the Woking Club.

Paypal: Please pay through iancourtney@hotmail.com and include contact information and player names.

Cheque: Please make cheques out to Mr I N COURTNEY and post to the following address with the relevant contact information and player details.

MR IAN COURTNEY
WOKING WAR TOURNAMENT
24 LAIRD COURT
BAGSHOT
SURREY
GU19 5QN

Please email army lists and any queries to: woking1stfounding@hotmail.co.uk