

Location –

Cellar Dwellers - Huddersfield. Laser Zone, 29 St Johns Road Huddersfield HD1 5DX

Date –

April 3rd – 4th

Background –

North of the Ultima Segmentum, lies a planet. A quiet tomb world, avoided by Tyranids tendrils, free of Tau expansion, away from the grasp of Chaos, only surveyed by the Imprium, ignored by raiders, and still from the stomp of WHARRRRRR's. That is until now.

The Eldar are ready and know what is coming. Do you?

Tournament Outline –

This event is designed to be a fun tournament that anyone can win. It will be played over two days with each person playing four games of Warhammer 40,000 Apocalypse. It uses specially designed scenarios to introduce variation into the games played.

Tournament Size –

16 places are available. Book before coming!

Tournament Cost –

£10 for both days. Deposit taken on booking.

Army composition –

Your army must be a legally allied apocalypse army made up from 5000 points. If playing a game less than 5000 points you can change the composition of your army from one game to another.

If you change your army list between games it must be done before the next game is announced. The list must be checked by the umpire before the game starts so don't delay. If your list is not checked then you can't change it. The list you are using must be signed by the umpire before use.

Players must bring the rules they intend to use. These will not be supplied. Models with no rules can not be used.

The army can be made up from additional models and rules from

Games Workshop: Data sheets, Codex, Relevant White Dwarfs, FAQ's
Forgeworld: All material to the current apocalypse version
Bell of lost souls: Lords of Battle v2, Codex
Codex Imperial Knights (Gargant Owners Club)

Superseded army lists will not be allowed. Example: Index Astrates army lists.

Army lists from older codices will be acceptable if not superseded. Example: Army's from the Eye of Terror. Check before booking if you are unsure.

Special Characters or Units may be used provided you have a copy of the rules to hand and can provide them to the umpires.

Stratagems are per the standard rules, but with a few changes. Only one free stratagem is available per entry, not general. This is for balance so get over it. There is no advantage to bringing 4 mates to get more stratagems. Additional stratagems can be bought for 250 each, up to a maximum of 4 without duplication, except from formations. These must be done before the game is announced and in rules terms counts as an army change. These additional stratagems must come from your 5000 points list.

If unsure the material will be acceptable check with event organisers before booking. The tournament organisers reserve the right to object to army compositions. So please do check before booking.

Each army list will be checked by the event organisers. Try and make your list legible so we can understand your list. If large errors are found in composition or points, points will be deducted. If this affects game play and more importantly fun, then the play will be asked to leave the tournament. Refunds will not be given if this is the case.

Games -

Game times: The game will start at the given time and will end at the given time. Life is not fair and this rule isn't either. You start late your loss. You're not finished at the correct time sorry. At the end time for each game an umpire will come over and ask for your scores. If you don't have them they will make a decision at that point which is final. It is recommended that players agree to finish the games near the time with an appropriate even number of turns. This is to represent Generals on the battlefield loosing track of things as the battle rages on. It also helps the organisers move the event along.

A turn length cannot last longer than 30 min. We have found through play testing that this has caused problems in the latter stages of the game. Unfair time wasting will be penalised by the umpires.

Game Times Day 1

Game 1 Start 9:30 Finish 1:30

Game 2 Start 2:00 Finish 6:00

Game Times Day 2

Game 3 Start 9:30 Finish 1:30

Game 4 Start 2:00 Finish 6:00

Scenarios -

Game 1 – (3000 points) Hold at all costs

Deployment – Standard table allocation. The player taking the smallest deployment area will be the defender. The other player will be the attacker.

Objectives – Total 6. The defender will have 4, the attacker 2. The defender will deploy their objectives first in their deployment zone. The attacker will deploy their objectives in the defenders deployment zone. The attackers objectives can be placed within 6 inches of another objective.

Game conditions – The defender will deploy first. The attacker has first turn.

Win conditions – Objective holding as per standard 40k rules. Each uncontested objective held at the end of the game counts as a point.

Max points 6 – Min points 0

Game 2 – (3000 points) Come and get it

Deployment – Standard table allocation.

Objectives – Total 6, three for each player. Each player should deploy their objectives in their own deployment zone. Dice off to see who goes first, then deploy one each until they are all the objectives are down.

Game conditions – Standard deployment and game start.

Win conditions – Objective holding as per standard 40k rules. Each uncontested objective held at the end of the game counts as a point.

Max points 6 – Min points 0

Game 3 – (3000 points) Grab the loot

Deployment – Standard table allocation.

Objectives – Total 12. All will be placed in the middle of the no mans land.

Game conditions – Standard deployment and game start.

Win conditions – Points will be awarded for a unit carrying the objectives off the table. Only one objective can be carried by one unit. The objective must be carried off via the corner of your deployment zone furthest away from no mans land. That is, if the unit can exit off in the corner then the objective can be claimed. Exiting uses the same rules as embarking a vehicle for measuring distances.

Additional conditions.

Objectives can be carried in vehicles by models in the vehicles but takes up one slot. Objectives can be carried by a vehicle if models put it in there. Rules for putting an objective in a vehicle are similar to embarking rules. The object must fully reach the vehicle even if the squad does not get in. Vehicle movement is the same otherwise. Multiple objectives can be placed in a vehicle. Objectives can be carried by bikes but the squad must include at least two models, turbo boosting is allowed. Objectives can be carried by models on foot. Walkers can carry objectives. Objectives cannot be destroyed due to the light of the emperor or the trickery of chaos. Sky leaping with an objective is possible if the squad has a unit size of 5 or greater, but the objective must be walked off the table. Super lifta droppers can throw the objectives in this scenario. Other conditions not covered here may be allowed and must be discussed before the game commenced if used.

Max points 12 – Min points 0

Game 4 – (5000 points) Straight Apocalypse with a twist.

Deployment – Standard table allocation.

Objectives – Standard.

Game conditions – Standard deployment and game start.

Win conditions – Objective holding as per standard 40k rules. Each uncontested objective held at the end of the game counts as a point.

Additional points will be given for: (1 point each)

Killing out right the most points expensive unit in the opposition's army.

Having a clear deployment zone with no enemy's inside it.

Holding all of the objectives in the enemy's deployment zone.

Holding all objectives in your no mans land and your deployment zone.

Max points 10 – Min points 0

General -

1. The Warhammer 40,000 5th Edition rules will be used in conjunction with Apocalypse rule book.
2. You should ensure that you have two legible army lists and army backgrounds. One set will be for the event organizers.
3. If an umpire is asked to make a ruling, that decision is binding. Umpires are free to interrupt any game to clarify or point out mistakes to players. The Umpires may ask to remove miniatures from the table that are either illegal or just not wysiwyg (no Lego for example). The Umpires decision is final, even if they are subsequently found to have made an incorrect judgment. Proxy models must be cleared with the Umpires before play can start; this is also the case with conversions that are not obvious (wysiwyg). Illegal deployment will result in models being placed in reserve, so please check before you start.
4. At the end of each game player's should calculate their victory points totals and enter these on the slips. Both players should sign this as complete and

correct. A separate slip will be provided for sportsmanship scores.

Scoring -

Generalship – 50% - Winning the scenarios.

Sportsmanship – 25% - Play nice and play fair.

Painting – 20% - Painted, detailed based and themed.

Army theme and background – 5% - Does your army make sense.

Additional one off bonuses will be given by umpires for:

Best presented army list

Best background

Additional one off penalties will be given by umpires for:

Most arsy player -10%

The best rules lawyer -5%

All games while having different scores are weighed for balancing purposes.

No game is worth more overall than another. Keep this in mind when creating your army list.

Prizes -

The event organizers decision is final. Obvious cheating will be penalised.

Painted is painted 100%. Based is includes all models with a base. Etc.

Best Overall – Most points overall. Prize – Battle force Voucher

Best Sportsperson – Most sportsmanship points. Prize - Troop box set voucher

Best General – Most generalship points. Prize - Troop box set voucher

Best Painted – Most painted points. Prize - Troop box set voucher

Better Luck Next Time – Least generalship points subtracted sportsmanship points. Prize – Warhammer item chosen by event organiser.

Playing the games -

1. Games will be played on a 4'x8' table. The terrain is fixed and should not be moved.

2. Scenarios - these are predetermined and sequential as detailed in the Scenarios Section.

3. Before commencing deployment you should briefly run through what your army contains with your opponent, this includes any special rules or features but is intended as an overview only and should be kept as brief as possible.

4. If you have any issues or problems with your opponent's army selection or special rules (i.e. you are sure that something is illegal or they have

contradicted something they have earlier stated) you should call for an umpire to make a judgment.

6. Remember there is a sequence of play (and a chart is provided in the rulebook). Should you forget to do something - tough, it is your fault. A general on the battlefield can not turn back time neither can you. If you can then there won't be a problem anyway.

7. Any problems ask an Umpire.

8. The purpose of the tournament is to have fun. Do not lose sight of this.