

# Portsmouth Pillage 20-21st June 2009

*Horndean Technology College, Barton Cross, Horndean, PO8 9PQ*

## Warhammer 40,000 Battles Rules Pack

### Introduction

Welcome to the Portsmouth Pillage 2009!

This is the player pack, which contains all the important information you require to compete at tournament. Important dates, tournament rules and other tidbits can all be found in this document.

### Event Timetable

(Subject to alteration)

SATURDAY 20th June 2009

**0830 - 0930** - Arrive and Registration

**0930 - 0945** - Introduction and Announcements

**0945 - 1215** - Game 1

**1215 - 1315** - Lunch

**1315 - 1545** - Game 2

**1600 - 1830** - Game 3

SUNDAY 21st June 2009

**0930 - 1000** - Arrive

**1000 - 1230** - Game 4

**1230 - 1330** - Lunch

**1330 - 1600** - Game 5

**1600 - 1700** - Awards Presentation

We ask players to stay for the presentation if they can even if they think they have not won anything, to clap those that have won prizes.

### Rules to be used

The current 5<sup>th</sup> edition rules should be used and the latest gw FAQ's found on there website will be in play. **FAQ'S FROM OTHER TOURNEYS OR GW FINALS WILL NOT BE USED OR FOLLOWED!** There will also be house rules promulgated closer to the time. Remember in the game if you forget to do something and you have moved onto next phase, don't try and use puppy dog eyes tactics, its your fault so stick with it...

### Army size and organisation

All armies must be chosen from official codex and be no more than 1750 points using one force organisation chart. Blood Angels must use latest White Dwarf list as found on Games Workshop's webpage. Space Wolves may choose to only include 2 HQs. No Forgeworld, Eye of Terror or Armageddon Lists or Chapter Approved 3<sup>rd</sup>/4<sup>th</sup> edition lists.

You will also need 3 counters (25mm base) and one larger counter (40-60mm base).

### How to play the missions

Find out your opponent's name and table from the draw done before every game and move your army to it. Display your army and army list to your opponent and spend next few minutes discussing each army and special rules etc..

Go through the mission as described in mission pack and 40k rules, and then talk to each other about what scenery shall be used as etc.. If you have any questions see one of the judges.

Play the game aiming for a fun game for both players concerned, and then see who has won and convert this into tournament points using the system described later. Fill out your sportsmanship and result form. Get both players to sign the results form and hand them all in.

## How is it decided who wins the tournament

Each game you can score 20 points for a total of 100, you score 0-20 for sportsmanship, 0-20 for army composition and finally 0-20 for painting. For tie scores it will go on game score, then sports, then comp and finally painting. On a further tie a 'roll of' will happen.

## Sportsmanship

Each game you will have to fill out a sheet with 5 questions, each yes answer gives your opponent a point. To make sure you don't get marked down by just one opponent with sour grapes the lowest scored sportsmanship will not be entered.

1. Would you play your opponent again by choice?
2. Would you consider your opponent's army fair?
3. Did the game proceed at a fair pace (not too fast/slow)?
4. Where all rules arguments settled well (don't say no if ruled against you by judge)?
5. Did the player act and play as you would like someone to?

## Painting

All armies will be marked on painting, we expect all armies to be painted but there always seems to be one that turns up ;)

- 0 for unpainted army
- 5 if really basic painted army or a well painted army with some unpainted units
- 10 if a table top standard with painted bases and markings
- 15 for gaming standard with detailed bases, transfers, squad markings, banners etc. (usually most people get this score)
- 20 for very well painted armies, conversions, decorated bases, markings, modelled counters and free hand etc. (roughly 3-6 armies will get this)

## Composition

All armies will be marked out of 20 for army composition, all armies are marked at the same time against the other armies that have been entered.

Armies are to be submitted to [martin.burke7@ntlworld.com](mailto:martin.burke7@ntlworld.com) no later than midday the 5<sup>th</sup> of June.

Basically you will be marked down on excessive use of non troop choices, HQs and duplications of powerful units or weapon options. It can be hard to work out for new players or people used to playing in competitive circles what this means. Here are some examples:

### *Marine List A*

*Commander, 4 Tactical Squads with mixed weapons, a Devastator Squad, an Assault Squad, a Veterans Squad*  
*This list a marked a 20*

### *Marine List B*

*Captain, Tigurius, 2 Tactical Squads, 3 Vindicators, 3 Attack Bikes Squadrons and a 5-man Veteran Squad each with combi-plasmas*

*This list would only get a 8-10 out of 20.*

Basically if you want to score well do not take a powerful win at all costs army or one of those net lists.

Oh the freak net list armies and stupid powerful lists, any entered may have there comp score reduced to a 0.

Also any illegal list will be changed by judge and marked as a 0. Army lists will be checked, you have been warned!

## **Tournament points**

For **Seize Ground** and **Annihilation** missions you get:

20-0 if you wipe out opponent or get 3 more kill points/objectives than opponent

17-3 for 2 kill points/objectives more

13-7 if 1 more kp/obj

10-10 if a draw

For **Capture and Control** you get:

20-0 if you get both objectives or wipe out your opponent

17-3 if you only get your opponents and he has none

13-7 if you only get yours and opponent has none

10-10 if a draw.

## **Missions to be played**

Games 1 and 2 draw will be done on comp scores, then swiss system using game scores only. If you have already played your opponent in tournament move table down one, or speak to a judge.

Game 1 - Annihilation on Spearhead

Game 2 - Capture and Control on Pitched Battle

Game 3 - Seize Ground (5 counters) on Dawn of War

Game 4 - Annihilation on Dawn of War

Game 5 - Seize Ground (5 counters) on Pitched Battle

Any questions or errors see martin burke [martin.burke7@ntlworld.com](mailto:martin.burke7@ntlworld.com)

## **Recommended Accommodation**

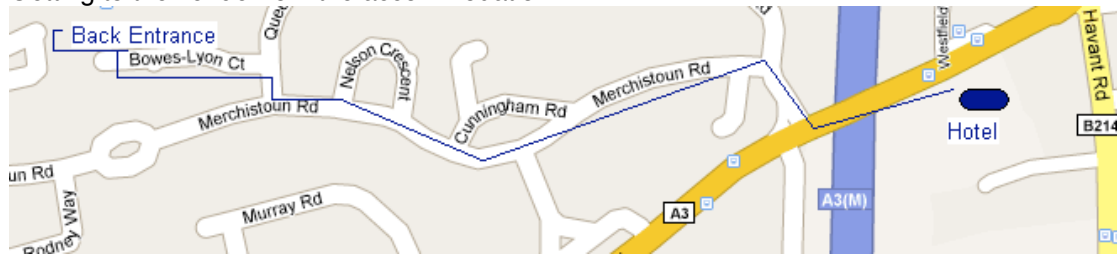
### **Premier Inn Portsmouth (Horndean)**

2 Havant Road  
Horndean  
Portsmouth  
Hampshire  
T: 0870 423 6474

This freshly build Premier Inn is walking distance from the venue. Book early to avoid disappointment as this is by far the nearest hotel. Please book early as this hotel will fill up quick. Click the link below for more details:

<http://www.premierinn.com/pti/hotellInformation.do?hotelId=26999>

Getting to the venue from the accommodation:



<http://maps.google.co.uk/maps?f=q&hl=en&geocode=&q=horndean&ie=UTF8&ll=50.913113,-1.003747&spn=0.008307,0.022745&z=16>

That's about a 10 minute walk. When you enter the back entrance of the school, head down the side of the first building you see, turn right and you will see the hall fire exit open – that's us!

## Feedback

We are keen to hear how your experience of the tournament went. We ask that any feedback relating to the rules pack be given after the event. There will be a thread up on [www.warhammer.org.uk](http://www.warhammer.org.uk)

We hope you all enjoy yourself!

*Battle Force Pompey*