



# THE BRITISH HISTORICAL GAMES SOCIETY



Present

## BRITCON 2011

### BRITCON WH 40K 2011

## Warhammer 40,000 Core Rules: 2011

### AN OVERVIEW

The BRITCON 40K rules try to promote a different style of play to that which you may be familiar with through playing at GW GT events and similar tournaments. The overriding principle when putting together this rules pack was that **all** players attending this event should enjoy **every** game they play over the course of the event. To this end there are several mechanisms in place to restrict some of the more extreme armies that players may be tempted to bring. In addition many of the score reporting procedures have developed over the years to the point where we are pleased to say a BRITCON 40K tournament more or less runs itself.

### GENERAL RESTRICTIONS

1. The rules used will be Warhammer 40,000 **Fifth Edition**.
2. The tournament will be played using all of the relevant current rules and supplements that are available to the general public as of the date of the tournament. This includes all clarifications made in the official FAQ documents available from the GW website.
3. There is a four-week grace period before this event. If GW formally releases a new Army list or rules modification within four weeks of the event (NOT in an Army deal), then this list or rules modification will not be used. If released at least four weeks before the event, then this list or rules modification will be used. This includes all material published via GW whether via printed media or via the Internet.

### PREPARATION

1. Read your rulebooks, supplements and other relevant material to refresh your memory before attending the event. Remember you may play against players who do not interpret the rules in the same way as you do, so be prepared to compromise and accept the fact that you could be playing the rule incorrectly.
2. Don't forget that you need to bring all the relevant materials to play. Specifically dice, tape measures, templates, rulebooks, codices, and any other materials you require to play a game of Warhammer 40,000.
3. It is **strongly** recommended that players be familiar with the electronic FAQ's for each army to be found on GW's website. At the very least you should print out and bring the FAQ for your army. These rules **will** be used, so you will be at a disadvantage if you are not familiar with them.

4. The additional rules clarifications listed below will be used for this weekend.
5. You should ensure you have at least **two** legible copies of any required documents as specified in the event specific rule set (e.g. army roster). One copy is for judging and the others are for your use during the event. If you do not bring these you will incur a penalty score.

## REGISTERING

1. When you arrive at the event you must register at the designated registration point. Please register as soon as possible as the event cannot begin until players have registered.
2. You will be asked to confirm your name, army/race, club etc.
3. You must provide the organizers with one legible copy of any required documents as specified in the event specific rule set (e.g. army roster). Ensure your name is clearly marked on these documents. If it is not or the umpires cannot decipher your writing then this will result in a penalty score.
4. You will be allocated an opponent and a table number for your first game.

## DICE ROLLING

1. All “cocked” dice **must** be re-rolled. Agree with your opponent before the game what definition of “cocked” you will use.
2. Any special dice rolls must be declared before they are made and **witnessed** by either your opponent or an acceptable independent (e.g. an umpire).
3. All dice must be rolled, not dropped or spun.
4. Dice must be rolled **where both players can see** the results. Allow your opponent time to see the dice you have rolled before you grab them off the table.

## RULES DEBATES

1. Please check the FAQ's, your Codex and then the rulebook; most answers are there.
2. In the event of a rules debate that seems unanswerable, roll a D6 each time the situation occurs and get on with the game.
3. Please do try to remember that it is only a game of toy soldiers!
4. If an umpire is asked to make a ruling, that decision is binding, whether you like the answer or not. Players arguing with an umpire may incur a penalty score.
5. Umpires are free to interrupt any game to clarify or point out mistakes to players.
6. The Umpires decision is final, even if they are subsequently found to have made an incorrect judgment.

## ARMY SELECTION AND ROSTER

### General

1. Where at all possible all models in the army should be WYSIWYG - what you see is what you get. This means that if you have paid for an upgrade on a model, then the model should where possible display that upgrade, and vice versa. At the umpires discretion non-WYSIWYG models may be removed from a players army – the player will be required to continue with his army “as is” for the remainder of the tournament.
2. Armies must be fully painted and based to an acceptable standard. (We all know what this means) Armies that do not comply with 1&2 may incur a penalty.
3. Ensure you are using the correct miniatures to represent your units as far as you can.
4. Using non-Citadel/GW miniatures is fine providing they fit into the WH40K Universe and you can tell what they are supposed to be.
5. If the miniature does not look appropriate, then it may not be used. Basically if it doesn't look like what it is meant to be, then don't bring it!

### Army Selection

1. Players must provide a copy of the rules for their army i.e. Codex or Army List.
2. You must use the same army roster list for all your games.
3. All armies must be chosen from the most current Codex available for that race.
4. **Special/named** Characters **may** be used except where they require “opponents permission”.
5. Forgeworld rules are not allowed. You may still bring along Forge World models, but they will count as the “standard” model of their type.
6. No Vehicle Design Rules (VDR) vehicles, Super Heavy vehicles or Tyranid Monstrosities are allowed at all.
10. **ALL** flyers / skimmers are to be mounted on an appropriate flying base and stand and at an appropriate height.
11. An army may not contain more than ONE of the same HQ choice (Necron Lords are the only exception), two of the same Elites choice, two of the same Fast Attack choice or two of the same Heavy Support choice. *For example a Tia force could not exceed one Commander, two Crisis Battlesuit units, two Pathfinder units or two Hammerheads.*
12. Elites, fast Attack and Heavy Support choices that can be fielded in different sections of the Force Organisation Chart are separately affected by the above stipulations for each section. *For example, Ork Biker units can be taken as Troops choices when Wazdakka Gutsmek is also fielded. In this instance, up to two Ork Biker units can be taken as Fast Attack choices and up to six Ork Biker units can be taken as Troops choices.*
13. Units that can be taken both as a Dedicated Transport choice and Elite, Fast Attack and/or Heavy Support are an exception to the above rule and count

towards restrictions on duplicate units. *For example, Ork players can have NO MORE than two Battlewagons throughout their entire force regardless of whether they are selected as Heavy Support or Dedicated Transports.*

14. Landraiders of any type count as Landraiders for the purposes of these restrictions, same for Leman Russ variants etc etc.

### **Army List Submission**

1. Army lists must be submitted prior to the event via email only to the address given in the tournament pack (see Army List Submission Section). Late lists will be penalized according to the schedule below.
  - Lists **must** be submitted by 18.00 hrs on July 10th 2011
  - List not submitted before the deadline –10 tournament points
  - List not submitted prior to event –30 tournament points
2. Lists must be submitted in either .doc, .txt, or PDF formats only. Army Builder files will not be accepted and you will be asked to re-submit. If you send an army builder text file, please take the time to format it legibly, or else you will receive the penalty for an illegible list.
3. The same army list must be used in all games in the tournament. Anyone found to be using a list different from the submitted one will lose all tournament points scored whilst using the wrong list.

## **THE BATTLEFIELD**

### **General**

1. Tables will be 6' x 4'.
2. Only the organizer may provide impassable or very difficult terrain features.
  - All tables will have pre set terrain that must not be moved unless permitted by the umpires.
  - After game one all terrain will remain on the table for the duration of the tournament, so that you get to play on a variety of terrain types. Also remember to CLEARLY LABEL your terrain so you take home the correct pieces after the final games.

### **Player's Terrain**

1. All players should if possible bring enough terrain to cover 1/8th of a 6' x 4.' Table. Together with your opponent's scenery, this will combine to cover the 1/4 of the table that the rulebook recommends. This is the minimum required amount of terrain. Also, those with City Fight Terrain available are asked to bring along what they are able to provide. A good mix of standard terrain or a themed set of City terrain will be most welcome.
2. All pieces of terrain must have a footprint of greater than 12 square inches (4"x3").

3. No single piece of terrain may have a greater dimension than 12". As such no terrain piece can have a greater area than 144 square inches footprint (12"x12").
4. Impassable terrain will not be used.
5. Players who bring unreasonable terrain may not be allowed to use it and this will be at the umpire's discretion.

### **Placing of Terrain**

1. Terrain will be pre-placed by the Umpires and is not to be moved without their permission.

## **THE BATTLES**

### **Missions And Deployment:**

The missions played will be from the following list:

- Annihilation.
- Seize Ground (5 Objectives).
- Capture and Control
- Cleanse (see below)
- Seize The Centre (3 Objectives)(see below)

The deployment scenarios will be one of the following:

- 1) Dawn Of War.
- 2) Pitched Battle.
- 3) Spearhead.

Missions 1, 2 and 3 and deployment rules are to be played as detailed in the 5<sup>th</sup> edition 40k rulebook. Missions 4&5 rules are detailed below.

A list of the missions and deployment scenarios for each round will be provided at registration on the Saturday and announced prior to each game.

## **SCORING**

### **Cleanse:**

**Scenario Rules:** Before deployment, the table is divided into four areas by drawing imaginary horizontal and vertical lines through the center point, forming 4 equal quarters.

At the end of the game a table quarter is cleansed, and therefore controlled, if you have at least one of your scoring units, and no enemy unit (any unit, whether scoring or not) within it. Should a unit be straddling the divide between quarters at the end of the game it will count as being in the quarter containing the majority of its models, if it is 50/50 roll a D6 to decide which quarter it is in.

| <b>Quarters Difference:</b> | <b>Winner Scores:</b> | <b>Loser Scores:</b> |
|-----------------------------|-----------------------|----------------------|
| 0                           | 16pts                 | 16pts                |
| 1                           | 20pts                 | 12pts                |
| 2                           | 24pts                 | 08pts                |
| 3                           | 28pts                 | 04pts                |
| 4                           | 32pts                 | 00pts                |

### **Seize the Centre:**

**Scenario Rules:** Before deployment, three objectives are to be placed along the centerline of the board. One exactly in the center and one 6" in from each short board edge, the rest is as per Seize Ground mission.

| <b>Objective Difference:</b> | <b>Winner Scores:</b> | <b>Loser Scores:</b> |
|------------------------------|-----------------------|----------------------|
| 0                            | 16pts                 | 16pts                |
| 1                            | 21pts                 | 11pts                |
| 2                            | 26pts                 | 06pts                |
| 3                            | 32pts                 | 00pts                |

### **SCORING IN OBJECTIVE/KILL POINT BASED MISSIONS**

#### **5 OBJECTIVES**

| <b>Objectives</b> | <b>Winner</b> | <b>Loser</b> |
|-------------------|---------------|--------------|
| Even Numbers      | 16            | 16           |
| One more          | 20            | 12           |
| Two more          | 24            | 8            |
| Three more        | 28            | 4            |
| Four (+) more     | 32            | 0            |

#### **HOME AND AWAY**

| <b>Objectives</b> | <b>Winner</b> | <b>Loser</b> |
|-------------------|---------------|--------------|
| Draw              | 16            | 16           |
| One nil           | 24            | 8            |
| Two nil           | 32            | 0            |
|                   |               |              |
|                   |               |              |

#### **KILL POINT MISSIONS**

| <b>Kill Points</b> | <b>Winner</b> | <b>Loser</b> |
|--------------------|---------------|--------------|
| Even Numbers       | 16            | 16           |
| Four more          | 20            | 12           |
| Seven more         | 24            | 8            |
| Ten more           | 28            | 4            |
| Twelve (+) more    | 32            | 0            |

**PLEASE NOTE :- ONE Kill Point will be awarded for each hundred points a unit is valued at (rounded up).**

Eg: A unit worth 235 pts will give 2 Kill Points; A unit worth 275 Pts will give 3 Kill Points.

**Actual VP's** should also be recorded for purposes of placement in the final results tables.

## PLAYING THE GAME

### General

- Players will compete in a total of six games. Please refer to the tournament schedule of events.
- Missions, and levels, to be played will be as detailed above in this tournament specific rules pack.
- The first game will be determined randomly in advance unless grudge games are arranged; arrange these grudges through Geoff Hamilton, your umpire.
- The remaining rounds will be based on the Swiss system, in order to find a fitting winner.
- If you are drawn against an opponent that you have played before, change with a player on the next table to solve the problem. Please arrange this through the umpire for approval of any game swaps/changes.

### The Game

1. Prior to each game commencing, both players are required to display their army to their opponent and should spend five minutes discussing any special rules or features of each unit and the army as a whole. Note that you do not have to reveal any “secrets” at this stage.
2. All games will last a random (7-8) number of turns. Note the game time includes discussing each other’s army lists and any special rules, discussing the effects of terrain and troop deployment.
3. Players playing particularly slowly or deliberately time wasting may receive a penalty score deduction.
4. Remember there is a sequence of play so should you forget to do something - tough, it is your fault. Do not use the “puppy dog eyes” tactic and try to make your opponent feel guilty, this is unfair. Accept your mistake and get on with the game.

### After the Game

1. At the end of each game, swap army lists with your opponent and check the following:
  - a. The army list and the army you just played against are in fact the same and that there are no differences.
  - b. The army is legal to the best of your knowledge. If required you may look at the appropriate army book to check this.
  - c. If there is any problem with an army list, notify an umpire immediately. Any issues must be resolved straight away between the players and the umpire.

Illegal army lists will receive a penalty score.

2. At the end of each game, players must report their scores. Fill in your game result/score on the Game Result form provided.
3. **IMPORTANT:** You are required to fill out the result (Win / Lose / Draw), the VP total and the Tournament Points.

4. Pairing of opponents via the Swiss System will still be done on your win/loss record however.

### **WINNING THE EVENT**

1. Scores of 32pts per game mean a maximum of 192 pts are available.
2. The overall winner will be the player with the highest tournament points total. In the event of a tie, the player with the highest total VP's scored will be the winner.

### **UMPIRES**

The Player Umpire will be Geoff Hamilton and others to be announced. All Umpires decisions are final. You may be able to bribe them with a pint though.

### **UMPIRES NOTES.**

Well done to those who made it this far and we hope you will enjoy the tournament. The aim of this tournament is first and foremost to have fun and we all hope that this pack will achieve this.

### **ENJOY YOURSELF !!**

If you feel you have discovered a loophole in these rules which gives you an unfair advantage, don't do it i.e. don't use it to your advantage, tell us instead so we can amend the rules accordingly for future events. **Hopefully we have not missed anything too obvious, but should you see any glaring errors, please advise either the author, Geoff Hamilton or the Tournament Organizer.**

Admission to the tournament is at the sole discretion of the organisers and their decision on all matters is final. An application to enter denotes acceptance of the rules. Entry fees and any queries to be addressed to the BHGS, The White Cottage, 8 Westhill Ave, Epsom, KT19 8LE. Tel. 01372 812132. Fax. 01372 817038. E-mail [BHGS@slitherine.co.uk](mailto:BHGS@slitherine.co.uk) All correspondence must enclose a stamped addressed envelope, and Players who indicate an e-mail address will receive details via e-mail.

