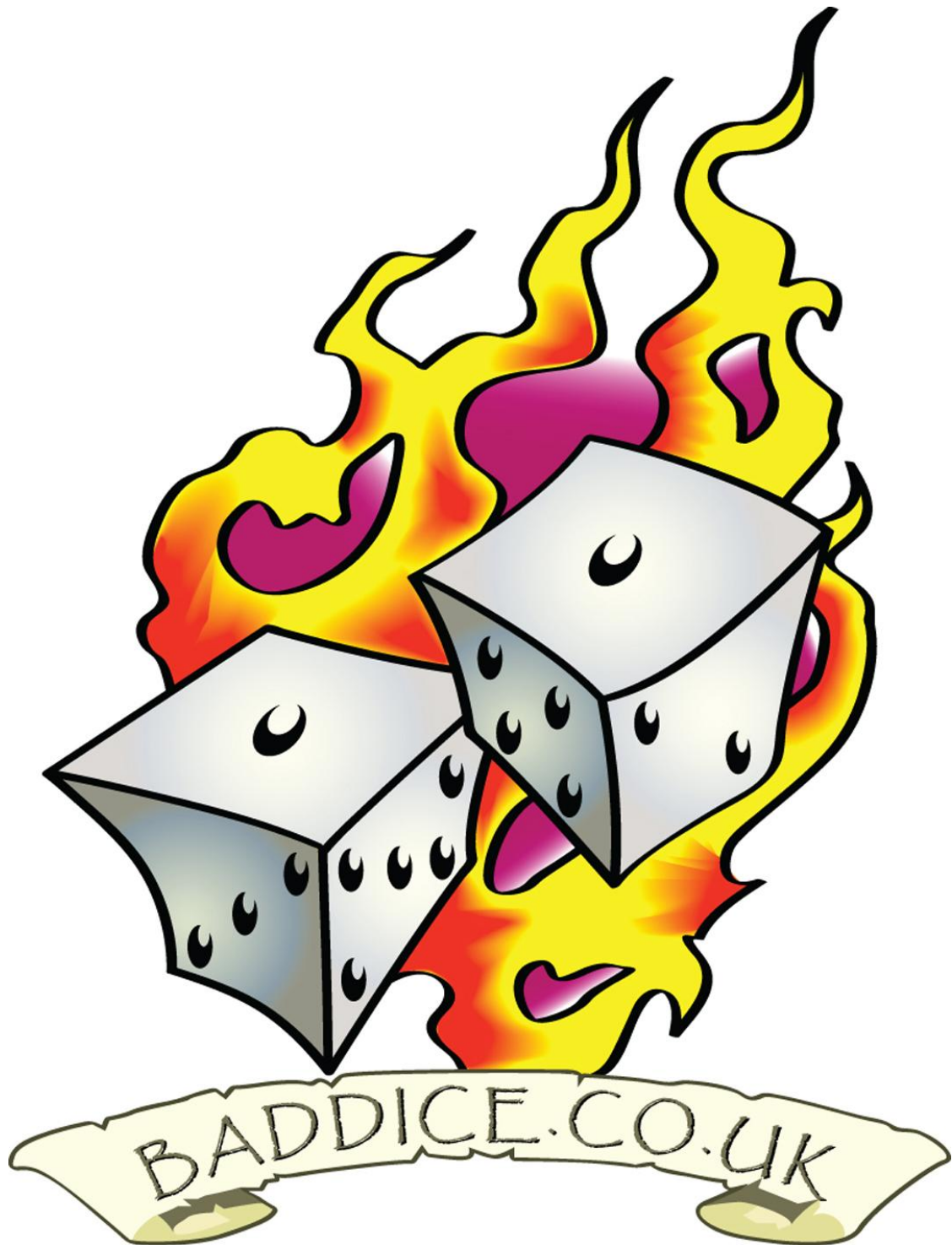


The Bad Dice Podcast Presents

# The 2010 40k Masters



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## 40k UK Masters 2010

Welcome to the First annual Warhammer 40,000 UK Masters event. This event pits some of the best generals in the UK off against each other, battling it out in 6 games over 2 days to see who emerges victorious as the 2010 UK 40k Master.

To really test the competitors, this event will use a unique system. Each player will have 2 separate and distinct armies drawn from the same codex. The first is a 1,500pts Force and the second is a 1,750pts Force.

To win each player will need to demonstrate their ability to create and field their army in various sized conflicts against a diverse selection of foes in order to achieve success. This might mean difficult strategic and tactical decisions need to be made while selecting your separate forces, but that is the true nature of warfare on a large scale.

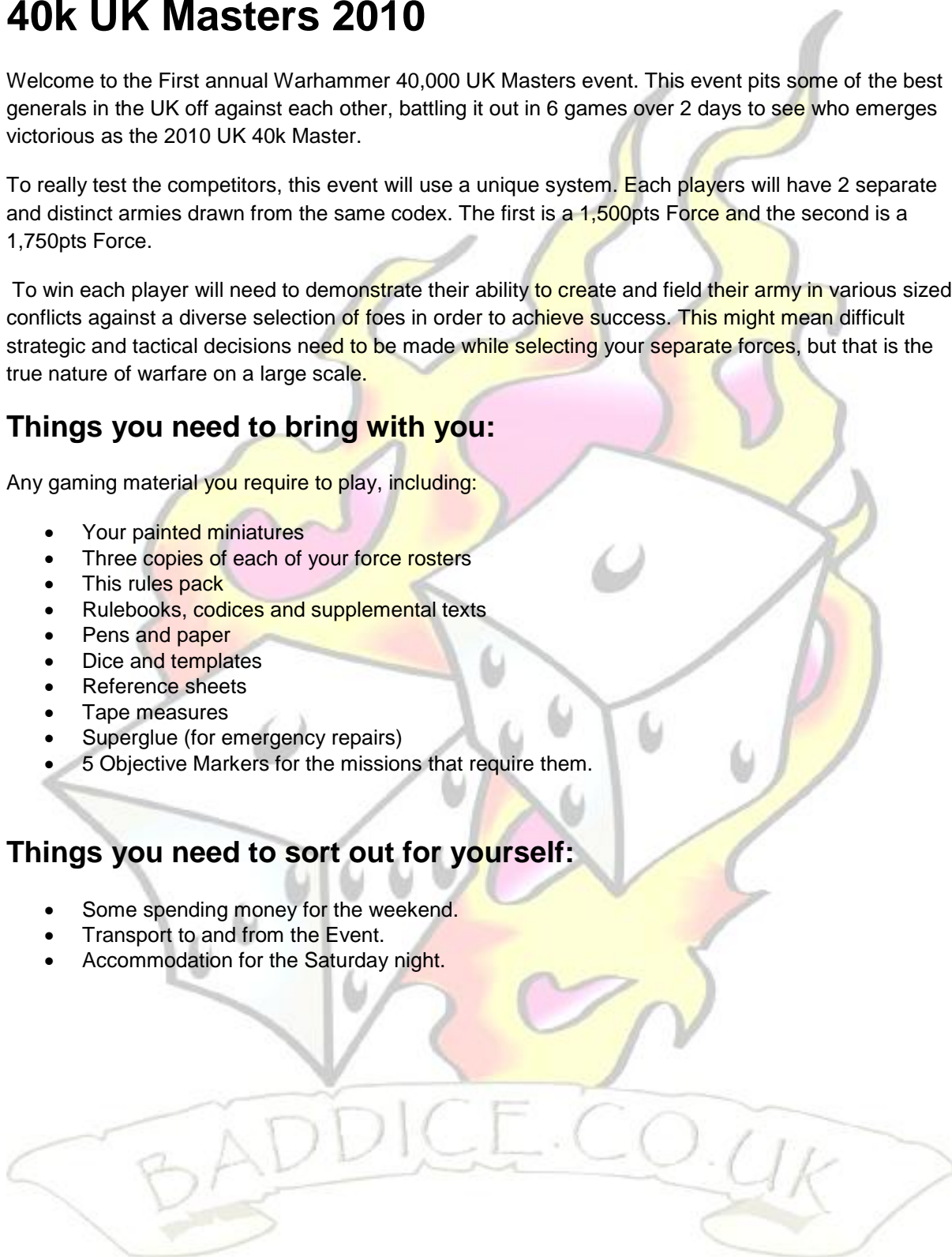
### Things you need to bring with you:

Any gaming material you require to play, including:

- Your painted miniatures
- Three copies of each of your force rosters
- This rules pack
- Rulebooks, codices and supplemental texts
- Pens and paper
- Dice and templates
- Reference sheets
- Tape measures
- Superglue (for emergency repairs)
- 5 Objective Markers for the missions that require them.

### Things you need to sort out for yourself:

- Some spending money for the weekend.
- Transport to and from the Event.
- Accommodation for the Saturday night.



# Rules of Engagement

## Army Roster

Once the invitations have been sent out, if you have a place at the event you must send a copy of your army lists to [ukmasters40k@hotmail.co.uk](mailto:ukmasters40k@hotmail.co.uk)

This is both to check that you are using a legal army list at both points levels, and the intention is to publish all the Master's Lists on a dedicated section of the Rankings HQ website. **Army lists must arrive at the specified e-mail address no later than 12:00pm on Sunday the 2<sup>nd</sup> of January 2011.**

**Any player who does not send in their army lists by the deadline will have a 10pts Generalship penalty imposed upon them. So please make sure you send your lists in on time.**

You will require spare copies of each roster, which you should keep with you when you are playing. The roster must include:

- All of the models in your army.
- Their equipment and the point's value of everything in your army.
- Please do not use acronyms on any copy of your roster.
- Please put your name on all copies of the roster.

If any mistakes are found during the tournament that were not picked up on, the results of all the games in which the player has used the illegal list will immediately be changed to 20-0 Generalship points, in favour of his opponents. This will apply even if the mistake was a totally honest one, so please do double check your forces list before the tournament.

## Armies

- Each army must be chosen from 1 (and only 1) published codex/army book.
- All models must be WYSIWYG – "What you see is what you get".
- Conversions and "Counts as" models or units must clearly be what they are intended to be used as and not in anyway able to be confused with any other unit type that could possibly be included within the army.
- Minimum painting standards are three colours on each model in an appropriate scheme.
- Models should also be appropriately based, suffice to say an undercoat is not acceptable.

## Permitted Armies

Unless otherwise noted, only the main lists from the Warhammer 40,000 Codices may be used. As well as the list below, in the instance of a new army book been released or updated, it will only be valid for use providing it has been on sale for one full calendar month prior to the event as an individual item.

Equipment detailed in ForgeWorld's Imperial Armour supplements, may not be used at this event. Please note using models from ForgeWorld to represent codex units is not a problem however. Here is a list of armies that can be used:

- Codex Black Templars
- Codex Blood Angels
- Codex Chaos Daemons
- Codex Chaos Space Marines
- Codex Daemonhunters
- Codex Dark Eldar
- Codex Dark Angels
- Codex Eldar
- Codex Imperial Guard
- Codex Necrons
- Codex Orks
- Codex Space Marines
- Codex Space Wolves
- Codex Tau Empire
- Codex Tyranids
- Codex Witch Hunters

## Forces

Each player will have 2 different armies to use during the course of the tournament. There is no composition for either your 1500pts list or your 1750pts list. Please remember though that both forces must be selected from the same codex.

### 1500pts Army List Composition

No more than 1,500 points may be spent on the army, specifically:

- Armies must follow all the restrictions on army selection from their own army book.
- Special characters from the appropriate army books may be used providing they feature in the list of permitted Codices printed above.
- Only those options listed in the relevant Codices may be used; additional material from White Dwarf, Forge World or others sources cannot be used unless otherwise stated.

### 1750pts Army List Composition

No more than 1,750 points may be spent on the army, specifically:

- Armies must follow all the restrictions on army selection from their own army book.
- Special characters from the appropriate army books may be used providing they feature in the list of permitted Codices printed above.
- Only those options listed in the relevant Codices may be used; additional material from White Dwarf, Forge World or others sources cannot be used unless otherwise stated.

**If you are in anyway in doubt whatsoever with regards to your proposed army lists please do not hesitate to contact [ukmasters40k@hotmail.co.uk](mailto:ukmasters40k@hotmail.co.uk) . Please remember that any army not conforming to these guidelines will be considered illegal for the purpose of the event.**

# Scenarios

The missions detailed below have been chosen to give a wide variety of tactical challenges for all the players. **The mission to be played will be announced at the start of each round and they will not follow the order detailed below i.e. Game 1 may use Scenario 4.**

**SCENARIO 1: SEIZE GROUND + DAWN OF WAR SETUP**

**SCENARIO 2: SEIZE GROUND + TABLE QUARTERS SETUP**

**SCENARIO 3: CAPTURE AND CONTROL + PITCHED BATTLE SETUP**

**SCENARIO 4: ANNIHILATION + TABLE QUARTERS SETUP**

**SCENARIO 5: ANNIHILATION + DAWN OF WAR SETUP**

**SCENARIO 6: TAKE AND HOLD (see below) + PITCHED BATTLE SETUP**

## Take and Hold: Objective = Strategic Positions

Both forces are seeking to capture strategic positions across the battlefield. This is achieved by capturing objectives. There are three objectives in this game. Each player places one objective in their deployment zone when they set-up. The third and final objective is placed in the centre of the board.

To control an objective there must at least one scoring unit of your own partially within 3 inches of the objective marker and no enemy units partially within 3 inches of the same objective.

The objective within your deployment zone is worth 1 game point.

The objective within the enemy's deployment zone is worth 1 game point.

The objective in the centre of the board is worth 2 game points.

The player with the most game points wins, if both players have equal game points the game is a draw.

# The Tournament Rules

## The Warm-up Period

Before battle commences there will be a five-minute 'warm-up' period. During this period players must show their opponent all the models in their forces. Players are allowed to ask their opponent questions about the forces and the rules that apply to the units and characters in them. After inspecting the forces, all players should discuss the terrain for the battle, and how each feels it will affect the models in play. They can also discuss any other rules points that they think may come up in the battle. Finally, all players must shake hands and then battle can commence.

## How each round works

The Tournament consists of six games or rounds, each lasting 2 hours 30 minutes including the warm-up.

In the first round players will be matched randomly against an opposing player. In each subsequent round, players will be facing appropriate opponents according to their ranking within the tournament.

Should a player draw the same opponent again, a Referee will step in to sort things so that the players face suitable opponents. You will be assigned a table for your game.

Anyone that does not have an opponent should raise their hand and call for a Referee, who will attempt to find an opponent for them. If this is not possible and the opponent does not arrive within 15 minutes of the start time for the game, then they will be considered to be late, and will be counted as having conceded their game.

Each battle will be fought on a 6' by 4' board with fixed scenery; if you are unhappy with the scenery layout, alert a Referee who will ensure the layout is fair, however the Referee may insist you use the table "as is".

The scenario and points level used for each round will be announced by the event organisers.

Once you have finished your game, you must fill in your results card and then hand it in at the information desk. Your results will then be entered into the tournament database. This will decide the new rankings and ultimately the winner of the Tournament.

## Generalship

We've decided to use a marginal system for working out the tournament points scored for each player. This system aims to show how close the game was, while still keeping the importance focused on objectives.

Generalship points are awarded as follows:

### First step

Decide who is the winner based on the rulebook victory conditions, or the special mission victory conditions as described in this rules pack. The result is always 15 points to the winner and 5 points to the loser. If the game ends a draw, both players receive 10 points.

### Second step

Calculate the Victory Points (VP) difference. The player that has the VP difference in his favour gets a bonus, while the other player gets a minus. Victory Points are used as they appear on page 300 of the core rule book, or page 108 of the Assault on Black Reach mini rule book.

### 1500pts Victory Points Modifier Table

Difference in Victory Points / Game Points Bonus / Minus

1200-1500 / +5 / -5

1000-1199 / +4 / -4

750-999 / +3 / -3

450-749 / +2 / -2

150-449 / +1 / -1

0-149 / no bonus or minus for Victory Points

## 1750pts Victory Points Modifier Table

Difference in Victory Points / Game Points Bonus / Minus

1450-1750 / +5 / -5

1150-1449 / +4 / -4

850-1149 / +3 / -3

550-849 / +2 / -2

250-549 / +1 / -1

0-249 / no bonus or minus for Victory Points

To sum up, the results of a player consists of points awarded for objectives (win = 15, draw = 10, loss = 5, see step 1), plus or minus a modifier due to Victory Points (see step 2).

Remember that if a player concedes, the game automatically counts as a 20-0 loss, with you receiving a score of zero victory points, and your opponent scoring the maximum available victory points. So please, to make it fair on everyone please try and finish your games.

## Sportsmanship

There are no sportsmanship scores at this tournament. However we expect all games to be played in an enjoyable manner. We feel that all players should be fair and respectful to their opponent, displaying a fun and inclusive attitude to the game for themselves and their opponent.

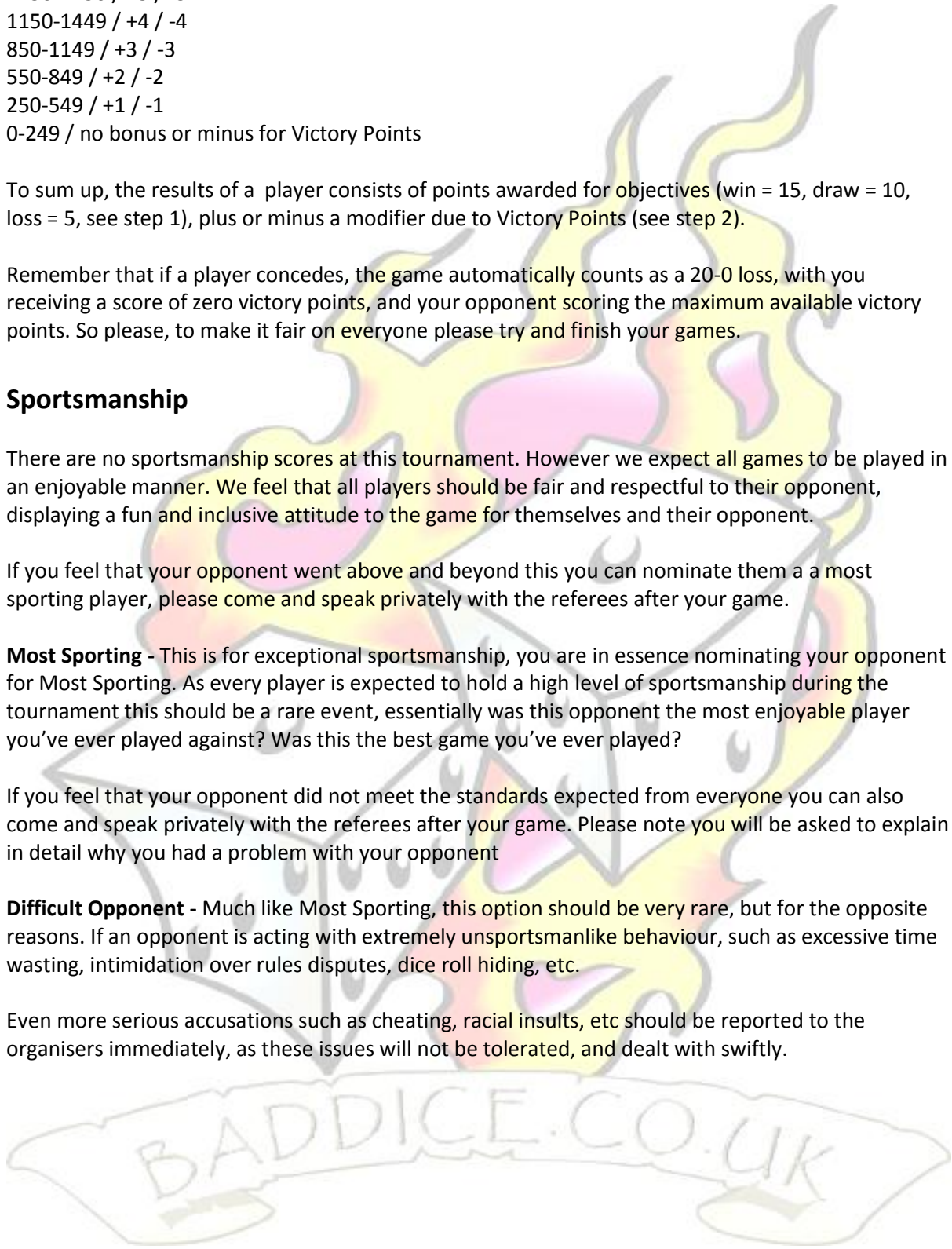
If you feel that your opponent went above and beyond this you can nominate them a a most sporting player, please come and speak privately with the referees after your game.

**Most Sporting** - This is for exceptional sportsmanship, you are in essence nominating your opponent for Most Sporting. As every player is expected to hold a high level of sportsmanship during the tournament this should be a rare event, essentially was this opponent the most enjoyable player you've ever played against? Was this the best game you've ever played?

If you feel that your opponent did not meet the standards expected from everyone you can also come and speak privately with the referees after your game. Please note you will be asked to explain in detail why you had a problem with your opponent

**Difficult Opponent** - Much like Most Sporting, this option should be very rare, but for the opposite reasons. If an opponent is acting with extremely unsportsmanlike behaviour, such as excessive time wasting, intimidation over rules disputes, dice roll hiding, etc.

Even more serious accusations such as cheating, racial insults, etc should be reported to the organisers immediately, as these issues will not be tolerated, and dealt with swiftly.



## Painting & Best Army

Each player will have the opportunity to vote for the army they consider the best army in terms of theme, painting and modelling in the tournament- the Best Army award. All players are encouraged to display their armies in the lunch break on Sunday with their full name clearly marked beside it for this purpose. If your army has been painted by someone else please do not enter it for Best Army. Although it may be very nicely painted, we like to ensure the person who painted their army and brought it personally to the tournament receive the award.

To vote for Best Army, simply write the name of the player whose army you consider the best as your First Choice on the slip provided. Please select your second favourite for Second Choice, as these will be used in the event of a tie-breaker on the First Choice. Please hand in the Best Army slips before the end of the Sunday lunch break.

## Rules Questions and Player Conduct

While this is a competitive tournament, the main aim of any event is to get together for the day or weekend, so that we can play our favourite game and meet other players who share our interests.

The most common causes of friction in a game are questions about the rules. Rules questions arise in most games. This can be because the huge number of variables involved in the game makes it just about impossible for the rulebook to cover every situation that might occur, or because different people interpret the rules in different ways. In order to avoid arguments we recommend that you refer to the appropriate rulebook as soon as a question arises. If the rules do not cover the situation then a simple solution can be to roll a dice to decide what happens.

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves.

This being said we do understand that sometimes even the friendliest of players can lose their cool, especially if the dice have been going against them all day. If you really want a Referee to sort out a rules question then you are free to call one over, and our Referees may intervene if they see an argument. Be warned, however, that our Referees are under strict instructions to give players one of three solutions to any question they are asked:

They will show you the rule in its relevant place in the rulebook.

They will make a ruling for the rules question on how the events team intends to play the rule throughout the event.

To roll a D6 to sort out a particular rules problem that the answer is unclear within the rules.

You should also note that the prime duty of our Referees is to make sure that the majority of players in the tournament get a nice friendly game where winning is secondary to having a good time. Anyone who keeps on spoiling a game with picky rules questions or who consistently bends the rules in their favour will be asked to desist or suffer the consequences.

Referees will have a simple card system to adjudicate this kind of ruling:

**YELLOW:** A Yellow Card will be shown to the player and their name and number logged. This card is a warning; you will lose 10 tournament points for receiving a yellow card.

**RED:** A Red Card will be shown to the player and their name and number logged. 2 Yellow Cards can also result in a red card. Players receiving a Red Card will be disqualified from the event and asked to leave.

**Please Note: The decision of the Senior Referee is final, and no discussion will be entered into. Arguing with the Senior Referee following a decision will be a Yellow Card offence, you have been warned.**

## Who Wins the Tournament

The winner will be the player who scores the most generalship points over the tournament. In the case of a tie, the winner will be the player who scored the most victory points throughout the six games. In addition to the overall winner, we will also give out a number of other awards, which will be announced at the end ceremony.

The award ceremony will take place as soon as possible after the conclusion of the final game. We urge all players to stay for the awards ceremony so that they can cheer the winners and commiserate with the losers.

There will be several awards handed out at the end of the tournament. These include:

### **The 2010 UK 40k Master**

For the player that wins the Tournament.

### **A Second Place Award**

For the player who comes second.

### **A Third Place Award**

For the player who comes third.

### **Best Painted Army Award**

For the player that received the most votes for having the Best Painted Army.

### **Most Sporting Player Award**

For the player that received the most votes for being a Sporting Player.

