1ST COMPANY VETERANS PRESENT

OPEN WAR 18

TOURNAMENT INFORMATION
&
RULES PACK

Open War

INTRODUCTION
Welcome to Open War.

Who can take part?
The tournament is open to everyone, providing you are over 16 years old and have a fully painted army (see note) for the game system you are participating in.

Important Notes
Unless your models have at least three colours reasonably applied to them, the judges <u>may</u> ask you to remove the model(s) from the table and will not be allowed to use the models in any subsequent games. This will be done when your army is being judged for painting.

Contact details
If you have any questions please e-mail our events staff at: events@1stcompanyveterans.net or please feel free to use our club forum at: http://www.1stcompanyveterans.net/forum/

The event will be held on: Saturday 13th October 2012

Last registration is 9:15am

Maelstrom Games Ltd
Matlock Mill
Hamilton Way
Mansfield
Nottinghamshire
NG18 5BU

Access to the tournament will be via the main entrance and doors will open at 8:30am. Directions to Maelstrom Games can be found on their website www.maelstromgames.co.uk

What you will need to bring on the day

Any gaming materials you require to play including:

- Your painted army

- 2 Word processed copies of your army list with your name & entry number

- This rules pack

- Any Rulebooks, Army Books, Codices and FAQs you may need to refer to during your games

- Dice and templates

- Super glue for any emergency repairs.

- Any counters or objective markers required by your game system.

Schedule

Time	Event
8:30am:	Event Opens
9:15am:	Last registration
9:30-9:40am:	Health & Safety, Briefing
9:45am:	Game 1 starts
12.00am:	Game 1 ends and Lunch
1:20pm:	Game 2
4pm:	Game 3
6:30pm:	Raffle & Awards

Each game will last 2hours 15 minuets

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HOW THE TOURNAMENT WILL WORK

You will participate in a series of three games, each against different opponents. In the first game you will be matched randomly against an opponent. In the 2nd and 3rd games of the day, the players in 1st and 2nd (based on Generalship) will be paired off against each other and so on. You will not be asked to play against the same opponent twice, if in the unlikely event this happens please make it known to a referee as soon as possible so it can be rectified and a new opponent found. You may have to play someone from your own team, but this would only be in the last round, where the result might determine who wins the various individual awards. Wherever possible, we will swap with an appropriate entrant from another team. If you find yourself in such a situation, please call a referee over, who will rearrange opponents accordingly.

Once you have registered, you will be assigned a table number for the first game. Please try to keep the table as free of clutter as possible. Each table will have the relevant scenery for each system. The layout of the scenery on the tables should not be altered without prior consent of a referee. The event organisers will not provide any games equipment and players must provide all other materials. You must bring along the most recent edition of the system rules, as well as any copies of any materials you will be using. If you refer to a FAQ during your games, please ensure that you have printed the 'FAQ' off and brought a copy with you to ease in explaining queries to your opponent. The organisers will endeavour to have copies of all current FAQs to hand, but this cannot be guaranteed.

Set-up, game length and victory conditions are described in the Tournament Scenario rules, while the attached schedule shows how long each gaming session will last. The time includes a five-minute "warm-up" period. Please, to allow for everyone to start and finish at the same time, and for the referees to fairly hand out the coveted Slaughter! award, do not start your game until the announcement is made!

Before the end of each game a results sheet will be given to each player or placed on your table. Once you have finished your game, you must fill in the results sheet and hand it in at the information desk. Your results will then be entered into the tournament database. Your results will be available on your request and we will also display a copy of the current scores along with the draws for round 2 and 3.

We would appreciate it if you could play with minimal time wasting to help keep the event on schedule. However, the aim of the event is to enjoy your games, so we will announce 30, 15, 10 and 5 minute warnings to help you gauge how much time you have left. If you find that you have not enough time to fully finish your match, please let the organisers know who will then let you know how much time can be allotted to you to bring the game to a logical conclusion.

Proxies:
Open War actively encourages armies that are converted, and are different from the norm. If you wish to use converted imperial bikes for rough riders, or your army consists of units that appear different from those that they signify, please ensure that you explain to your opponent which models represent what units to avoid confusion on the battlefield once the game has started.

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Rules and rule queries

All of the rules and conventions and White Dwarf references are from UK publications. All players should be aware that when any rules interpretations are required, the UK standard will be upheld, and that the Chief Referee will be consulted for any particularly contentious issues. The Chief Referee's decision will be final. Additionally if a referee observes any rules being played incorrectly then this will be pointed out, from the relevant rules book. If persistent rule breaking or cheating is observed, a warning will be given, and in extreme cases of rules breaking, points may be deducted from your score.

IMPORTANT!!!

Competitors are advised that from the moment of entry into the event the decisions of all Judges and Referees regarding the fair adjudication of the Tournament rules, and all issues of health and safety, are final. This applies to rules adjudications, the scores applied for any category of the Tournament and issues that require the cooperation of the competitors. That said, we are not infallible, and if you have any queries, questions or suggestions or want to haul us over the hot coals for a mistake, then provided you approach a referee in a reasonable, calm and polite manner, we are sure any issue is resolvable; the organisers are not above admitting when they are wrong, and will aim to rectify any and all mistakes to the satisfaction of the players. At any time you may come and check the scores you have been awarded for previous rounds, provided the person using the computer is not entering data and you have your ticket number on you. We want the results to be correct, but we will not divulge information pertaining to other competitors. We need something to announce during the awards ceremony!

TOURNAMENT SCORING SYSTEM

Please remember your entry number allows us to quickly identify you, and enables us to swiftly enter information into the database, which is very important in this sort of event. There are two main parts to this hobby of ours – gaming and modelling / painting. Points will be awarded for both of these.

Generalship (0 - 75pts)

Modelling and Painting (0 - 25pts)
The marking for army painting/modelling will take place during the first game.

25pts will be allocated if your army meets all the following criteria.

Based
All the bases in the army are painted and textured in some manner. The baseline for texture is flock as a minimum. Black edges are acceptable providing the tops are textured and painted.

Banners and Markings
All units have identifying marks or banners where appropriate (i.e. Standard bearers in WFB). For armies that do not have such things the squads should be clearly distinguishable from each other.

Roster
The player has a printed and clearly readable roster including their name and ticket number.

Cohesive Colour Scheme
The player has a fully painted army where all the models have a cohesive, themed or otherwise appropriate colour scheme.

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AWARDS AND SPORTSMANSHIP

Awards

Depending on the number of entrants for each system, there will be a number of awards. These will be based on an estimate of the number of entrants at the time we have to order the trophies.

The maximum for each system will be:
Best Army
Wooden Spoon
3rd, 2nd and 1st Place

There will also be the highly coveted Slaughter Award for fastest 25-0 result of the day!

CONCEEDING A GAME

We actively encourage all players to finish off each game they participate in during the event. Please bear in mind that some players have travelled a great distance to come and participate at this event and too play you, please also remember the sprit in which the game is played and that it isn't just about winning but sharing a hobby with like minded people, making new friends and having fun.

If you concede a game then you automatically lose and the game result will be 25 - 0

Illegal Army Lists

In the extremely rare case that a player has an illegal army list, that player will forfeit 10 Generalship points for each game played with the army (to a minimum of 0) and will be asked to correct the list for any remaining games.

If you think that a player has an illegal army please check with them first and then come see the tournament staff if there is an issue.

Open War — WFB

System Rules
We are using the 8th edition Warhammer rules.
Please also note that all army books must have been released a minimum of 1 month before the event.

Points Limit:
The points limit for the system is 2400 points, not one point above.

Army Lists:
All current Army books can be used but you will need to download and bring the relevant errata document for your army which can be found on the GW website in the Errata section.

Army Selection:
•The Army Battle Standard may take any normal options allowed to a Hero of that type.

•Special/named characters or named unit champion upgrades may not be taken.

•Units that are not characters are limited to a maximum of 450 points, including all options such as command, magic banners, marks, gifts etc.

•Allies may not be taken.

Magic:
•A total of 12 Dice may be used in the magic phase by any one player; this includes all dice generated from any source (sacrificial daggers, warpstone tokens etc). Night Goblin Mushrooms do not count as "dice". Any additional dice are lost and cannot be used. Dark Elves may only use a max of 6 dice to cast a spell the same as everyone else, this overrides the rule in their book.

•Characters affected by the following spells that would instantly remove them from the table are allowed to take a look out sir roll against the effects, providing they would normally be allowed one: The Dwellers Below, Final Transmutation, Dreaded 13th and Infernal Gateway. This does not apply if you are a lone character outside of a unit.

Other Rules
•A unit may not enter a building in any turn which it marches or reforms (including swift reforms).

•All buildings have a maximum capacity of 25 models (Monstrous Infantry count as 3 models). Units larger than this may not enter them, though they may assault them as normal.

•Victory points are awarded separately for characters and their mounts.

•Units and characters that are fleeing at the end of the game are worth half Victory Points.

•Mysterious terrain is not to be used.

Open War – WFB

Scenario
You will be playing the Battleline scenario for all 3 games.

Terrain
A suitable amount of terrain will have been provided for each table, please do not move the terrain without the prior consent of a referee.

Difference in VP's'	Winners points	Losers points
1501+	25	5
1351 – 1500	24	6
1201 – 1350	23	7
1051 – 1200	22	8
901 – 1050	21	9
751 – 900	20	10
601 – 750	19	11
451 – 600	18	12
301 – 450	17	13
151 – 300	16	14
0 – 150	15	15

Race Specific Restrictions

Lizardmen
•Salamanders are 0 – 3 models per army.
• Higher State of Consciousness and the Crown of Command may not be taken on the same model.

Vampire Counts
•Max 3 units/characters with the Ethereal special rule

Skaven
•The Hell Pit Abominations and Warp Lighting Cannons are 0-1 models per army.

Dark Elves
•War Hydras are 0 – 1 models per army.
The Pendant of Kaleth and the Crown of Command may not be taken on the same model.

Warriors of Chaos
•Hell Cannons are 0 – 1 models per army

Daemons of Chaos
•Soul Grinders are 0 – 1 models per army

Chaos Dwarfs
•Hell Cannons are 0 – 1 models per army

Open War – 40k

System Rules
We are using the 6th edition 40k rules.
Please also note that all army books must have been released a minimum of 1 month before the event.

Points Limit:
The points limit for the system is 1750 points, not one point above.

Army Lists:
All current Army books can be used but you will need to download and bring the relevant errata document for your army which can be found on the GW website in the Errata section.

Army Selection:
You have a single Force Organisation Chart to build your army and should use the normal army selection rules as printed in the Rulebook.

You may take allies and fortifications as normal, but any fortifications used must be brought with you on the day and must be painted. We will not tolerate players scavenging fortifications from the venue terrain, if its in your list you need to bring and paint it.

Warlord Traits and Unique Characters
If you have a Special / Unique character in your army then your Warlord is chosen as normal but does **not** get to roll for a Warlord trait!

Fortifications and Terrain
Players should ignore the rules in the main rulebook about setting up the table. Use the tables as they are setup by the tournament organisers. If the terrain has been obviously moved or badly placed please call over a referee to change it for you.

When deploying fortifications you can move any terrain feature that would not allow it to be placed. Displaced terrain should be moved the minimum distance to allow the fortification to be placed.

Mysterious terrain is to be played as normal. Please remember to clarify with your opponent before the game begins if there are any terrain pieces that may cause confusion.

We understand that some of the terrain rules are a new addition to 40k but would appreciate it if you could resolve any minor issues (such as moving a wood to fit your skyshield) amongst yourselves. If in doubt call a referee over.

Missions and Scoring
You will be playing the missions from the main rulebook determined randomly by the tournament organisers on the day of the event. To score the missions please use the tables below

Objectives
In any mission that has a random number of objectives always use the maximum amount, thus D3+2 is 5 objectives.

Wipeout
If the automatic victory conditions listed on page 122 of the big 40k rulebook occur during your game:

"If one player concedes the battle, or his entire army is wiped out, the game ends and a crushing victory goes to his opponent. likewise, if at the end of any game turn, one player has no models on the battlefield, his opponent automatically wins."

Score the mission normally but grant the winning player an additional +5 Victory Points. The conceit condition mentioned earlier in this rules pack still applies.

Open War — 40k

Mission Scoring: Crusade, Purge the Alien, Big Guns Never Tire, The Scouring

Difference in VPs	Winners points	Losers points
10+	25	5
9	24	6
8	23	7
7	22	8
6	21	9
5	20	10
4	19	11
3	18	12
2	17	13
1	16	14
0	15	15

Mission Scoring: Emperors Will

Difference in pts	Winners points	Losers points
6+	25	5
5	23	6
4	20	7
3	17	8
2	14	9
0 – 1	11	10

Open War — EPIC

Rules, Army Lists and Errata
Epic Armageddon rules will be used.
The list of rules, allowed armies and errata to the rules can be found on the following web URL:
http://www.epic-uk.co.uk/rules/EPIC%20UK%20CORE%203%20game%20rules.pdf
http://www.epic-uk.co.uk/armylists.shtml
http://www.games-workshop.com/gws/content/article.jsp?community=&catId=cat1290320&categoryId=1100008&aId=4900003

please note that when referring to the above Epic rules pack we will be using the scoring table detailed below to work out Generalship points for this event. Also painting scores will be awarded as discussed earlier in this rules pack.

Point limit
The points limit for this system is 3000pts, not one point more.
Scenario
The rules for this tournament will be from the main rulebook section 6.1.
Generalship Points
The following chart will be used to determine Generalship points in the games.

Difference in VPs	Degree of Victory	Winners points	Losers points
VP Difference Of Less Than 150pts Turn 3 or 4	Stalemate	12.5	12.5
VP Difference Of More Than 151 - 500pts Turn 3 or 4	Marginal Victory	13	12
VP Difference Of More 500pts Turn 3 or 4	Minor Victory	14	11
1 Goal Difference Turn 4 *	Convincing Victory	16	9
1 Goal Difference Turn 3 *	Solid Victory	19	6
2 Goal Difference Turn 4	Major Victory	19	6
2 Goal Difference Turn 3	Crushing Slaughter	22	3
3 Or More Goal Difference Turn 4	Victorious Slaughter	22	3
3 Or More Goal Difference Turn 3	Massacre	25	0

* Note to achieve a 1 goal difference you must you must win the game by achieving at least 2 goals as stated in the rulebook section 6.1.7 ie 2-1, 3-2 but NOT 1-0

Open War - WarmaHordes

Format & Lists

Players will need to bring two 35pt lists, and one 50pt list. Character restrictions are in force across all three lists (so each FA:C model/unit can only appear in one of the three lists). Prime and Epic versions of the same caster can be selected, and so for example a Khador player could choose pButcher, eButcher and Strakhov as their three casters.

Flank scenarios may or may not be played during the event, but if they are, it will only be during one of the 35pt rounds. Accordingly, you do **not** need to include any Reinforcements on your 50pt list, but you **will** need to disclose your chosen Reinforcements for your two 35pt lists.

Rounds

Players will play a 50pt game in the first round (to keep in with the Open War timings for lunch), lasting a maximum of 2hrs. After lunch, players will play three 35pt games, of 1hr 15m. Chess clocks will be used to ensure that each player has equal play time – if you run out of your allotted time without a result in the game, you lose – so manage your time carefully!!

Scenarios

There will be 4 different scenarios used during the day, from the Steamroller 2012 pack. Prepare your lists to be able to take on a variety of challenges!

Scoring

There are 80pts available for gaming (4 rounds of up to 20pts) plus up to 20pts available for painting (see below), to produce an overall total of 100pts. Use the Steamroller 2012 rules to determine the result of each game (ie down to and including 4th tie-breaker conditions, to determine the victor).

Game Result	Player A	Player B
Player A Wins	20	0
Somehow the players manage a draw ie none of the SR2012 tie-breakers produce a result	5	5
Player B Wins	0	20

When you hand in your result slips, you will also need to record your Army Points Destroyed score (ie what you have killed of the opponent's force). If players are equal on tournament points, this will be used to provide a final sort. When calculating Army Points Destroyed, use the following –

· Destroyed models (and inert jacks & wild warbeasts) are worth their points value. Any models from a tier list where there has been a points reduction are still worth what is shown on their card.
· Units below 50% starting strength (rounding up) are worth 50% of their points value (rounding up)
· Warcasters and warlocks are worth 5 points, regardless of their jack/beast points value.
· So as not to penalise assassin style lists, killing a warlock and warcaster will also earn the player the points value for any warjacks/warbeasts under the control of the warlock/warcaster ie killing the caster will earn you the points for the battlegroup.

Painting

You will receive painting marks out of 20. You will earn 10pts if your 1st 35pt list is fully painted, and another 10pts if your 2nd 35pt list is fully painted. Your 50pt list does **not** need to be fully painted, you will not gain any extra points if it is, or lose any points if it is not.

By fully painted, we mean that the model has base colours applied in a reasonable manner, the base is flocked/textured, and arc marking are on each model. We are **not** judging the quality of your painting, this is not intended to be a subjective scoring – if all your models are painted, then you will score the points.

We hope and intend to give each player 20pts for painting, such that it should have no impact on the final standings. We just want to make sure that (apart from the 50pt game) we are seeing fully painted armies clash on a tabletop, which always adds to the spectacle! The referee's decision (as to whether a model or army is fully painted) is final – there is no appeals procedure!