

Warpstorm Wargames Tournament Pack



INTRODUCTION

This document provides the information needed to play in WH40k tournaments held at Warpstorm Wargames. Timings and schedules will vary across our events so please double check with us if these are of concern.

Whilst we hope to retain the majority of useful information in this document, it is very likely that we will need to change things: so please make sure you are using the most up to date version.

AMENDMENTS

30.11.2021 – addition of face mask requirements

15.02.2022 – Change to mission packs, layouts, covid control measures, changes to painting requirements

03.03.2022 – Fixture of typo, and addition of “dense” keyword to all terrain types.

18.05.2022 – Removal of “dense” keyword on terrain

COVID AND PUBLIC HEALTH

It is our policy for our Warhammer events that all attendees should be double and booster vaccinated, or a negative test result taken from within 24 hours of the events scheduled start time. If you present symptoms and are unable to provide either, we will not be able to welcome you to the event, and a refund shall be issued.

Government guidelines will be followed as in place on the day: this may include the opening of windows during winter events so please bear this in mind. Whilst face coverings are not a requirement by law, please respect the wishes of your fellow players.

ARMY SELECTION

Each player’s army should be Battleforged, cost no more than 1000 points (2 detachments), or 2000 points (3 detachments) depending on the tournament you are attending.

The cut off date for new rules shall be midday on the Monday prior to your event. This means that any new rules published after this date shall not be permitted at the event, though selected FAQs published after this where they reflect a clarification of how a rule should be played and not a fundamental change to a rule may be used.

WHAT YOU NEED TO BRING

- Your painted and based army and other gaming accessories such as dice and tape measures etc.
- A copy of the current Games Workshops Grand Tournament Mission Pack
- This player’s pack (a digital copy is fine)
- 6 objective markers
- Rules, dice, GT Mission Pack, including core rule book, codices, indices and any FAQs relevant to your army

CONVERSIONS, PROXIES, BASE SIZES AND LEGENDS MINIATURES

All conversions and proxies should bear a logical resemblance to the original model and should be of comparable dimensions to the latest Games Workshop model, WYSIWYG is our ideal please strive to meet this across the majority of your force.

After you have indicated your conversions to your opponent, they should be able to clearly identify what is what with no ambiguity. If you are using non-standard models, it is your responsibility to make sure your opponent does not have to keep asking what is what.

Base sizes should match the current available kit, with base extenders utilised where necessary.

Legends units are not permissible in our tournaments.

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PAINTING REQUIREMENTS

All models should be painted and based to GW's "Battle Ready" standard in order to score the allocated 10 bonus victory points, if you have to ask then it probably isn't.

Whilst nobody truly enjoys facing off against grey plastic, we realise this is a social event and life can stop us from picking up a brush. The majority of your army (**80% of the models**) must be painted in a coordinated and appropriate scheme for your chosen army: some mismatched or unpainted models are therefore allowed but you will not score the 10 victory points allocated to painting.

DICE ROLLING APPS

Please note that the use of dice rolling apps is not allowed at our events.

TERRAIN AND MISSIONS

The terrain for your games will be on each table for you to arrange in accordance with the maps that follow. Each square of the grid is equal to 1"

Each game uses a different deployment map and a terrain map for each deployment has been drafted to create the most balanced, competitive 40k experience possible for attendees of all levels and across multiple games.

These maps have been used successfully at major tournaments to allow for the most common army builds, and cannot simultaneously cater to very unusual lists while still being balanced for the vast majority of common tournament army archetypes. As such, please read through the FAQs below and bear it in mind:

Q: My model can't fit through this gap, can I move the terrain so it fits?

A: No, the maps are set so that the vast majority of GW models will be able to access all areas of the board.





Q: I can't hide all my units behind obscuring ruins on deployment. Can you add more obscuring pieces to the deployment zones?

A: No. The maps are designed to create engaging games.

Q: If I touch my base on the outside edge of a ruin, am I in it?

A: No, just like when you touch the outside wall of your house you're not in your house.

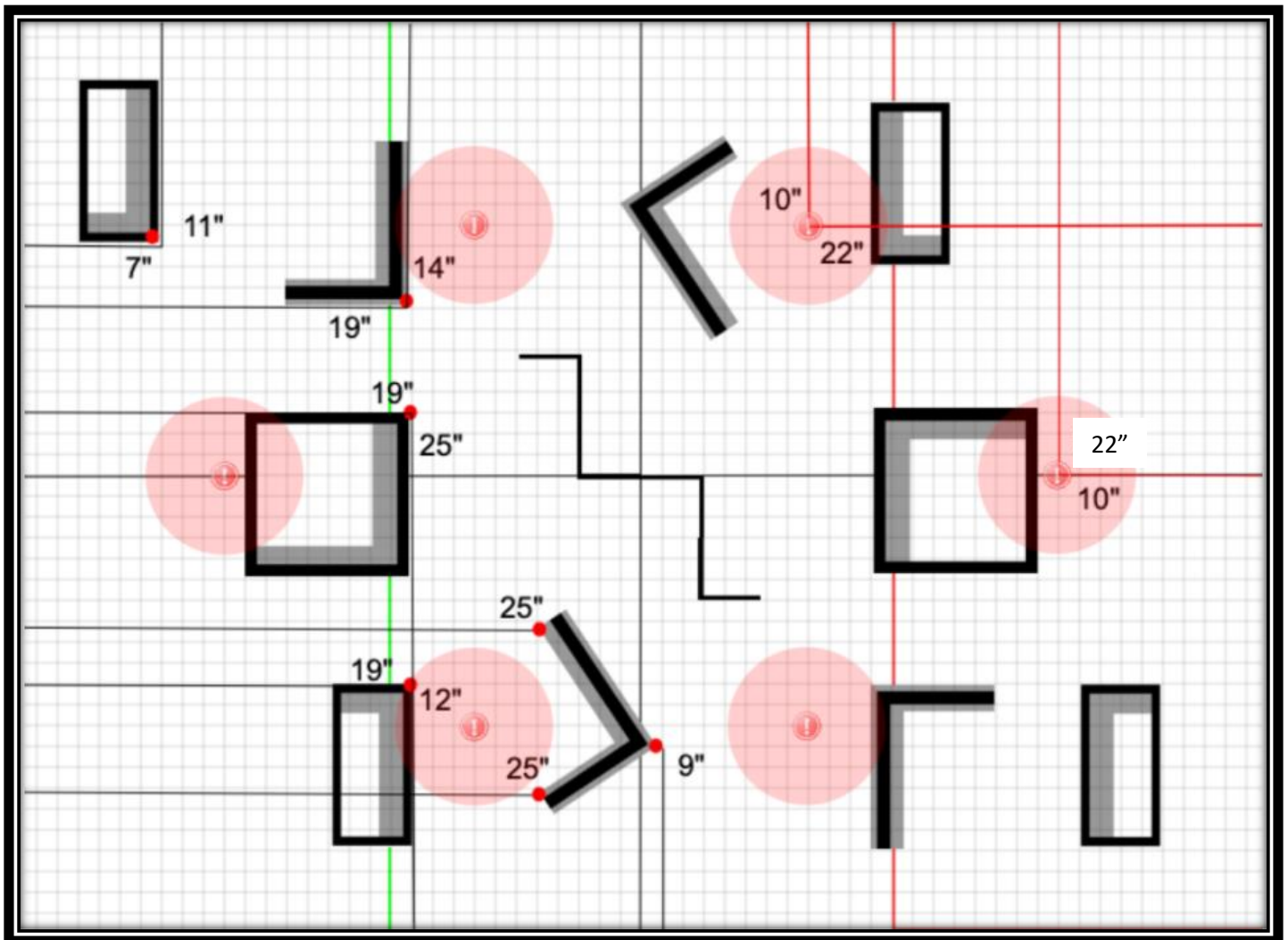
TYPES OF TERRAIN

<p>'Large L Shape' Played using the rules for Ruins from the rule book. Therefore the base is considered part of the model when determining line of sight / obscuring.</p> 	<p>'Medium L Shape' Played using the rules for Ruins from the rule book. As such units behind the ruin not on any base will benefit from obscuring but if you go onto the base you will be able to see through any open windows on this feature.</p> 
<p>'Small L Shape' Played using the rules for Ruins less 5" high. From the rule book, thus do not have the obscuring keyword.</p> 	<p>'Ruined Wall' Played using the rules for Ruined walls 3" high from the rule book, thus gains the Dense rules</p> 

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2000 points Round 1: Mission 11 Recover the Relics



Useful information:

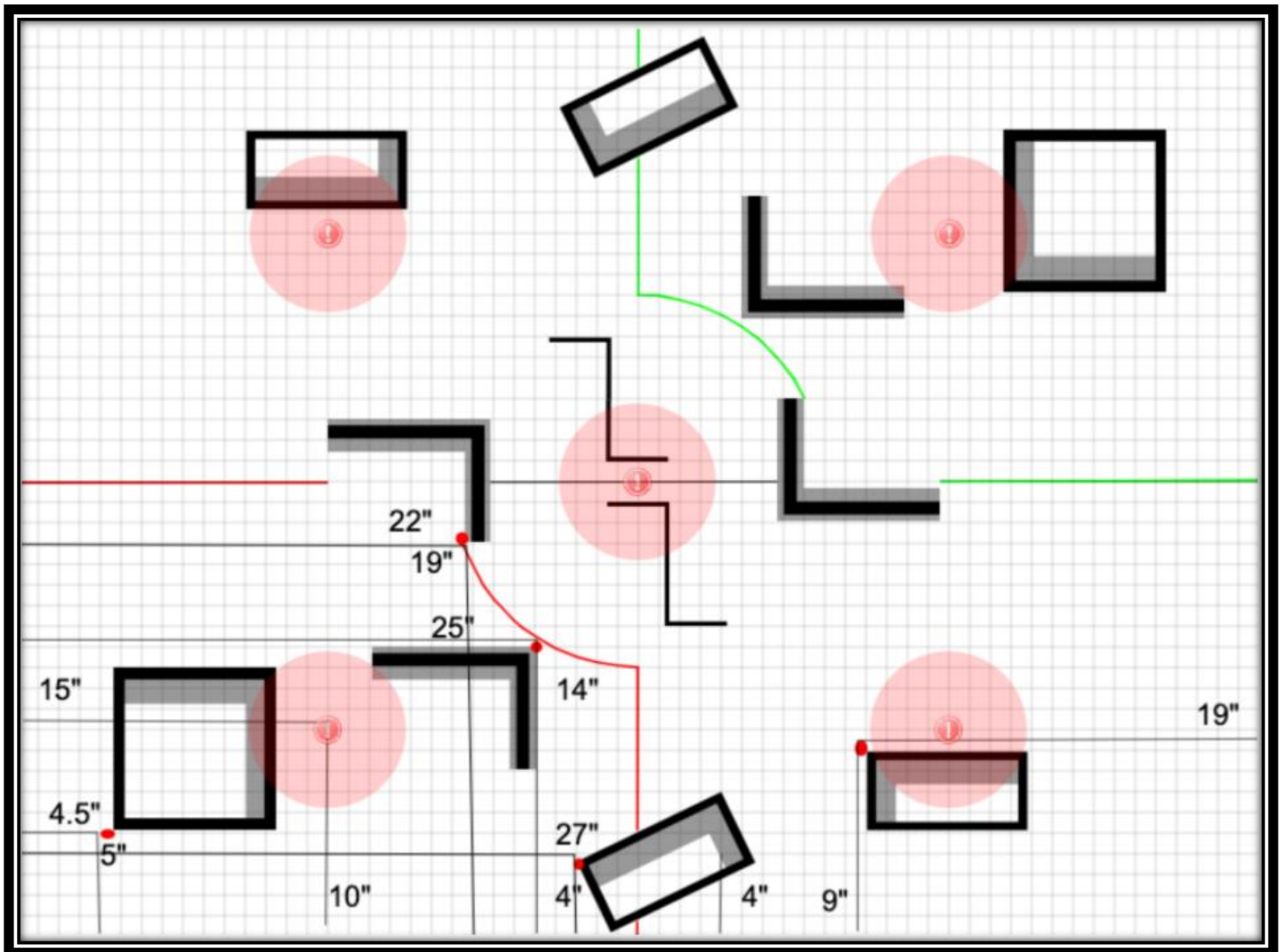
- Table size is 44" x 60"
- Each deployment zone is 18" deep
- Primary is scored: 1 objective for 4 victory points, 2 or more objectives for 4 victory points, & more objectives than opponent for 4 victory points
- Mission objective is Kill Points: score 1 victory for each enemy unit destroyed each battle round to a max 3 victory points per round.

- Mission rule: player only received their battleforged CP each command phase if they hold one or more objective markers in "no mans land" or their opponents table half. A player receives an additional CP if they the objective marker in their opponents deployment zone

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2000 points Round 2: Mission 22 Conversion



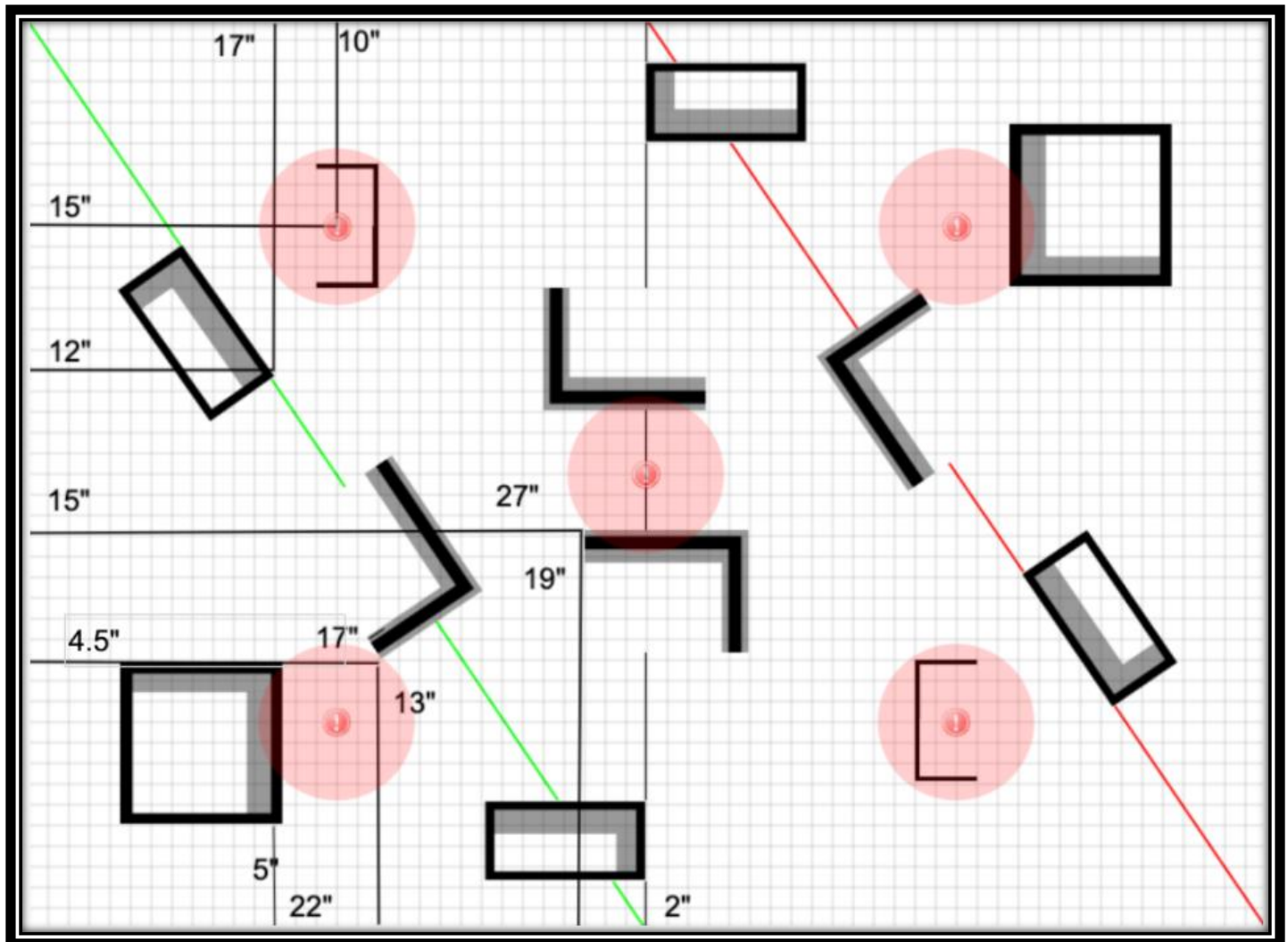
Useful information:

- Table size is 44" x 60"
- Deployment is table quarters with a 9" radius 'cut out' centred about the centre of the board
- Primary is scored: 1 objective for 4 victory points, 2 or more objectives for 4 victory points, & more objectives than opponent for 4 victory points
- Mission objective is table control: at the end of your turn score 4 victory points if you hold the objective in your opponents deployment zone, 2 victory points if you hold one or more objectives in "no mans land", and lose 1 victory point if you don't hold the objective in your own deployment zone.
- Mission rule: player only receives their battleforged CP if their warlord is on the table or in a transport which is on the table.

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2000 points Round 3: Mission - 12 Tear Down Their Icons



Useful information

- Table size is 44" x 60"
- Primary is scored: 1 objective for 4 victory points, 2 or more objectives for 4 victory points, & more objectives than opponent for 4 victory points
- Mission objective is table control: at the end of the battle score 4 victory points for each primed explosive marker in your opponent's table half; to max 15 victory points.

Prime Explosives (Action): one unit, at end of movement phase, within your opponent's table half, 9" away from any explosives markers, can start the action. Obsec completes end of your turn, otherwise end of your next command phase. If successful place an explosive marker wholly within 3" of the completed action.

Defuse Explosives (Action): one unit, at end of movement phase, within 3" of an explosives marker in your own table half and with no enemy units (excluding aircraft) also in range of the marker can start action. Action completes at end of your turn if still in range of marker. If successful roll 1d6, adding 3 if unit if obsec, on 4+ the explosives marker is removed.