

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

24.08.2022 – Mission updates

20.01.2023 – Arks of Omen update

COVID AND PUBLIC HEALTH

It is our Warhammer events policy that all attendees should do their best to avoid passing illnesses to other attendees. If you present symptoms, we will not accept you for the event, and a refund shall be issued. 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, or 2000 points 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 & proxies should bear a logical resemblance to the original model & should be of comparable dimensions to the latest official model, WYSIWYG is our ideal please strive to meet this across 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.

DICE ROLLING APPS

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

Warpstorm Wargames Tournament Pack



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 (**50% plus 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.

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 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.

Conceding and Byes

In the case an odd number of players in an event, the lowest ranked player without an opponent will be given a bye which is a win of 100VP.

Should a player concede before the conclusion of the allotted time for the game, their opponent will score either the amount of VP accrued at the point of conceding, or 80VP: whichever is greater.

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> 



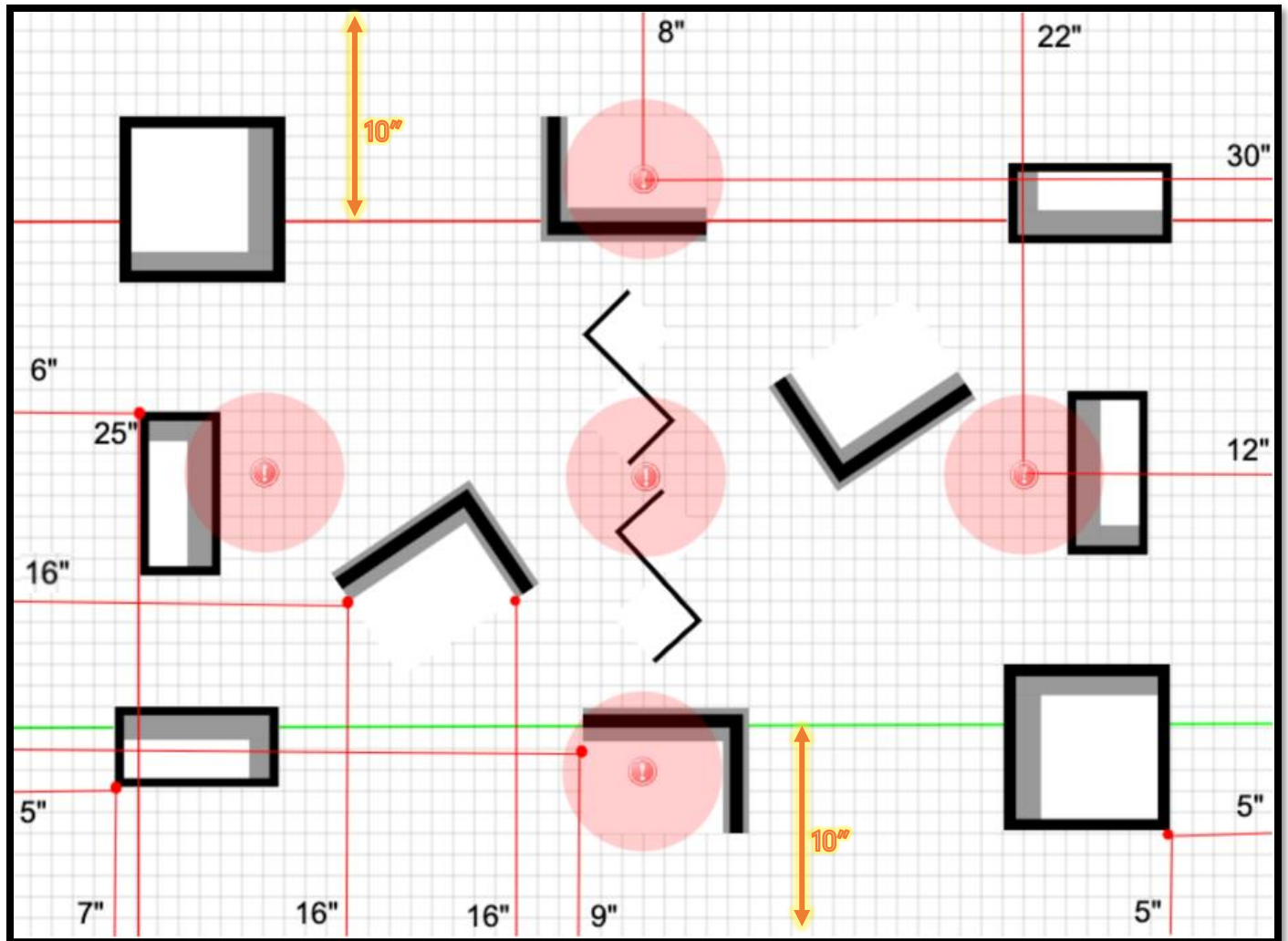
Strike Force Missions

2000 points

Warpstorm Wargames Tournament Pack



2000 points Round 1: Mission 21 Abandoned Sanctuaries



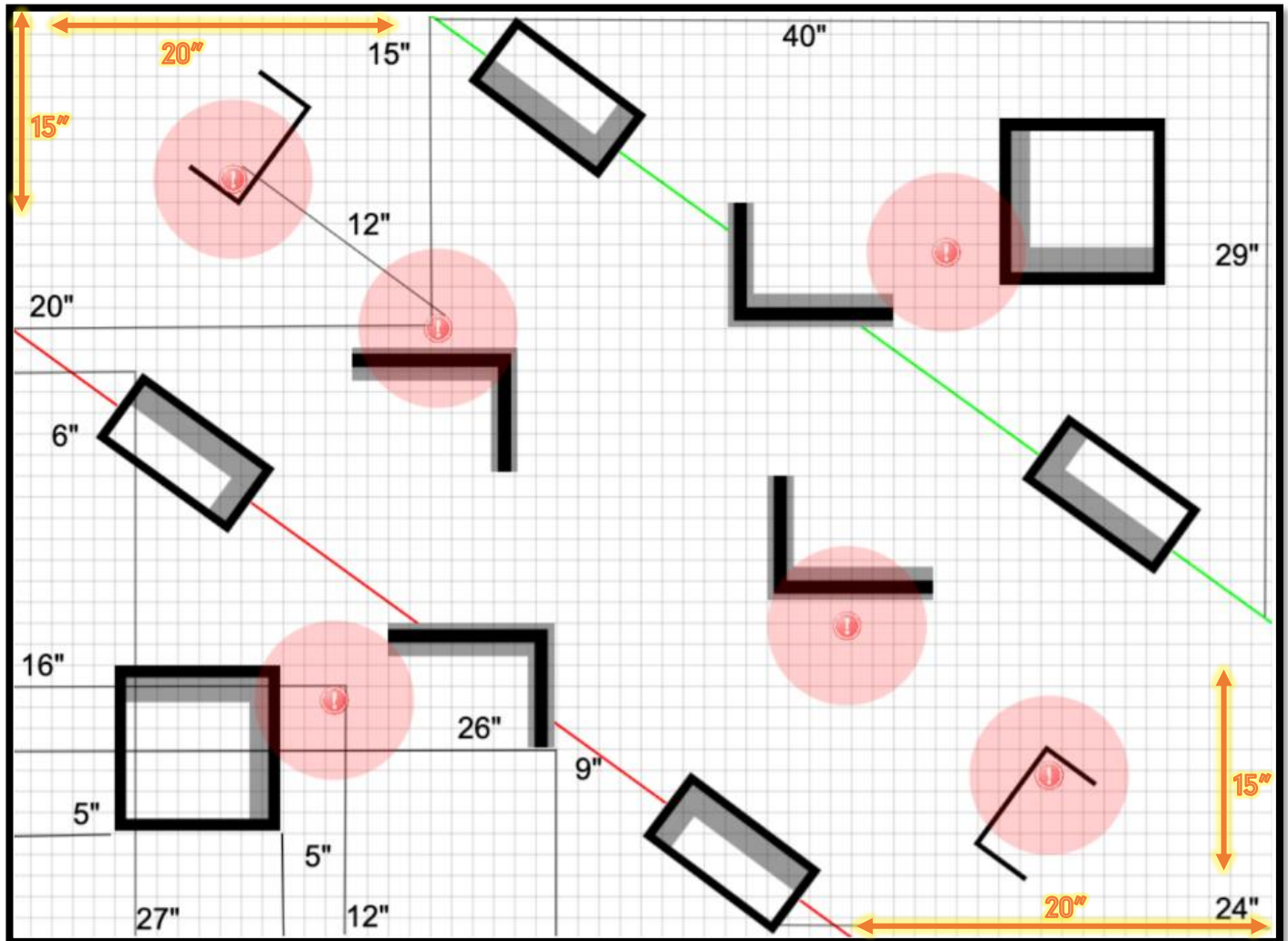
Useful information:

- Table size is 44" x 60"
- Each deployment zone is 10" 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
- Primary mission objective is Secure Sanctuaries: at the end of your player turn, score 2VP for satisfying one of the following, or 3VP for satisfying both:
 - control the central objective,
 - destroyed at least one enemy unit that was within 6" of the centre of the battlefield at the start of your turn.
- Mission rule: No unit can be in "no man's land" between the deployment zones before the start of the first turn regardless of rules or abilities.

Warpstorm Wargames Tournament Pack



2000 points Round 2: Mission 13 Data Scry-Salvage



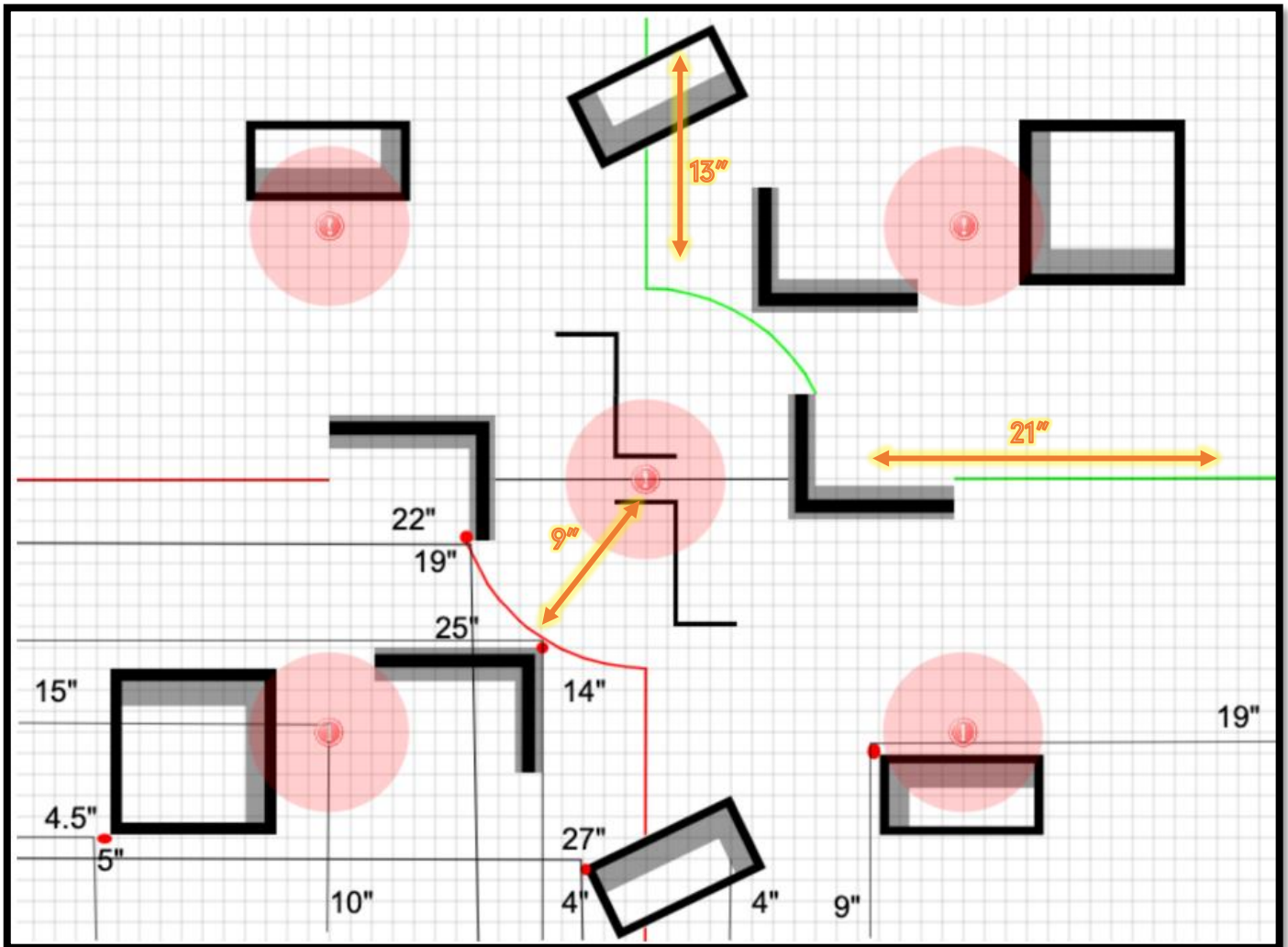
Useful information:

- Table size is 44" x 60"
- Deployment zones start 20" by 15" from your right hand table corner
- Primary is scored: 2 objective for 4 victory points, 3 or more objectives for 4 victory points, & more objectives than opponent for 4 victory points
- Primary mission objective is Data Intercept: score victory points equal to the number of "no man's land" objectives to maximum 3VP each time a unit in your army completes the "Data Intercept" action
- "Data Intercept" (Action): One unit from your army can start the action at the end of the movement phase if in range of the objective in your deployment zone if no enemy units are also in range of it. The action completes at the end of your player turn if the unit is still in range of the objective.
- Mission rule: If a player controls an objective in "no man's land" at the end of their command phase with an "ObSec" unit it remains under their control until their opponent takes control of it in any subsequent phase.

Warpstorm Wargames Tournament Pack



2000 points Round 3: Mission 32 Death and Zeal



Useful information:

- Table size is 44" x 60"
- Deployment zone is your bottom left table quarter minus a 9" quartered circle about the table centre
- 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
- Primary mission objective is Direct Assault: at the end of your player turn, score 2VP for satisfying one of the following, or 3VP for satisfying both:
 - You control all objectives, or you control an objective you did not control at the start of your turn.
 - You destroyed at least one enemy unit that was within range of an objective at the start of your turn
- Mission rule: If a player controls an objective at the end of their command phase with an "ObSec" unit it remains under their control until their opponent takes control of it in any subsequent phase.