

**RED WAR TOURNAMENT**

**TOURNAMENT PACK**



Welcome friends I am pleased to announce the first Red War Tournament, this will be a Warhammer 40,000 tournament where you play 3 games against 3 different opponents over the course of a day of gaming for the title of Red War Tournament Champion. Please take the time to read through this rules pack carefully for full details of the event. We hope to see you soon!

## Introduction

You will participate in a series of 3 games, each against a different opponent. This event is being run by Vince (Manroque) and Rob (Embolden), we're both members of the Redditch Waragming Society. Forum details: <http://forum.redwarsoc.com/> our host for the tournament is Total Wargamer (<http://www.totalwargamer.co.uk/>) you can email [owen@totalwargamer.co.uk](mailto:owen@totalwargamer.co.uk) or [redwartournament@live.co.uk](mailto:redwartournament@live.co.uk) for further details.

In the first round players will be matched randomly against an opponent. After that, in each round the two players in 1st and 2nd place (based on their tournament points) will play each other, the players in 3rd and 4th place will play each other and so on. The only exception is you will never play the same person twice during the event. Should this happen Rob (Embolden) or Vince (Manroque) will step in and sort things out so that the players play fresh opponents of a suitable calibre. This usually means moving either up or down the tables to swap you around.

Upon your arrival you must register, you will be given a random number which will be your table number for game one. Each game will be played on a 6' by 4' table. Please try to keep the playing area clear of excess clutter. Each table will be a pre-designed battlefield with fixed scenery. You must bring along a copy of the Warhammer 40,000 rules, the codex you will be using, as well as copies of any other materials you may need.

Setup, game length and victory conditions are described in the 5<sup>th</sup> edition 40K rule book or in this tournament pack. Each player will be given a special results slip during your game. Once you have finished your game, you must fill in the results slip and hand it back to the front desk so the tournament standings can be calculated

# Tournament Organiser

The Tournament Organiser/s, from here on known as the TO/s, is/are the sole authority at this Tournament. The TO's are expected to be fair and equitable in their adjudication and rules decisions. *Regardless of the outcome, a TO's decision is final.* In the interest of transparency the TO/S will be participating in the event so we encouraged players to settle simple rules disputes between themselves, as the round clock will not stop whilst a TO is answering a question. Where possible, the TO will give the correct decision, although they are fallible, and they will endeavour to give you the correct conclusion at a later date. If a mistake is made however, do not let the outcome ruin your event, as the main aim of the event, is for everyone to play a challenging game of Warhammer 40k in a fun environment.

## Location

**Total Wargamer**  
Cadbury Courtyard  
Blackminster Business Park  
Blackminster  
Evesham  
Worcestershire  
WR11 7RE

## DATE

Sunday 1<sup>st</sup> of July

## Event cost

Tickets will cost £5 for this one day event. Payment can be made in cash or which can be handed in to the TO/s Rob (Embolden) or Vince (Manroque) at the Redditch gaming club or to Owen at Total Wargamer, this can be handed to ourselves on the day or in advance. Handing the money in advance will guarantee a spot at the event.

## Things you will need to bring:

As always you will need to bring;

- Your Army.
- 3 Copies of your army list.
- This tournament pack for reference.
- 5<sup>th</sup> edition Rulebook, any codices and FAQs that apply to your army selection.
- Suitable objective counters (You will need 5).
- Any Reference sheets you may need.
- Templates (if applicable).
- Tape Measure

- Pens
- Dice
- Super Glue (for emergency repairs)

Things that will be provided for you;

- 7 6x4 gaming tables
- Scenery
- Lunch and Snacks
- Free Car Parking also available on site

# Army selection

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 being 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.

**Codex Black Templars**

**Codex Blood Angels**

**Codex Chaos Daemons**

**Codex Chaos Space Marines**

**Codex Grey Knights**

**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 Sisters of Battle (Uk white Dwarf Release)**

Each player will have their 1750 point army to use during the course of the tournament. You are free to pick your 1750 point army following the normal restrictions. Your army will be picked using only the official rules from their codex/ rule book. (The only exception to this is Eldar players may use the Night spinner).

All current FAQ's will be in use so please make sure you have these ready for your army just in case you need them. Any additional questions can be sent to [redwartournament@live.co.uk](mailto:redwartournament@live.co.uk) but please leave plenty of time for a particular question to be answered prior to the event.

Non GW models are allowed as long as they are in keeping with the army and spirit of the game. This will be subjective so any concerns, again please contact the TO/S via email ASAP, [redwartournament@live.co.uk](mailto:redwartournament@live.co.uk)

# Army lists

Army Lists should be submitted no later than WEDNESDAY 27/6/12 @ midnight, on the day of the event you will need 3 copies of your list, 1 to submit for checking during player registration, 1 for an opponent to check and a spare copy just in case. All lists should be 1750pts and not a point more, any lists found to be illegal will automatically be docked any tournament points gained so far in the tournament and given to any opponents played to date and the tournament score will be docked a further 10 tournament points, so check, double check and triple check your list is 100% correct before submitting the list.

All players who submitted a legal army list by Wednesday 27/6/12 will gain 5 additional tournament points, to be added at the end of the event.

To submit the an army list email: [redwartournament@live.co.uk](mailto:redwartournament@live.co.uk) by midnight 27/6/12

# Painting

We would prefer that armies are at least base coated before the event, but this isn't mandatory and there is no tournament points up for grabs in regards to painting.

# Registration:

Players are required to register prior to the event on a first come first serve basis, as the event number is capped at 14 it will be likely to fill up fast so don't miss out! To register please email or visit Owen at total wargamer ([owen@totalwargamer.co.uk](mailto:owen@totalwargamer.co.uk)) or the TO/S at [redwartournament@live.co.uk](mailto:redwartournament@live.co.uk) and you can have your spot reserved.

## Tournament schedule

10.00 – 10.30 Player Registration  
10.30 – 12.30 Game 1  
12.30 – 1.00 Lunch  
1.00 – 3.00 Game 2  
3.00 – 3.15 Break  
3.15 – 5.15 Game 3  
5.15 – 5.30 Awards

## Missions & scoring

### Mission one:

Dawn of War: Seize Ground 5 Objectives

Scored as so:

- Both players control the same number of objectives – 5 tournament points each.
- Difference of 1 objective – 6 tournament points to the winner 4 tournament points to the loser.
- Difference of 2 objectives – 7 tournament points to the winner 3 tournament points to the loser.
- Difference of 3 objectives – 8 tournament points to the winner 2 tournament points to the loser.
- Difference of 4 objectives – 9 tournament points to the winner 1 tournament points to the loser.
- Difference of 5 objectives – 10 tournament points to the winner 0 tournament points to the loser.

### Mission two:

Spearhead: Capture and Control

Holding your own (home) objective by a scoring unit is worth 4 Tournament Points and holding your opponents (Away) objective with a scoring unit is worth 6 Tournament Points. Contesting objectives is worth half points (example: if you hold your home objective but contest the away objective the game finishes 7-3 to you or both home and away objective are contested the game finishes as a 5-5), if an objective isn't captured by a scoring unit it counts as contested.

### Mission Three:

Pitched Battle: Kill Points

Each player starts with 5 Tournament points, for each KP (kill point) you gain plus 1 to your score and subtract 1 from your opponents and up to a maximum of 5pts gained/lost. (Example: the game finished 7-3 on KPs so in Tournament Points it would work out at a 9-1.

The winner of the tournament will be determined by Tournament Points, so please make sure that the Results Slip is handed in correctly. Victory Points are recorded so in the event of a tie in the final standings they will be ranked in victory point order.

# Additional Information

If you have special dietary requirements please contact [redwartournament@live.co.uk](mailto:redwartournament@live.co.uk) or [owen@totalwargamer.co.uk](mailto:owen@totalwargamer.co.uk) as soon as you've registered for the tournament so that food arrangements can be made.

If you have any problems, queries or questions please contact the TO/S who are on the Redditch Wargaming Forum (<http://forum.redwarsoc.com/>) our usernames are:

Rob: Embolden

Vince: Manroque

Alternatively please email  
[redwartournament@live.co.uk](mailto:redwartournament@live.co.uk)  
[owen@totalwargamer.co.uk](mailto:owen@totalwargamer.co.uk)

We'll be more than happy to assist in any way we can.

This will be an official Rankings Tournament (details about Ranking HQ can be found here: <http://www.rankingshq.com/>) and will be using the 5<sup>th</sup> edition of the 40k core rules.

Tournament Tracker for personal use:

(Game1) Name:	Tournament Points	Victory Points

(Game2) Name:	Tournament Points	Victory Points

(Game3) Name:	Tournament Points	Victory Points