

Britcon Friday 11th August – Sunday 13th

August 2017

**THE BRITISH HISTORICAL
GAMES SOCIETY**

present

BRITCON 2017

Where: Manchester University (Barnes Wallace building)

“How much does it cost?”

The costs for the event are on the Britcon website

“How do I enter?”

All army lists and queries to be submitted via email to (Stephen_oneill21@yahoo.com) no army builder files, if poss pls use msword and make sure the army list is readable in a way that shows any upgrades, squad numbers, attached vehicles with points costs etc (you know who you are!!!). Army list submission deadline is 31st July 2017.

“What can I win?”

There will an award for:

1st place, 2nd place, 3rd place

Beloved of Khorne (most enemy units killed), Martyrdom (most ‘own’ units that died), The Fabled wooden spoon, Best Sportsman (they get a big man hug).

“Sounds great, Tell me more!”

Each round will be 3 hours. **DO NOT start a turn if both players cannot finish within the time limit, this must be agreed upon by both players!!!**

The tournament will be set up as follows:

Friday evening

Round 1 (this game can start no later than 8.30pm)

Saturday

Round 2 (09.00am – 12.00am)

Round 3 (12.45pm – 3.45pm)

Round 4 (4.15pm – 7.15pm)

Sunday

Round 5 (09.00am – 12.00am)

There is a longer lunch break on Sunday so people can look around the traders

Round 6 (1.30pm – 4.30pm)

Tournament has finished, tables cleared (Anyone who wouldn't mind volunteering to help would be greatly appreciated). Winners declared and prizes awarded.

“What are the rules?”

Unless otherwise noted, only the main lists from the Warhammer 40,000 Indexes (English version) may be used. The latest edition of the GW FAQ will be used, any FAQ issued less than 4 weeks before the tournament by games workshop will not be included.

The referee is always right. He has been empowered to make clear and unambiguous decisions when it comes to any issue that requires player co-operation so that there are minimal disruptions to the games.

We insist on the highest standards of behaviour at all times. This applies to the organiser, referee and most of all, each other.

If there are any rules queries that a rulebook, FAQ or codex does not cover please either dice off or speak to the referee (**the two referee's are also playing their games so try not to bother them too much**). If at any time you think your opponent is cheating or time wasting, question them about it. Continuous purposeful breaches of the rules and poor sportsmanship is not acceptable and will incur a penalty score. Report this behaviour to the referee. We are all adults, here to play toy soldiers and have a good time.

Players are advised that from the moment of entry into the event the decisions of the referee regarding the fair adjudication of the event rules are final. No discussions will be entered into once a decision is made. This applies to rules adjudications, the scores applied for any category of the event and any issues that require the cooperation of the competitors. Once the event results are published, we cannot alter them in any way.

In the interest of fairness **ALL** cocked dice must be re-rolled. The definition of a cocked dice is one that is not **perfectly flat on the table**.

Any dice that roll off the table **MUST** be re-rolled.

Explain what you are rolling for when you are rolling your dice (do not roll fast dice so your opponent doesn't know what you are doing).

ALL MODELS including flyers & skimmers are to be mounted on an appropriate base and stand at an appropriate height. *For example. If you take a Vendetta Gunship then use the base and stand it came with. Modelling for advantage will not be tolerated and will incur a score penalty*

This year the popular 'best 5 out of 6 scores' will be used again. So your best 5 results will count towards your final score (which means you don't have to play Friday night)

"What is the points limit?"

2000

"What can I bring?"

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. If in any doubt please feel free to ask.

The following armies may be used:

- Index imperial 1
- Index imperial 2
- Index chaos
- Index xeno 1
- Index xeno 2
- Any codex, supplement or WD formation / army already released until 01/07/17.

Lords of war are allowed **one model (or unit of one model)**.

Forgeworld units / models are allowed, restricted to a maximum of **400 points**.

No spamming of units

Any army deemed overpowered will be sent back for alterations

If there is anything you are unsure of please feel free to contact and ask.

Any player wishing to field a list that does not meet all these restrictions should speak to an umpire **at least 4 weeks prior to the event**. Providing it is not over powered it might be allowed.

An FAQ may be produced (to answer any questions) in order to keep the competition balanced.

"Britcon 40k has long stood for welcoming the gamer who plays for the fun experience of all gamers, where the taking part is more important than the win to keep in the spirit of the game we will offer points for painting and basing. If you have a fully painted army (min of 3 colours) and based we will offer extra points. The painting **must have been done by you**. You cannot use someone else's models with your own and claim it's a fully painted army. The painting scheme must be universal through your army (if you are using allies then the painting must be

universal on each ally e.g. salamanders painted as salamanders and if you used ultramarine allies then they are to be painted as ultramarines). We will offer 7 points for fully painted and 3 points if your army is ‘based’ (a decorated and / or painted base).

“What else will I need to bring?”

Any gaming materials you require to play, specifically:

- Your painted and based 2000 point Army
- At least two legible copies of your Army Roster
- This rules pack
- Pen and paper
- Dice, Tape Measure and Templates
- Objective markers
- Glue for repairs
- Current Warhammer 40,000 Rulebook and any FAQ
- Your army codex / allies codex and any FAQ that relates to them

We will need to receive a copy of your army list **3 weeks** before the event. This will allow us to ensure that nobody has made any mistakes. Failure to have sent in a correct list by this date may result in a penalty. The organiser’s are responsible for the checking of the lists prior to the event. Any changes to lists after submission may result in a penalty.

All army lists will be checked over to ensure that all player's lists are roughly balanced and to aim to ensure that people bring lists in the spirit of the event, to have 6 fun games of 40k. (This means no power or spam lists).

“So what models can I use?”

The tournament is not limited to using GW models only, Forgeworld and other companies models can be used as long as they clearly represent a codex unit. Converted models are allowed as long as they are WYSIWYG. Models which have been inappropriately modelled with the sole intent to gain an advantage will be removed as a casualty. If a converted model is of a varying size to the official model then the rough height/size of the official model may be used for LOS purposes. If you are in any way unsure please contact the umpire before the competition.

“What scenarios will be used?”

Each round will have a primary mission (6 points for a win, 3 for a draw and 1 for a loss), maelstrom missions (each choice is worth 1 point) and the standard secondary missions (first blood, line breaker, warlord). Each player will have 12 maelstrom choices that they can choose 4 from each game. They will be the same choices to pick from each round. You do not have to use the same choices each round. They are listed at the bottom of this rules pack. You will select 2 and randomly select 2 maelstrom choices each round to form your 4 maelstroms. If you do not like or cannot achieve all your maelstrom choices you may mulligan all 4 but you must randomly select 4 new ones (this may only be done once).

Round 1

Deployment: Vanguard Strike

Primary Mission: Big Guns Never Tire

Maelstrom Mission: choose 4 maelstrom choices to use

Secondary Missions: Slay the Warlord (doesn't matter what turn this happens in), First Blood (both players can achieve this in their 1st round of actual **combat** (psychic / shooting / assault phases)) and Line Breaker. Secondary missions are worth 1 point each

If you win the primary mission you earn 6pts, if you draw the primary mission you earn 3 points, if you lose the primary mission you earn 1 point. Add together your maelstrom choices scores. Please do NOT account secondary missions in your calculations to see who has won the primary mission.

Example: If you win the primary mission and scored 2 of your maelstrom missions while achieving 2 secondary missions (warlord and first blood), your overall score will be 10 (6+2+2), your opponent lost the primary, scored 3 on their maelstrom mission and achieved a secondary objective (line breaker) then their score will be 5 (1+3+1). There are a maximum of 13 points available in each mission.

Round 2

Deployment: Search and Destroy

Primary Mission: Retrieval Mission

Maelstrom Mission: choose 4 maelstrom choices to use

Secondary Missions: Slay the Warlord (doesn't matter what turn this happens in), First Blood (both players can achieve this in their 1st round of actual **combat**) and Line Breaker. Secondary missions are worth 2 points each

Round 3

Deployment: Hammer and Anvil

Primary Mission: Plant the flag. To plant a flag a unit must end their turn **fully** within an uncontested (only your unit in there) **terrain piece**. You can remove enemy flags in a terrain piece and plant your own using the same method (this happens in the same turn). The person with the most planted flags at the end of the game wins.

Maelstrom Mission: choose 4 maelstrom choices to use

Secondary Missions: Slay the Warlord (doesn't matter what turn this happens in), First Blood (both players can achieve this in their 1st round of actual combat) and Line Breaker. Secondary missions are worth 2 points each

Round 4

Deployment: Dawn of War

Primary Mission: No Mercy

Maelstrom Mission: choose 4 maelstrom choices to use

Secondary Missions: Slay the Warlord (doesn't matter what turn this happens in), First Blood (both players can achieve this in their 1st round of actual combat) and Line Breaker. Secondary missions are worth 2 points each

Round 5

Deployment: Spearhead Assault

Primary Mission: Secure and Control (your objective marker must be at least 12" of any edge of the battlefield)

Maelstrom Mission: choose 4 maelstrom choices to use

Secondary Missions: Slay the Warlord (doesn't matter what turn this happens in), First Blood (both players can achieve this in their 1st round of actual combat) and Line Breaker. Secondary missions are worth 2 points each

Round 6

Deployment: Front-line assault

Primary Mission: The Scouring

Maelstrom Mission: choose 4 maelstrom choices to use

Secondary Missions: Slay the Warlord (doesn't matter what turn this happens in), First Blood (both players can achieve this in their 1st round of actual combat) and Line Breaker. Secondary missions are worth 2 points each

If in any game you completely wipe out your opponent you gain 13 points and your opponent will get the 1 point for losing the primary mission plus whatever maelstrom and secondary objective points they have achieved until the point they are tabled.

Random game length will be played in each round

In each round roll to see who places the 1st objective(s), if any. Select warlord traits, Select powers (if any). Roll off for sides / deployment (the roll for picking sides and deployment is the same roll, if you win then you decide where you deploy and if you deploy first or second) then deploy (alternating one unit each). Whoever finishes setting up first decides if they take 1st or 2nd turn. Roll to steal initiative (if you want to), begin.

“How do I score in each round?”

Players will be ranked according to their scores in each of the previous rounds. The winner of the event will be the person who scores the most tournament points. **Please keep a tally of all enemy unit kills scored (whole units destroyed or fleeing / fled units when the game ends)** as these will be used to determine tournament point ties. **Keep a record of all your units that are wiped out (or caused to flee at the end as they are classed as destroyed).**

Your scores will literally be what you scored in each game e.g. if you won a primary mission (6 points) and scored two secondary missions (2 points) and scored a total of 3 from your maelstrom missions (3 points) then your score would be 11 (6 + 2 + 3).

“Who will I play?”

In each round you will play in one of six preset scenarios. After each round you will play against a different opponent. In the first round, you will be matched randomly against an opposing player. You will then be allocated a table number. In future rounds once scores are in it may mean moving you either up or down the tables. **This is done in every round after the first by having the 1st and 2nd placed people play each other, 3rd and 4th, 5th and 6th etc in each round. If you have already played that person please speak to the organiser(s) who will move people round fairly. The ONLY time you should be able to play someone a second time in is the 6th and final game**

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. Set-up, game length and victory conditions are described in the above; Terrain will be set up on each table before the competition begins. We ask that you leave this in its original place so that the same table set up can be used for the next game. If you have to move the terrain then please try to place it back in roughly the same position. Please take 5 mins before each game begins to discuss terrain types and appropriate cover saves and to go through each other's army lists.

The Game

1. Prior to each game commencing both players are required to display their army to their opponent and should spend five minutes discussing any special rules or features of each unit and the army as a whole.
2. All games will last a random (5-7) number of turns, this means each game will have a minimum of 5 turns. Note the game time includes discussing each other's army lists and any special rules and troop deployment.
3. Players playing particularly slowly or deliberately time wasting may receive a penalty score deduction.
4. Remember there is a sequence of play so should you forget to do something - **tough**, it is your fault and you **CANNOT** go back and do whatever it is you have forgotten. Do not use the “puppy dog eyes” tactic and try to make your opponent feel guilty, this is unfair. Accept your mistake and get on with the game.

After the Game

1. At the end of each game, swap army lists with your opponent and check the following:
 - a. The army list and the army you just played against are in fact the same and that there are no differences.
 - b. The army is legal to the best of your knowledge. If required you may look at the appropriate army book to check this.
 - c. If there is any problem with an army list, notify an umpire immediately. Any issues must be resolved straight away between the players and the umpire. Illegal army lists will receive a penalty score.
2. **IMPORTANT:** You are required to fill out the result (Win / Lose / Draw), the tournament and the kill points (for and against).

Score sheets will be issued on the day

Maelstrom Missions

Press the Advantage: Score 1 point for a unit **fully** with 12" of the enemy long table edge (excludes immobilised vehicles, zooming flyers, units falling back and swooping monstrous creatures).

Hold the Line: Score 1 point for a unit **fully** with 12" of your own long table edge (excludes immobilised vehicles, zooming flyers, units falling back and swooping monstrous creatures).

Scrap Dealer: Score 1 point for either vehicle or a monstrous creature you destroy.

Character Assassination: Score 1 point for killing an enemy **character**.

Kill the HQ: Score 1 point for destroying an enemy HQ unit.

Kill the Troops: Score 1 point for destroying an enemy troop choice.

Kill the Elites: Score 1 point for destroying an enemy elite choice.

Kill the Fast Attack: Score 1 point for destroying an enemy fast attack choice.

Kill the Heavies: Score 1 point for destroying an enemy heavy support choice.

Kill the Lord of War: Score 1 point for destroying an enemy LOW.

No Retreat: Score one point for a successful leadership test you are required to take and pass.

Fear the Reaper: Score 1 point for making an enemy unit fail a leadership test (from anything).