

**Britcon Friday 10th August – Sunday 12th
August 2017**
**THE BRITISH HISTORICAL
GAMES SOCIETY**
present
BRITCON 2018

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 (martinrjeanes@hotmail.co.uk) no army builder files, if possible please 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 2018.

“What can I win?”

There will an award for:

Overall 1st place, 2nd place, 3rd place

The Fabled wooden spoon, Best Sportsman (they get a big man hug).

There will be a Special Prize for Sunday 3000pt game showdown.

“Sounds great, Tell me more!”

This year we are basing our competition around an escalating warfront. We will be using multiple army lists and round time limits with fixed lengths to match.

As normal, please **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 and 2 (18:00 onwards - this game can start no later than 20.30) you will play 2 games vs the same opponent 750pts

Saturday

Round 3 (09.00am – 11.30am) 1400pts

Round 4 (12.30pm – 15.30pm) 1800pts

Round 5 (16.30pm – 19:30pm) 1800pts

Sunday

There is time to take a lunch break on Sunday so people can look around the traders

Round 6 (09.00pm – 16.00pm) 3000pts

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 Codex (English Version) may be used. If your army (Chapter, Race or Hive) has not had a codex release, then you may use the Index for your unit rules. 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 referees are likely to also be 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. A continuous purposeful breach 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) If you Miss the Friday night two game you will be given a below draw score (4 points) for each of the first 2 rounds. So it's probably best to try to attend Friday if you can.

“What is the points limit?”

Starts small 750pts and ends big 3000pts Lists to be chosen from a single Chapter, Hive, Cast or War-band, until the Round 4 when a second detachment can be added. This can, if you wish, then be of a different choice. SO that's All Ultra Marines or all Hive fleet Kronos, until the 4th round where a second detachment can be added of say Custodians for the Ultra marines, or a second Hive fleet for the Kronos Fleet.

“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:

Any codex (In the unlikely event that your army is still awaiting a codex, then use the following)

Index imperial 1

Index imperial 2

Index xeno 1

Index xeno 2

Index chaos, supplement or WD formation / army already released until 01/07/18

If your codex does not have an entry for a unit but the index does, then the index entry can be used. The Codex entry will always be used for if the unit appears in both codex and index. No Cherry picking.

Lords of war are allowed **one model (or unit of one model) only in round 4/5. Round 6 will have no restrictions.**

Forgeworld units / models are Restricted, rounds 4/5 have points limit, round 6 no restrictions.

Keep spamming of units to a respectable level. See individual round list restrictions.

Any army deemed overpowered will be sent back for alterations. Except round 6 where it is expected for people to bring all the big toys that don't see much table time.

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 balanced and 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 separate detachments, then the painting must be universal on each Detachment e.g. salamanders painted as salamanders and if you used ultramarine detachment 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).

“How do I build my Army List?”

This year our theme is escalation where your army is sent to scout then take and control a distant world. But you are not the only ones with that idea. Your lists will grow in force ready to meet the opponent's resistance. Come the final round, the full might of your forces rally to crush your enemies. Bring on the Big Guns.

See separate document for the round missions and army list restrictions.

“What else will I need to bring?”

Any gaming materials you require to play, specifically:

- Your painted and based units for your Army
- At least two legible copies of your Army Rosters
- This rules pack
- Pen and paper
- Dice and Tape Measure
- 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 organisers 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 players' lists are roughly balanced and we 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, except the last round 6). If you are asked to make a small change then no penalty will be incurred.

“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?”

For full details see the Mission document.

“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 be worked out each round depending on how well you achieved the Mission and not just destroying your opponent. Each round has bonus points, these can be earned on top of the mission result score.

“Who will I play?”

In each round you will play in one of six pre-set scenarios. After each round you will play against a different opponent. In the first (games 1 and 2) 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. As this is a Player friendly tournament, we may make slight changes to ensure people don't play each other twice.**

Grudge matches will be considered for the Friday night games.

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 fixed or 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