



LEEDS NIGHT OWLS WARHAMMER 40,000 GRAND TOURNAMENT GAMING PACK

PLEASE NOTE PLACES ARE LIMITED AND WILL BE TAKEN ON A FIRST COME FIRST SERVED BASIS. PLACES CAN BE SECURED WITH PAYMENT. I WILL ACCEPT PAYMENTS THROUGH PAYPAL OR CHEQUE. LEEDS NIGHT OWLS CLUB MEMBERS WILL GAIN PRIORITY

WHO?

I have been a member of the Leeds Night Owls for a few years now, and the club has grown on me throughout that time. The people there are a lovely bunch, will play almost anything, and certainly make anyone feel welcome. They were ever so enthusiastic when I approached them asking to run a Fund Raising Tournament.

WHY?

In September of 2008, I pledged to raise a total of £4,000 to travel to Malawi for four weeks. The money would be spent on not only our travel and activities there, yet resources we would take over to the children (We will be working in a school for a couple of weeks that has strong links with the Sixth Form college I'm at currently). Among the community activities, there will also be a chance for some trekking, and a few days of relaxation activities.

WHERE?

The Leeds Night Owls GT will be held in the Headingley Community Centre (Leeds). For more information on the location, you can visit the Club's website (Link provided at the bottom of this document), or email me (Email address also provided at the bottom).

WHEN?

The Leeds Night Owls GT will be held on the 25th April 2009, beginning at 10AM (Hoping for a prompt start to the first game at 10.30) and ending at 6PM.

WHAT?

The day will be set up as follows:

10am	Arrive and register/set up
10.30am	Round 1 begins
12.30pm	Round 1 ends and we break for lunch (Voting for best army and theme to be taken during lunch hour, each person to set their army up with the background on a central table)
1.15pm	Round 2 begins
3.15pm	Round 2 ends

3.30pm Round 3 begins
5.30pm Round 3 ends, winners declared and prizes awarded, tables cleared (Anyone who wouldn't mind volunteering to help would be greatly appreciated)
6.00pm Hall is clear and Tournament has finished.

Below is a section explaining how the rounds will work:

Players for a round will be based on their past triumphs, with the players of round one being randomised. Points values will be awarded for wins, losses and those who draw.

Scenarios and deployment types to be played

Round 1 – Victory Points; Points earned per point of the enemy's force killed. Player with the most points wins the game. Deployment type is Dawn of War

Round 2 – 5 Objectives; Player with most objectives at end of game wins. Deployment Type is Pitched Battle (12" in)

Round 3 – 3 Objectives; One in Centre, each player places one in their deployment zone. Deployment Type is table Quarters.

General Rules

Entrance fee for the Tournament will be £15 per head. That pays for the hall for the entire day plus covers the cost of the prizes.

The game sizes will be 1500 points, following the normal Force Organisation Chart, Errata, FAQ and Codex Only. Note this means that changes/models from the Imperial Armour, Apocalypse or any other books are not allowed other than the army codex. Tournament is not restricted to Citadel models only.

A small piece of Background would help the choosing of best theme.

Armies are required to be painted to at least a table top standard (This is defined as 3 different colours per model as a rough minimum)

Voting for Best Painted will take place at Lunch. Every player will get a record sheet and every army will be allocated a number. Players are to write down who they believe has the best army.

Each player will be given a record card for each game, on which they are to state the winner, loser and rank the opponents sportsmanship and the army's cheese on a scale of 1-10 (1 low, 10 High).

In each round you will play in one of three preset scenarios. After each round you will play against a different opposing player. In the first round, you will be matched randomly against an opposing player.

After that, in each round the two players in 1st and 2nd place (based on their points for Generalship) will play each other, the players in 3rd and 4th place will play each other; the players in 5th and 6th place will play each other, and so on. If you have already played an opponent in a previous round, you can ask a referee to swap your team with a neighbouring one. This usually means moving you either up or down the tables to swap you around – it isn't THAT critical as to exactly which table you're on, as long as you play a relatively well-matched opposing player.

The only exception to this is that in the final round, the player in 1st and 2nd place must play each other regardless, since they have the highest generalship scores.

Once your opponent has been determined, you will be assigned a table. 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. The event organisers will provide no other games equipment and the players must provide all other materials. Set-up, game length and victory conditions are described in the section above, while the attached schedule shows how long each gaming session lasts.

To keep on schedule, we would appreciate it if you could play at quite a brisk pace with no time wasting please!

Each player has a special results card. Once you've finished your game, you must fill in the card and then hand it in at the information desk. Your results will then be entered into the tournament database.

When arriving at the tournament, at registration each competitor must provide a copy of their army list/roster for the referees. You will require a second copy of the roster, which you should keep with you when you are playing. The roster must include all of the models in your army, their points values, the points value of any equipment/upgrades, and must specify which models are carrying any extra equipment or special items. Please put your name on all pages of the roster.

Bonus marks are available to players who produce a written background for their army. Players should bring two copies of this with them, one to be handed in on registration and one to show their opponents. Your opponents will mark this but the referees may disallow or mark players down for inappropriate material.

Competitors may offer to show each other their army lists/rosters as a friendly gesture but do not have to tell their opponents where "hidden" models like fanatics and assassins. Ensure you write down somewhere where hidden items are located prior to the commencement of each game so this can be verified if necessary. Finally, all players should shake hands and wish each other good luck and an enjoyable game; then battle can commence.

Things you need to bring with you:

Any gaming material you require to play, including:

- Your painted miniatures
- Two copies of your army list/ force roster
- This rules pack
- Rulebooks, Army Book/Codex and supplemental texts
- Pens and paper
- Dice, tape measures and templates
- Reference sheets
- Two copies of your Army background
- Superglue (for emergency repairs)

Sweets, nibbles, lucky mascots etc are also optional

Objectives are used in some scenarios. Players are encouraged to bring their own characterful objectives. These should not be larger than 50mm in diameter. During games these will represent points on a map and not actual terrain.

Points System

The winner of the tournament will be calculated on a points basis, and points will be awarded for the following:

Result	Winner	Loser
Massacre (In round 1 there is a difference of 1,100 or more points killed. In round 2 Player holds 4 or 5 objectives out of 5. In Round 3 Player controls all 3 objectives.)	20	0
Victory (In round 1 there is a difference of 150-1,100 points killed. In Rounds 2 and 3, player controls more objectives than opponent)	15	7
Draw (In round 1, there is a difference of 150 points or less between amounts killed, and in rounds 2 and 3, Players control the same amount of objectives)	10	10

Having a fully painted, based and themed army will also gain you a substantial boost in points. This will be calculated as follows:

Best army

This takes everything into account, not only the painting of the models within the army.

On the final score card for each game, there will be a 1-5 (0 low, 5 high) mark for the following:

Painted The force is fully painted. This means that all the models should be neatly finished and “inside the lines”.

Detailed The Force has had the details of the models painted with noticeable effects. The use of washes and highlighting in a variety of ways. This discriminates between the merely painted forces and the forces that have had attention paid to them.

WYSIWYG Every model conforms to the ‘What you see is what you get’ requirement. This means that all models have the weapons and equipment that they are listed as carrying, and no model is confusing to others when they look at them.

Based All the bases are painted and textured in some manner. The baseline for texture is flock as a minimum. Black edges are acceptable, providing the tops are textured and painted.

Roster The players have full and clearly readable force roster for their force, including player name and entry number.

Written Background The player has a written storyline which is clearly appropriate to the composition and models seen in their force. Background texts should be between 200 and 600 words in length and may include pictures.

Noticeable Theme The player has spent time ensuring that model’s in the army conform to a given theme, and has gone out of his way to do so.

A “Point” will be awarded to each player for the number of points awarded on his card. The player with the greatest amount of “Points” at the end of the three rounds will gain the “Best Army” award.

Bonus Points

Points will be awarded or removed for each of the following outcomes, the effects are cumulative. These points will be added to each players total at the end of the tournament.

Feat	Points
Army has won "Cheesiest List"	-12
Army has won "Best Army"	+5
Player has won "Most Sporting Player"	+5
Army has gained "Army painting" award	+5
Player has substantial, relevant background	+5

Below is an example of what the post match record card will look like.

Name:	Post Game Record Card																												
Opponent:	Best Army Marks (Mark the opponents army here)																												
Round:																													
Amount of Points you killed:																													
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Your Result</th> <th>Points</th> </tr> </thead> <tbody> <tr> <td>Massacred</td> <td style="text-align: center;">0</td> </tr> <tr> <td>Massacred the Enemy</td> <td style="text-align: center;">20</td> </tr> <tr> <td>Won</td> <td style="text-align: center;">15</td> </tr> <tr> <td>Lost</td> <td style="text-align: center;">7</td> </tr> <tr> <td>Gained a Draw</td> <td style="text-align: center;">10</td> </tr> </tbody> </table>	Your Result	Points	Massacred	0	Massacred the Enemy	20	Won	15	Lost	7	Gained a Draw	10	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Requirement</th> <th>Completed? (Tick)</th> </tr> </thead> <tbody> <tr> <td>Painted</td> <td style="text-align: center;">0 1 2 3 4 5</td> </tr> <tr> <td>Detailed</td> <td style="text-align: center;">0 1 2 3 4 5</td> </tr> <tr> <td>WYSYWIG</td> <td style="text-align: center;">0 1 2 3 4 5</td> </tr> <tr> <td>Basing</td> <td style="text-align: center;">0 1 2 3 4 5</td> </tr> <tr> <td>Roster</td> <td style="text-align: center;">0 1 2 3 4 5</td> </tr> <tr> <td>Background</td> <td style="text-align: center;">0 1 2 3 4 5</td> </tr> <tr> <td>Theme</td> <td style="text-align: center;">0 1 2 3 4 5</td> </tr> </tbody> </table>	Requirement	Completed? (Tick)	Painted	0 1 2 3 4 5	Detailed	0 1 2 3 4 5	WYSYWIG	0 1 2 3 4 5	Basing	0 1 2 3 4 5	Roster	0 1 2 3 4 5	Background	0 1 2 3 4 5	Theme	0 1 2 3 4 5
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Your opponents Sportsmanship: 1 2 3 4 5 6 7 8 9 10 Your opponents list's Cheesiness: 1 2 3 4 5 6 7 8 9 10																													

Prize Support and allocation (Subject to change as more supporters are added).

First Prize Single Aluminium Case with choice of trays from Kaiser Rushforth, £20 Games Workshop Vouchers and Trophy (Painted by Night Owls club member Dan Quirk) <www.kaiserrushforth.com>

Last Place Wooden Spoon of doom and selection of Great Escape miniatures < www.greatescapegames.co.uk>

Army painting £20 Games Workshop Vouchers

Sportsmanship West Wind Productions bundle < www.westwindproductions.co.uk>

Best Army Selection of scenery courtesy of PG Scenics <www.pgscenics.co.uk>

Cheesiest List £20 Games Workshop Vouchers

A Thank you certificate will be supplied to everyone

HOW TO JOIN/CONTACT

If you would like to sign up for the Leeds Night Owls Warhammer 40,000 Grand Tournament, please send an email to the address below, containing the following information:

Name:

Address:

Telephone Number:

Army:

Email Address: Ralph.wolstenholme@googlemail.com

If you would like more information about the Club, its location or anything else, please visit the website @ <http://www.leeds-nightowls.co.uk>

Details of how to send payment will be provided in reply to your email.

LEGAL

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