

A Sad Muppet Society production

A Small Matter of Honour 2013

Saturday 4th May 2013

at

TRIPLE HELIX
W A R G A M E S

A Small Matter of Honour

Introduction

The war torn sector of Glebe is showing signs of crumbling. Several planets once habitable have been utterly destroyed by years of conflict. The Archenemy has pushed Imperial forces almost to the halo zone.

What drives this war is no longer known, all that matters is that the fight continues. Several specialist factions have been deployed in an attempt to bring total victory, however the situation seems bleak.

The reward for victory is greater than ever, lest the conflict consumes the entire sector once and for all.

Please read on for full details.

Event Overview

- 1 day Warhammer 40k tournament
- 2 games at 1250, 2 games at 1750
- 6 prizes (First, Second, Third, Sportsman, Best army, Wooden Spoon)
- £17 per person entry fee
- Tea, coffee and lunch included

Breakdown of the day

The day	
9.00	Registration
9.30	Game one (Raid Force)
11.15	Break
11.30	Game two (Raid Force)
13.15	Lunch
14.00	Game three (Battle Force)
16.15	Break
16.30	Game four (Battle Force)
18.45	Pack away
19.00	Awards ceremony and departure

Any player not present at the start of their game will be judged to have lost that game and receive 1 Tournament Point.

What you'll need

When you arrive and register you must hand in a copy of your army list. It must include all of the models in your army, their points value, and the points value of any upgrades or equipment.

All models **MUST** be painted and representative of the appropriate type of troop. The minimal standard of 'painting' requires that at least three colours are painted on to the model and that the bases are textured in some manner.

In addition to your army you will need the following:

- This document
- Two copies of both your 1,250 point army list and your 1,750 point army list
- Dice
- Tape measures
- Templates
- Super glue for battlefield repairs
- The Warhammer 40,000 6th edition rulebook
- Your codex
- To be at least 14 years old
- And to have fun!

Rules of engagement

The Warhammer 40,000 6th Edition rules will be used for this tournament as will the latest FAQs from the Games Workshop website.

The mission and deployment will be announced at the beginning of each game, but we can reveal that all missions will be from the rulebook.

Army limitations and requirements

For A Small Matter of Honour 2013 you must submit two army lists.

Raid Force

No more than 1,250 points may be spent on the army. Armies must follow all the restrictions on army selection from their own codex.

Battle Force

No more than 1,750 points may be spent on the army. The army must include, unchanged, the units from your Raid Force. Armies must follow all the restrictions on army selection from their own codex.

All models used must be PAINTED and BASED miniatures of the appropriate type they represent. Weapons, armour options and upgrades chosen from the codex must be shown on the majority of the models in the unit. They can be from any manufacturer. So long as your opponent can tell what each model represents, anything goes.

Choosing troops	Raid Force	Battle Force
HQ	1	1-2
Elites	0-2	0-3
Troops	2-4	2-6
Fast Attack	0-2	0-3
Heavy	0-2	0-3
Support		

Any codexes published at least one month before the tournament will be allowed. The list here represents the permitted armies as of January 2013.

Permitted armies

Black Templars
Blood Angels
Chaos Daemons (with White Dwarf update)
Chaos Space Marines
Dark Angels
Dark Eldar
Eldar
Grey Knights
Imperial Guard
Necrons
Orks
Sisters of Battle (from White Dwarf)
Space Marines
Space Wolves
Tau Empire
Tyranids

Allies are allowed as in the 6th edition rulebook.

Forgeworld lists are not allowed, but individual units which are listed in a Forgeworld book as “40k approved” are permitted. No rules listed as experimental are permitted. Your list must show which book and page you have taken the unit from. You must either have the Forgeworld models or a suitable conversion which makes it obvious what unit you are using. For example, if you bring a standard Space Marine Land Speeder and try to use it as a Tempest, you will be instructed to remove it from the table.

You must bring the rules for all Forgeworld units in your army and be prepared to show them to your opponent.

If in doubt, ask the organisers at ASMOH@sadmuppets.org.

Named characters from the codexes may be used in A Small Matter of Honour. However as such characters are unique, if the same character is present in your, and your opponent’s army, neither of you may use them for that game. Neither player will receive Victory Points for Slay the Warlord or First Blood for the character.

If you have any further questions regarding army selection, please contact the event organisers before the tournament
ASMOH@sadmuppets.org.

Army roster

When you arrive at the tournament you must bring copies of both your Army Rosters for the umpires to refer to. These must include all the models and equipment in your army and must total equal to or less than the tournament points limits.

If any mistakes are found, the results of all the games in which you have used an illegal list will immediately be changed to wins in favour of your opponents. This will even apply if the mistake was honest so please double-check your list before the tournament.

Scoring

Generalship (4-120 points)

In order to work out your Tournament Points for each of your games, simply work out who has won as per the scenario and work out Tournament Points, comparing it to the table here. You will also need to record Victory Points as per each scenario as this will be used in the event of ties for tournament placings.

	Winner's Tournament Points	Loser's Tournament Points
Draw	10	10
Win	30	1

Remember: If a player concedes then the victor counts as having gained a Win, with maximum Victory Points and giving no Victory Points to the conceding player.

Upon finishing your battle please hand in your scorecard, including the Victory Points scored by both players, to an umpire as soon as possible.

After the first round, you will be matched against opponents using the Swiss system to place you against a similarly skilled opponent. Therefore to win you'll hopefully have to beat some pretty tough players!

Army list (0 – 1 point)

Players will receive 1 Tournament Point for submitting a correct army list at least two weeks prior to the event to the event organisers at ASMOH@sadmuppets.org.

Best army

Players will vote for their favourite army. In the event of a tie, the organisers have the deciding vote. No Tournament Points will be awarded.

Sportsmanship

This tournament is not meant to be a cut-throat, win at all costs competition. We require all participants to compete in an especially friendly manner so please go out of your way to make the game an enjoyable experience for your opponent.

In this spirit, this will not be a Rankings event.

Please note that there is absolutely nothing wrong with asking an opponent if you can read the appropriate rule of set of characteristics in their army book so that you can check for yourself that everything is being done correctly.

Best Sportsman

One of the most coveted awards at the end of the day is Best Sportsman. To find this one person, we ask every player to nominate up to one of their opponents from the day.

Using these nominations, the referees will select a best sportsman and any honourable mentions.

Of course, for kudos, these votes will be published with the tournament scores after the event.

Refereeing

You will be able to identify referees by the badge or committee shirt they will be wearing. Wherever possible they will show you the rule you're querying. If they need to make a judgement call, do not argue with them. Arguing with a referee is a Very Bad Thing.

In addition, the referees will use a yellow and red card system to penalise any unsporting behaviour during the day. You have been warned!

Tickets

There will be a maximum of 40 tickets available for the day. In order to reserve a place please email ASMOH@sadmuppets.org with the following information:

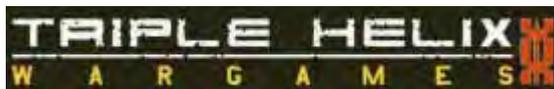
- Your name (and the name of anyone else you wish to reserve tickets for).
- How you wish to pay. Paypal is preferred but you can also pay by cheque or cash (at a club night).

We will send you a Paypal invoice if you are allocated a ticket.

Each ticket will cost £17.

How to get there

Address:



Unit 3 Commerce Business Centre
Commerce Close
West Wilts Trading Estate
Westbury
Wiltshire
BA13 4LS

Google Maps: <http://goo.gl/maps/bnTQK>

By Car: Triple Helix are just a 5 minute drive from the A350 between Trowbridge and Westbury and only a 35 minute drive from Junction 17 of the M4.

To reach Triple Helix by car coming from the South follow the signs to Westbury on the A350. On entering the Town you pass a petrol station and reach a mini roundabout. Take the first exit and follow the road downhill. Go straight over the next mini roundabout and at the next roundabout take the first exit signposted to the railway station. Follow this road over a roundabout and past the railway station and bridge. At the next mini roundabout with a shop on the corner, take the third exit, follow the road out of the residential area. After approx 1 mile turn left into the West Wilts Trading Estate. Take the first left into Commerce Close and immediately right into the car parking area. Triple Helix are the third building on the right hand side.

By Train: Westbury is a mainline station on the London Paddington to Exeter route, stopping at Reading, Newbury and Taunton. It is also on the mainline between Cardiff and Portsmouth stopping at Southampton, Salisbury and Bath. We are a 1 hour, 20 minute train journey from London and only 20 minutes from Bath.

By Bus: By bus you can reach Triple Helix direct on the 264/265 which will drop you a 1 minute walk from their front door. This runs between Bath and Warminster every 2 hours on the weekend. The bus also runs direct from Westbury train station. Click on the link for the timetable.

<http://www.wiltshire.gov.uk/bus-timetable-west-warminster-to-bath-services-264-265.pdf>

Food and drink: Free tea and coffee, and a choice of either curry or chilli with a naan, are included in the ticket price.

Disclaimer

This material is completely unofficial and in no way endorsed by Games Workshop Limited.

Adeptus Astartes, Blood Angels, Bloodquest, Cadian, Catachan, the Chaos devices, Cityfight, the Chaos logo, Citadel, Citadel Device, Codex, Daemonhunters, Dark Angels, Dark Eldar, 'Eavy Metal, Eldar, Eldar symbol devices, Eye of Terror, Fire Warrior, Forge World, Games Workshop, Games Workshop logo, Genestealer, Golden Demon, Gorkamorka, Great Unclean One, Inquisitor, the Inquisitor logo, the Inquisitor device, Inquisitor:Conspiracies, Keeper of Secrets, Khorne, Kroot, Lord of Change, Necron, Nurgle, Ork, Ork skull devices, Sisters of Battle, Slaanesh, Space Hulk, Space Marine, Space Marine chapters, Space Marine chapter logos, Tau, the Tau caste designations, Tyranid, Tyranid, Tzeentch, Ultramarines, Warhammer, Warhammer 40k Device, White Dwarf, the White Dwarf logo, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, illustrations and images from the Warhammer 40,000 universe are either ©, TM and/or © Copyright Games Workshop Ltd 2000-2013, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.