

CHAMPION OF CHAMPIONS



G C N

Gaming Club Network

14th November 2010

Champion of Champions

Introduction

Welcome to the Gaming Club Network's Champion of Champions Warhammer 40000 doubles tournament. This is a competition to find the best best Warhammer 40000 Generals in the south of England.

This event is the final event in the GCN South Doubles circuit, and despite being the finals for five other events, it is meant as a fun tournament and should not be taken too seriously.

What You'll Need

When your and your partner arrive and register, you must hand in a copy of your combined army list. It

The Day

Sunday

9:00-10:00 Registration
 10:00-12:00 Game One
 12:00-13:30 Lunch
 13:00-15:00 Game Two
 15:00-15:30 Afternoon Break
 15:30-17:30 Game Three
 18:00 Awards Ceremony

must include all of the models in your armies, their points value, and the points value of any upgrades or wargear.

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 armies, you will need the following:

- This document and a spare copy of your army list
- Three objective markers
- Dice, tape measures and templates
- Super glue for battlefield repairs
- Your Codex (and any other books relating to your army, i.e. FAQs if appropriate)
- The Warhammer 40000 fifth edition rulebook
- To be over 16 years old
- And to have fun!



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SOLENT WARGAMERS

Wargaming Club based in Portsmouth



How The Tournament Works

The tournament is divided into three rounds. At the beginning of each round you will be assigned to a table and opponent. In the first game, players will be matched randomly against an opposing team. In each subsequent round, players will be facing appropriate opponents according to their ranking.

Scenarios

During the course of the day you will play all three mission types and all three deployment variants. These will be announced at the beginning of each round.

Generalship

After each game you must record the following information on the provided results card:

- Result of the game (Win, Lose, Draw or Concede).
- If the game was completed. If the game was finished prematurely because of time, this is not ticked, even if five or more game turns have been played.
- The number of Kill Points scored or objectives held where appropriate.
- The number of Victory points scored in the game.

Please note: Where an opponent concedes, the game is considered to be Completed and the victors earns all the remaining Kill Points on the table or all the objectives where appropriate.



In order to work out your tournament points for each of your games, use the table below:

Degree of victory	Points
Win	15
Draw	6
Lost	2
Concede	0

Teams will be ranked in order of Tournament Points. If there is a tie, then teams that have scored the same number of Tournament Points will be separated by their cumulative Kill Point total. If these are tied, Victory Points will be used.

Bonus Points

Up to five bonus tournament points per team will be available at the referees' discretion. These points are awarded to those armies which are extra special in terms of painting, army composition, army background, or include some kind of insanely cool feature we like.

Bonus points will also be awarded to players who display exceptionally sporting behaviour during the course of the weekend.

In addition to these, one bonus point is available for submitting your army list to the organisers at least one week before the event.

Best Army

The award for best army is awarded to the force that, in the opinion of both a panel of judges and the players, is the best in terms of painting and character. At lunchtime, the judges will select a number of armies to shortlist for this award.

During the afternoon break all the players will be invited to vote for the Best Army.

Before you begin...

Before commencing your battle, please take five minutes to go through your army with your opponent, discuss the effect of any terrain and go through the scenario provided.

Each table will have scenery already set up on it. It may not be changed.

Sportsmanship

This tournament is not meant to be a cut-throat, win at all costs competition. Any unsporting behaviour will invite penalties from the referees so please go out of your way to make the game an enjoyable experience for your opponent. You have been warned!!!

++Transmission Begins++

++Lord Thoth, please find enclosed my evaluation of the fortified world, Lenton, in the Sherwood Sector. I have detailed the latest campaign proposed by General Platten.

This is the latest of many such campaigns, and I am sure the same as many yet to come. In my humble opinion the Imperium is slowly losing this world.

Where it not for its strategic location, the Inquisition should have authorised exterminatis a long time ago. As requested, observers have been assigned to document the offensive.

The Emperor Protects.

Inquisitor Eviana++

++Transmission Ends++

Rules of Engagement

The Warhammer 40000 5th Edition rules will be used for this tournament as will the latest FAQs from the Games Workshop website.

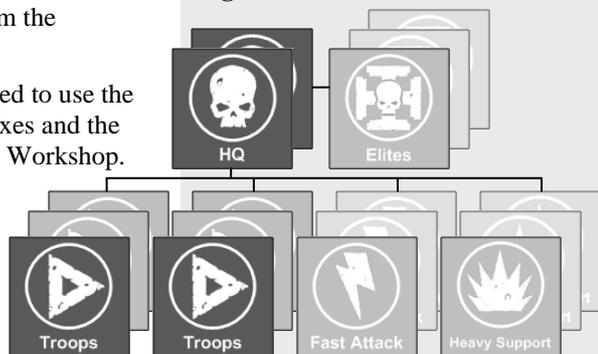
Players will also be expected to use the latest edition of their Codexes and the errata published by Games Workshop.

Doubles Army Construction

You must follow the standard force organisation chart for you combined army. Your combined 1500 point army must contain the following:

- Two Forces of no more than 750 points each. You may not transfer unused points between Forces.
- Each player must provide 1 HQ and 1 Troop unit as the basis of their individual Forces.
- You may then take further troop units up to the maximum allowed.
- If you wish to take Elite, Fast Attack or Heavy Support you may take them in your combined army; however you must fill each of the selections first in order to get a second choice from one of these unit types, eg you have 2 HQs, 2 Troops, one Elite, one Fast Attack, and one Heavy Support choice before you can add subsequent Elite, Fast Attack or Heavy Support choices. Troop units are not affected by this restriction.
- Any units that don't take up a place in the Force Organisation chart are to be used as per their rules in their respective codexes, and are not affected by the restriction above.
- You cannot use two 0-1 in a combined army of two stand alone armies.
- 1+ choices are applied to the individual Forces first rather than

Combined Force Organisation Chart



Additional Elite, Fast Attack or Heavy Support choices can only be chosen after one of each is taken.

the combined army.

- You will require three appropriate objective markers in addition to your army. Each of these should be mounted on a round base up to 65mm in diameter.

Team Alliances

Each force may only ally with the races shown on the Alliances chart overleaf. Simply cross-reference the races you wish to ally with. The notations represent:

B - Battle brothers - same army so no special rules

T - Trusted Allies - permitted, no special rules

D - Distrusted Allies - permitted, but allies units and characters within 6" of each other suffer a -1 Leadership penalty (after other modifiers).

X - Disallowed - can not ally



Written by Richard Kerry.

Special thanks also to Dan Currey and Ruth Kerry for their help creating this pack.

Adeptus Astartes, Battlefleet Gothic, Black Templars, Blood Angels, Blood Bowl, Catachan Jungle Fighters, Chaos Space Marines, the Chaos device, Codex, Dark Eldar, Dark Angels, Dark Future, the Double-Headed/Imperial Eagle device, the 40k device, Dwarfs Crossed Hammer logo, Eavy Metal, Epic, Eldar, Eldar symbol devices, Eye of Terror, the Games Workshop logo, Games Workshop, Genestealer, Golden Demon, Gorkamorka, Grey Knight, Hammer of Sigmar, Horned Rat logo, Inquisitor, the Inquisitor device, Khorne, the Khorne device, Kislev, Kroot, Leman Russ, Mordheim, Necron, Necromunda, Nurgle, Nurgle logo, Ork, Ork Skull devices, Skaven, Skaven logos, Slaanesh, Slaanesh logo, Slottabase, Space Hulk, Space Marine, Space Marine chapter logos, Space Wolves, Sisters of Battle, Steel Legion, Talisman, Tau, the Tau castle designations, Tyranid, Tyranid, Tzeentch, Tzeentch logo, Ultramarines, Vampire Count logo, Von Carstein, Von Carstein logo, Chaos, 40k, GW, Warmaster, Warhammer, White Dwarf, and all associated marks, names, characters, illustrations and images from the Warhammer world and Warhammer 40,000 universe are either (i), TM and/or (c) Games Workshop Ltd 2000-2008, variably registered in the UK and other countries around the world, used without permission. No challenge to their status intended. All Rights Reserved.